

Total: 519 道题目

基本逻辑 Coding(17)

Plan 1

[Island Perimeter](#) - medium

[Summary Ranges](#) - easy

[Missing Ranges](#) - medium

[Excel Sheet Column Number](#) - easy

[Excel Sheet Column Title](#) - easy

Plan 2

[Next Permutation](#) - medium

[Next Greater Element III](#) - medium

[Permutation Sequence](#) - medium

[Maximum Swap](#) - medium

[Valid Sudoku](#) - medium

[Game of Life](#) - medium

[Bulls and Cows](#) - medium

[Find the Closest Palindrome](#) - hard

Plan 3

[Strobogrammatic Number](#) - medium

[Strobogrammatic Number II](#) - medium

[Strobogrammatic Number III](#) - hard

[Maximum Distance in Arrays](#) - easy

Binary Search(22)

Plan 1 - 基本操作

[Find Smallest Letter Greater Than Target](#) - easy

[Search Insert Position](#) - medium

[First Bad Version](#) - easy

[Search for a Range](#) - medium

[Find Minimum in Rotated Sorted Array](#) - medium

[Find Minimum in Rotated Sorted Array II](#) - medium

[Search in Rotated Sorted Array](#) - medium
[Search in Rotated Sorted Array II](#) - medium

Plan 2

[Single Element in a Sorted Array](#) - medium
[Find Peak Element](#) - medium
[Find Right Interval](#) - medium
[H-Index II](#) - medium
[Sort Transformed Array](#) - medium

[Search a 2D Matrix](#) - medium
[Search a 2D Matrix II](#) - medium

Plan 3

[Divide Two Integers](#) - medium
[Sqrt\(x\)](#) - medium

[Median of Two Sorted Arrays](#) - hard
[Find K Closest Elements](#) - hard

[Smallest Rectangle Enclosing Black Pixels](#) - medium
[Count Complete Tree Nodes](#) - medium
[Find the Duplicate Number](#) - hard

Array(42)

Plan 0 - coding

[Toeplitz Matrix](#) - easy
[Diagonal Traverse](#) - medium
[Rotate Image](#) - medium
[Spiral Matrix](#) - medium
[Spiral Matrix II](#) - medium

Plan 1 - two pointers

[Two Sum](#) - easy
[Two Sum II - Input array is sorted](#) - easy
[3Sum](#) - medium
[3Sum Closest](#) - medium
[3Sum Smaller](#) - medium
[4Sum](#) - medium
[4Sum II](#) - hard

[Valid Triangle Number](#) - medium

[K-diff Pairs in an Array](#) - easy

Plan 2 - partition

[Rotate Array](#) - easy - 基本操作

[Move Zeroes](#) - easy

[Sort Colors](#) - medium

[Remove Element](#) - easy

[Remove Duplicates from Sorted Array](#) - easy

[Remove Duplicates from Sorted Array II](#) - medium

Plan 3 - 谁小移谁

[Merge Sorted Array](#) - easy - 基本操作

[Intersection of Two Arrays](#) - easy

[Intersection of Two Arrays II](#) - easy

Plan 4 - 中心开花

[Product of Array Except Self](#) - easy

[Trapping Rain Water](#) - medium

[Increasing Triplet Subsequence](#) - easy

[132 Pattern](#) - medium

Plan 5 - prefix sum

[Range Sum Query - Immutable](#) - easy

[Range Sum Query 2D - Immutable](#) - medium

[Subarray Sum Equals K](#) - medium

[Maximum Size Subarray Sum Equals k](#) - medium

[Minimum Size Subarray Sum](#) - hard - two pointers

[Contiguous Array](#) - medium

[Continuous Subarray Sum](#) - medium

[Split Array with Equal Sum](#) - medium

Plan 6

[Wiggle Sort](#) - medium

[Wiggle Sort II](#) - hard

[Pascal's Triangle](#) - easy

[Pascal's Triangle II](#) - medium

[H-Index](#) - medium

[First Missing Positive](#) - hard

[Max Chunks To Make Sorted II](#) - medium

Linked List - Coding(25)

