1) Huffman codes (Web)
2) Trees
   - basic defs, terminology (5.2)
   - recursive defn, structural induction (5.5)
   - data structures (5.3)
   - depth-first search, pre-order, in-order, post-order (5.4)
   - binary search trees (5.6-5.8)
   - AVL trees (Web)
   - priority queues, heaps, heapsort (5.9-5.10)
3) Graphs
   - basic defined, terminology (9.2)
   - data structures (9.3)
   - depth-first search, connected components (9.6, part of 9.7)
   - minimum-weight spanning trees, Prim's Alg. (part of 9.5, Web)
   - Dijkstra's Alg. (9.8)
   - Floyd's Alg. (9.9)
   - planarity, graph coloring (9.10)
   - network flow, Ford-Fulkerson Alg. (Web)
4) Game Trees, minimax alg., Alpha-Beta pruning (Web)

Not covered: 9.4, 9.5 (Kruskal's Alg.), 9.7 (except connected component, randomized algorithms)