Greedy Algorithms	
Indicator	Making locally optimal choices to find a global optimum, problems involving finding minimum/maximum values.
Tips	Prove the greedy choice property and ensure it leads to an optimal solution.
Common Patterns	Interval scheduling, activity selection, minimum spanning trees.
Examples	Activity Selection Huffman Coding Dijkstra's Algorithm

Dynamic Programming (DP)	
Indicators	Optimal substructure, overlapping subproblems, constraints involving maximum/minimum values, finding number of ways to achieve a target.
Tips	Use memoization or tabulation to store results of subproblems, break the problem into smaller subproblems.
Common Patterns	Subset sums, longest subsequences, edit distance.
Examples	Longest Common Subsequence ,Knapsack Problem, Coin Change Problem