Plan 1 - reverse

[Reverse Linked List](#) - easy - 基本 recursion , iterative 遍历

[Swap Nodes in Pairs](#) - easy - 基本 recursion , iterative 遍历

[Reverse Linked List II](#) - hard

[Binary Tree Upside Down](#) - medium - reverse 扩展

[Reverse Nodes in k-Group](#) - medium - reverse 扩展

Plan 2 - removal

[Remove Linked List Elements](#) - easy - 基本 coding , removal

[Delete Node in a Linked List](#) - medium - 基本 coding , removal

[Remove Nth Node From End of List](#) - easy - 快慢指针

[Remove Duplicates from Sorted List](#) - easy - 快慢指针

[Remove Duplicates from Sorted List II](#) - medium - 快慢指针

Plan 3 - 其它基本操作

[Rotate List](#) - easy

[Partition List](#) - medium

[Merge Two Sorted Lists](#) - easy

[Intersection of Two Linked Lists](#) - medium

Plan 4 - 综合练习

[Add Two Numbers](#) - easy

[Add Two Numbers II](#) - medium

[Plus One Linked List](#) - medium

[Linked List Cycle](#) - easy - 快慢指针

[Linked List Cycle II](#) - medium

Plan 5 - 综合练习

[Palindrome Linked List](#) - medium - 综合基本操作

[Odd Even Linked List](#) - medium

[Reorder List](#) - medium

[Insertion Sort List](#) - medium

[Sort List](#) - medium

[Copy List with Random Pointer](#) - medium

HashMap(8)

Plan 1

[Palindrome Permutation](#) - easy

[Longest Palindrome](#) - easy

[First Unique Character in a String](#) - medium

[Unique Word Abbreviation](#) - medium

[Happy Number](#) - easy

[Fraction to Recurring Decimal](#) - medium

[Sentence Screen Fitting](#) - medium - dp

[Group Shifted Strings](#) - medium

String(50)

Plan 1

[Roman to Integer](#) - easy

[Integer to Roman](#) - easy

[String to Integer \(atoi\)](#) - medium

[Integer to English Words](#) - hard

[Valid Number](#) - medium

[Convert a Number to Hexadecimal](#) - easy

Plan 2

[Add Binary](#) - easy

[Plus One](#) - easy

[Add Strings](#) - easy

[Multiply Strings](#) - medium

[Compare Version Numbers](#) - medium

Plan 3

[Reverse String](#) - easy

[Reverse Vowels of a String](#) - easy

[Reverse Words in a String](#) - medium

[Reverse Words in a String II](#) - medium

[Reverse Words in a String III](#) - easy

[Reverse String II](#) - easy

Plan 4

[Valid Anagram](#) - easy

[Group Anagrams](#) - medium

[Valid Palindrome](#) - easy

[Valid Palindrome II](#) - medium

[Implement strStr\(\)](#) - easy

[Is Subsequence](#) - medium

[Repeated String Match](#) - medium

[Longest Common Prefix](#) - easy

[Repeated Substring Pattern](#) - easy

Plan 5

[Valid Word Square](#) - easy

[Valid Word Abbreviation](#) - easy

[Isomorphic Strings](#) - easy

[Word Pattern](#) - easy

[String Compression](#) - easy

[Decode String](#) - medium

[Encode and Decode Strings](#) - medium

[Text Justification](#) - hard

Plan 6

[Sort Characters By Frequency](#) - medium

[Custom Sort String](#) - medium

[One Edit Distance](#) - medium

[License Key Formatting](#) - medium

[Shortest Completing Word](#) - medium

[Number of Matching Subsequences](#) - medium

[Longest Word in Dictionary through Deleting](#) - medium

[Word Abbreviation](#) - hard

Plan 7

[Valid Parentheses](#) - easy

[Longest Valid Parentheses](#) - medium

[Remove Invalid Parentheses](#) - hard

[Simplify Path](#) - medium

[Bold Words in String](#) - easy

[Add Bold Tag in String](#) - medium

[Remove Comments](#) - medium

[Palindrome Pairs](#) - hard

Sliding Window(22)

Plan 0

[Moving Average from Data Stream](#) - easy

[Maximum Average Subarray I](#) - easy

[Sliding Window Median](#) - hard

[Find Median from Data Stream](#) - hard

[Sliding Window Maximum](#) - hard

[Image Smoother](#) - easy

[Design Hit Counter](#) - medium

Plan 1 - fixed

[Find All Anagrams in a String](#) - medium

[Permutation in String](#) - medium

[Repeated DNA Sequences](#) - medium

[Contains Duplicate](#) - easy

[Contains Duplicate II](#) - medium

[Contains Duplicate III](#) - hard

Plan 2 - Non-fixed

[Shortest Word Distance](#) - easy

[Shortest Word Distance II](#) - medium

[Longest Substring Without Repeating Characters](#) - medium

[Minimum Window Substring](#) - hard

[Longest Substring with At Most Two Distinct Characters](#) - medium

[Longest Substring with At Most K Distinct Characters](#) - hard

Plan 3 - Advanced

[Max Consecutive Ones II](#) - medium

[Split Array into Consecutive Subsequences](#) - medium

[K Empty Slots](#) - hard

Tree(60)

