1. Symbol Tables (Sedgewick 3.1)
2. Binary Search Trees (Sedgewick 3.2, 3.3)
	1. Insert (Insert-at-Leaf)
	2. Left and Right Rotations
	3. Insert-at-root
	4. 2-3 Trees
	5. Red-Black Trees
	6. Rank, Select, and Range function on Binary Trees
3. Hashing (Sedgewick 3.4)
	1. Hash Functions
		1. Honer’s Method
			1. hash = (R \* hash + s.charAt(i)) % tableSize
				1. where R is radix (int larger than largest char) (e.g. 257 (prime))

 Hashing with Linear Probe

* 1. Double Hashing
	2. Zobrist Hashing (class notes)
1. Graphs (Sedgewick 4.1, first part of 4.2)
	1. Union-Find (Sedgewick 1.5)
	2. Adjacency Lists (Directed and Undirected)
	3. Depth-First Search
	4. Breadth-First Search
	5. Finding Paths ( Degrees of separation)
	6. Minimum Spanning Tree (Prim’s Algorithm) (Lazy and Eager Versions)