Plan 1 - 基本遍历

[Binary Tree Preorder Traversal](#) - medium

[Binary Tree Inorder Traversal](#) - medium

[Binary Tree Postorder Traversal](#) - hard

Plan 2 - 基本 recursion

[Maximum Depth of Binary Tree](#) - easy

[Minimum Depth of Binary Tree](#) - easy

[Invert Binary Tree](#) - easy

[Same Tree](#) - easy

[Symmetric Tree](#) - easy

[Merge Two Binary Trees](#) - easy

Plan 3 - 基本 DFS backtracking

[Path Sum](#) - easy

[Binary Tree Paths](#) - easy

[Path Sum II](#) - medium

[Path Sum III](#) - medium

[Sum Root to Leaf Numbers](#) - medium

Plan 4 - Recursion

[Diameter of Binary Tree](#) - medium

[Binary Tree Maximum Path Sum](#) - hard

[Count Univalued Subtrees](#) - medium

[Equal Tree Partition](#) - medium

[Binary Tree Tilt](#) - medium

[Most Frequent Subtree Sum](#) - medium

[Closest Leaf in a Binary Tree](#) - medium

Plan 5 - Recursion

[Balanced Binary Tree](#) - medium

[Lowest Common Ancestor of a Binary Tree](#) - medium

[Validate Binary Search Tree](#) - medium

[Largest BST Subtree](#) - medium

[Subtree of Another Tree](#) - medium

[Find Duplicate Subtrees](#) - medium

[Find Leaves of Binary Tree](#) - medium

Plan 6 - BFS

[Binary Tree Level Order Traversal](#) - easy

[Binary Tree Level Order Traversal II](#) - easy

[Binary Tree Zigzag Level Order Traversal](#) - medium

[Find Bottom Left Tree Value](#) - medium

[Find Leaves of Binary Tree](#) - medium

[Average of Levels in Binary Tree](#) - easy

[Find Largest Value in Each Tree Row](#) - medium

[Maximum Width of Binary Tree](#) - medium

Plan 7 - 综合遍历

[Sum of Left Leaves](#) - easy

[Binary Tree Right Side View](#) - medium

[Binary Tree Vertical Order Traversal](#) - hard

[Boundary of Binary Tree](#) - medium

[Find Bottom Left Tree Value](#) - medium

[Populating Next Right Pointers in Each Node](#) - medium

[Populating Next Right Pointers in Each Node II](#) - medium

[Second Minimum Node In a Binary Tree](#) - medium

Plan 8 - 综合练习 Backtracking/Recursion

[Longest Univalue Path](#) - medium

[Binary Tree Longest Consecutive Sequence](#) - medium

[Binary Tree Longest Consecutive Sequence II](#) - medium

[Nested List Weight Sum](#) - medium

[Nested List Weight Sum II](#) - medium

Plan 9 - Ser/Deser

[Flatten Binary Tree to Linked List](#) - medium

[Construct String from Binary Tree](#) - easy

[Construct Binary Tree from Preorder and Inorder Traversal](#) - medium

[Construct Binary Tree from Inorder and Postorder Traversal](#) - medium

[Construct Binary Tree from String](#) - medium
[Verify Preorder Serialization of a Binary Tree](#) - medium
[Serialize and Deserialize Binary Tree](#) - hard
[Ternary Expression Parser](#) - medium
[Maximum Binary Tree](#) - hard

Plan 10 - Set up trees

[Kill Process](#) - medium
[Employee Importance](#) - medium

Binary Search Tree(17)

Plan 1 - 基本遍历+基本操作

[Find Mode in Binary Search Tree](#) - medium
[Inorder Successor in BST](#) - medium
[Kth Smallest Element in a BST](#) - medium
[Closest Binary Search Tree Value](#) - medium
[Closest Binary Search Tree Value II](#) - hard
[Recover Binary Search Tree](#) - medium
[Two Sum IV - Input is a BST](#) - medium
[Delete Node in a BST](#) - medium

Plan 2 - 基本操作/Recursion

[Lowest Common Ancestor of a Binary Search Tree](#) - medium
[Minimum Distance Between BST Nodes](#) - medium
[Trim a Binary Search Tree](#) - medium
[Convert BST to Greater Tree](#) - medium
[Split BST](#) - medium

Plan 3 - Ser/Deser

[Convert Sorted Array to Binary Search Tree](#) - medium
[Convert Sorted List to Binary Search Tree](#) - hard
[Serialize and Deserialize BST](#) - medium
[Verify Preorder Sequence in Binary Search Tree](#) - hard

PriorityQueue(5)

Plan 1

[Merge k Sorted Lists](#) - medium

[Smallest Range](#) - hard

[Kth Largest Element in an Array](#) - medium

[Top K Frequent Elements](#) - medium

[Top K Frequent Words](#) - medium

Recursion - Memorization - DP(6)

Plan 1

[Pow\(x, n\)](#) - easy

[Nim Game](#) - medium

[Can I Win](#) - medium

[Longest Increasing Path in a Matrix](#) - hard

[Number of Atoms](#) - medium

[Flip Game II](#) - hard

Mono Stack/Deque(6)

Plan 1

[Daily Temperatures](#) - medium

[Next Greater Element I](#) - medium

[Next Greater Element II](#) - medium

[Sliding Window Maximum](#) - hard

[Largest Rectangle in Histogram](#) - hard

[Remove K Digits](#) - medium

Trie(8)

Plan 1

[Implement Trie \(Prefix Tree\)](#) - medium - 基本实现

[Add and Search Word - Data structure design](#) - medium

[Design Search Autocomplete System](#) - hard

[Replace Words](#) - medium - 应用

[Maximum XOR of Two Numbers in an Array](#) - medium
[Prefix and Suffix Search](#) - hard
[Implement Magic Dictionary](#) - hard
[Longest Word in Dictionary](#) - medium

Hybrid Data Structure(13)

Plan 1

[Implement Queue using Stacks](#) - medium
[Implement Stack using Queues](#) - medium
[Min Stack](#) - medium
[Max Stack](#) - hard - treemap/treeset

Plan 2

[First Unique Character in a String](#) - medium
[LRU Cache](#) - hard - doubly linked list + hashmap
[LFU Cache](#) - hard

[Logger Rate Limiter](#) - medium - sliding window
[Find Median from Data Stream](#) - hard - sliding window
[All O`one Data Structure](#) - hard

[Insert Delete GetRandom O\(1\)](#) - medium - randomness
[Insert Delete GetRandom O\(1\) - Duplicates allowed](#) - hard

[Shortest Word Distance III](#) - medium - invert index

DFS Backtracking(34)

Plan 1 - 基本类型

[Subsets](#) - medium
[Subsets II](#) - medium
[Permutations](#) - medium
[Permutations II](#) - medium
[Generate Parentheses](#) - medium
[N-Queens](#) - medium

Plan 2

[Combinations](#) - medium

[Combination Sum](#) - medium
[Combination Sum II](#) - medium
[Combination Sum III](#) - medium

Plan 3

[Letter Case Permutation](#) - easy
[Palindrome Permutation II](#) - hard
[Binary Watch](#) - medium
[Letter Combinations of a Phone Number](#) - medium
[Restore IP Addresses](#) - medium
[Unique Morse Code Words](#) - medium
[Word Pattern II](#) - medium
[Generalized Abbreviation](#) - medium
[Minimum Unique Word Abbreviation](#) - hard

Plan 4

[Largest Divisible Subset](#) - medium
[Increasing Subsequences](#) - medium
[Non-negative Integers without Consecutive Ones](#) - medium
[Factor Combinations](#) - medium
[Word Search](#) - medium
[Word Search II](#) - hard
[All Paths From Source to Target](#) - medium

Plan 5

[Word Squares](#) - medium
[Different Ways to Add Parentheses](#) - medium
[Expression Add Operators](#) - hard
[24 Game](#) - medium
[Sudoku Solver](#) - hard
[Android Unlock Patterns](#) - hard
[Bulb Switcher](#) - hard
[Partition to K Equal Sum Subsets](#) - hard

Graph Traversal - DFS, BFS(21)

Plan 1

[Flood Fill](#) - easy
[Number of Connected Components in an Undirected Graph](#) - medium
[Number of Islands](#) - medium
[Max Area of Island](#) - medium

[Friend Circles](#) - medium

[Clone Graph](#) - medium

Plan 2

[Surrounded Regions](#) - medium

[Evaluate Division](#) - medium

[Is Graph Bipartite](#) - medium

[Pacific Atlantic Water Flow](#) - medium

[Find Eventual Safe States](#) - medium

[Accounts Merge](#) - medium

Plan 3 - 图论

[Graph Valid Tree](#) - medium

[Redundant Connection](#) - medium

[Redundant Connection II](#) - hard

[Number of Distinct Islands](#) - medium

[Number of Distinct Islands II](#) - hard

Plan 4

[Find the Celebrity](#) - medium - greedy

[Reconstruct Itinerary](#) - medium - euclidian

[Minimum Height Trees](#) - medium - topological order, tree recursion

[Optimal Account Balancing](#) - hard

Breadth First Search(7)

Plan 1

[Word Ladder](#) - medium

[Word Ladder II](#) - hard

[Shortest Distance from All Buildings](#) - hard

[01 Matrix](#) - hard

[Walls and Gates](#) - hard

[Remove Invalid Parentheses](#) - hard

[Cheapest Flights Within K Stops](#) - hard

Best First Search(11)

Plan 1

[Kth Smallest Element in a Sorted Matrix](#) - medium
[Kth Smallest Number in Multiplication Table](#) - medium
[Ugly Number II](#) - medium
[Super Ugly Number](#) - medium
[Find K Pairs with Smallest Sums](#) - medium
[Swim in Rising Water](#) - medium
[Trapping Rain Water II](#) - hard

Plan 2

[The Maze](#) - medium
[The Maze II](#) - hard
[The Maze III](#) - hard
[Maximum Product of Word Lengths](#) - hard

Topological Order(4)

Plan 1

[Course Schedule](#) - medium
[Course Schedule II](#) - medium
[Alien Dictionary](#) - hard
[Sequence Reconstruction](#) - medium

Union Find(5)

Plan 1

[Sentence Similarity](#) - easy
[Sentence Similarity II](#) - medium
[Number of Islands II](#) - hard
[Longest Consecutive Sequence](#) - medium
[Accounts Merge](#) - medium

DP(53)

Plan 1

[Integer Break](#) - medium

[Climbing Stairs](#) - easy
[Maximum Subarray](#) - easy
[Max Consecutive Ones](#) - easy
[House Robber](#) - easy
[Jump Game](#) - medium
[Jump Game II](#) - medium
[Triangle](#) - medium

Plan 2

[Longest Continuous Increasing Subsequence](#) - medium
[Longest Increasing Subsequence](#) - medium
[Russian Doll Envelopes](#) - hard
[Maximum Length of Pair Chain](#) - medium
[Longest Repeating Character Replacement](#) - medium
[Maximum Product Subarray](#) - medium

Plan 3

[Word Break](#) - medium
[Word Break II](#) - hard
[Concatenated Words](#) - hard
[Palindrome Partitioning](#) - medium
[Palindrome Partitioning II](#) - hard
[Decode Ways](#) - medium
[Decode Ways II](#) - hard
[Perfect Squares](#) - medium

Plan 3

[Best Time to Buy and Sell Stock](#) - easy
[Best Time to Buy and Sell Stock II](#) - easy
[Best Time to Buy and Sell Stock III](#) - medium
[Best Time to Buy and Sell Stock IV](#) - hard
[Maximum Sum of 3 Non-Overlapping Subarrays](#) - hard
[Best Time to Buy and Sell Stock with Cooldown](#) - medium
[Best Time to Buy and Sell Stock with Transaction Fee](#) - medium

Plan 4

[House Robber II](#) - medium
[House Robber III](#) - hard
[Paint Fence](#) - medium
[Paint House](#) - easy
[Paint House II](#) - hard
[Split Array Largest Sum](#) - hard

Plan 6 - Backpack

[Coin Change](#) - medium
[Coin Change 2](#) - medium
[Combination Sum IV](#) - medium
[Target Sum](#) - medium
[Ones and Zeroes](#) - medium
[Partition Equal Subset Sum](#) - medium

Plan 7

[Minimum Swaps To Make Sequences Increasing](#) - medium
[Knight Probability in Chessboard](#) - medium
[Coin Path](#) - hard
[Frog Jump](#) - hard

Plan 8

[Burst Balloons](#) - hard
[1-bit and 2-bit Characters](#) - medium
[Student Attendance Record II](#) - hard
[Bomb Enemy](#) - medium
[4 Keys Keyboard](#) - hard

[Encode String with Shortest Length](#) - hard
[Maximum Vacation Days](#) - hard
[Domino and Tromino Tiling](#) - medium

DP - String Match(9)

Plan 1

[Edit Distance](#) - medium
[Distinct Subsequences](#) - hard
[Wildcard Matching](#) - hard
[Regular Expression Matching](#) - hard
[Minimum Window Subsequence](#) - medium

Plan 2

[Longest Palindromic Substring](#) - medium
[Palindromic Substrings](#) - medium
[Longest Palindromic Subsequence](#) - medium
[Count Different Palindromic Subsequences](#) - hard

DP - Matrix(11)

Plan 1

[Unique Paths](#) - easy

[Unique Paths II](#) - medium

[Minimum Path Sum](#) - easy

[Maximal Square](#) - medium

[Largest Plus Sign](#) - medium

[Longest Line of Consecutive One in Matrix](#) - medium

Plan 2

[Number Of Corner Rectangles](#) - medium

[Maximal Rectangle](#) - hard

[Max Sum of Rectangle No Larger Than K](#) - hard

[Dungeon Game](#) - hard

[Cherry Pickup](#) - hard

Intervals(3)

Plan 1

[Merge Intervals](#) - medium

[Insert Interval](#) - medium

[Non-overlapping Intervals](#) - medium - dp, greedy

Sweep Line(7)

Plan 1

[Meeting Rooms](#) - medium

[Meeting Rooms II](#) - medium

[Minimum Number of Arrows to Burst Balloons](#) - medium

[Range Addition](#) - medium

[Brick Wall](#) - medium

[The Skyline Problem](#) - hard

[Perfect Rectangle](#) - hard

Segment Tree(7)

Plan 1

[Range Sum Query - Mutable](#) - medium - segment tree

[Range Sum Query 2D - Mutable](#) - hard

[Count of Smaller Numbers After Self](#) - hard

[Queue Reconstruction by Height](#) - hard

[My Calendar I](#) - easy - treemap

[My Calendar II](#) - medium - treemap

[My Calendar III](#) - hard - segment tree

Expression(5)

Plan 1

[Evaluate Reverse Polish Notation](#) - medium

[Solve the Equation](#) - medium

[Basic Calculator](#) - hard

[Basic Calculator II](#) - hard

[Basic Calculator III](#) - hard

Hashing(1)

Plan 1

[Find Duplicate File in System](#) - medium

Sparsity(1)

Plan 1

[Sparse Matrix Multiplication](#) - medium

Randomization(3)

Plan 1

[Shuffle an Array](#) - medium

[Linked List Random Node](#) - medium - reservoir sampling

[Random Pick Index](#) - medium

Iterator(6)

Plan 1

[Design Compressed String Iterator](#) - medium

[Peeking Iterator](#) - medium

[Flatten 2D Vector](#) - medium

[Zigzag Iterator](#) - hard

[Flatten Nested List Iterator](#) - hard

[Binary Search Tree Iterator](#) - medium

Bit Operation(8)

Plan 1

[Number of 1 Bits](#) - easy

[Power of Two](#) - easy

[Reverse Bits](#) - easy

[Single Number](#) - medium

[Missing Number](#) - medium

[Hamming Distance](#) - medium

[Total Hamming Distance](#) - medium

[UTF-8 Validation](#) - medium - coding

Other 特定算法(11)

Plan 1

[Majority Element](#) - easy

[Majority Element II](#) - medium

[Max Points on a Line](#) - hard

[Set Matrix Zeroes](#) - medium

[Lonely Pixel I](#) - medium

[Lonely Pixel II](#) - medium

Plan 2

[Best Meeting Point](#) - medium - sorting - median

[Patching Array](#) - hard

[Rearrange String k Distance Apart](#) - hard

[Gas Station](#) - medium

[Candy](#) - hard

Maths(5)

Plan 1

[Factorial Trailing Zeroes](#) - easy

[Count Primes](#) - medium

[Remove 9](#) - hard

[Reaching Points](#) - hard

[Similar RGB Color](#) - easy

Design + Data Structure(8)

Plan 1

[Design Phone Directory](#) - medium

[Design Snake Game](#) - medium

[Design Tic-Tac-Toe](#) - medium

[Design In-Memory File System](#) - medium

[Design Excel Sum Formula](#) - hard

[Design Log Storage System](#) - medium

Plan 2

[Read N Characters Given Read4](#) - medium

[Read N Characters Given Read4 II - Call multiple times](#) - hard

Geometry(4)

Plan 1

[Line Reflection](#) - medium

[Valid Square](#) - medium

[Rectangle Area](#) - medium - sweep line

[Convex Polygon](#) - medium