

## Kodnest 150

Serial	Problem Name	Done?					
	<b>Arrays</b>						
1	<a href="#">Rotate Array</a>	<input type="checkbox"/>					
2	<a href="#">Squares of a sorted array</a>	<input type="checkbox"/>					
3	<a href="#">Kadane's Algo</a>	<input type="checkbox"/>					
4	<a href="#">maximum product subarray</a>	<input type="checkbox"/>					
5	<a href="#">majority element</a>	<input type="checkbox"/>					
6	<a href="#">majority element 2</a>	<input type="checkbox"/>					
7	<a href="#">Next Greater Element III</a>	<input type="checkbox"/>					
8	<a href="#">Max chunks to make sorted</a>	<input type="checkbox"/>					
9	<a href="#">Max Chunks To Make Sorted II</a>	<input type="checkbox"/>					
10	<a href="#">number of subarrays with bounded maximum difference</a>	<input type="checkbox"/>					
11	<a href="#">First missing positive</a>	<input type="checkbox"/>					
12	<a href="#">Range Addition</a>	<input type="checkbox"/>					
13	<a href="#">Min No. of Platform</a>	<input type="checkbox"/>					
14	<a href="#">Trapping rain water</a>	<input type="checkbox"/>					
	<b>Two Pointers</b>						
15	<a href="#">Container With Most Water</a>	<input type="checkbox"/>					
16	<a href="#">Two Sum</a>	<input type="checkbox"/>					
17	<a href="#">Two Difference</a>	<input type="checkbox"/>					
	<b>Recursion and BackTracking</b>						
18	<a href="#">Permutations</a>	<input type="checkbox"/>					
19	<a href="#">Permutation Sequence</a>	<input type="checkbox"/>					
20	<a href="#">Combination Sum</a>	<input type="checkbox"/>					

21	<a href="#">Cmbination Sum 2</a>					
22	<a href="#">Letter combination of Phone number</a>					
23	<a href="#">N Queens</a>					
24	<a href="#">Rat in a Maze Path</a>					
	<b>Bit Manipulation</b>					
25	<a href="#">Single Element</a>					
26	<a href="#">Single Element 2</a>					
27	<a href="#">Single Number 3</a>					
28	<a href="#">Divide 2 Integers</a>					
29	<a href="#">Max AND Pair.</a>					
	<b>HashMap</b>					
30	<a href="#">Check AP sequence</a>					
31	<a href="#">Grid illumination</a>					
32	<a href="#">Brick wall</a>					
33	<a href="#">Count of subarray with sum = k</a>					
34	<a href="#">Subarray sum divisible by K</a>					
35	<a href="#">Insert Delete GetRandom O(1)</a>					
36	<a href="#">Insert delete get random duplicates allowed</a>					
37	<a href="#">Longest consecutive sequence</a>					
38	<a href="#">Find all anagrams in a string</a>					
39	<a href="#">Smallest size of string containing all characters</a>					
40	<a href="#">Write hashmap</a>					
41	<a href="#">Subarray with equal number of 0 and 1</a>					
42	<a href="#">Substring with equal 0 1 and 2</a>					
	<b>Heap</b>					
43	<a href="#">Kth Largest Element</a>					

44	<a href="#">Minimum number of refueling spots</a>	<input type="text"/>					
45	<a href="#">minimum cost to connect sticks</a>	<input type="text"/>					
46	<a href="#">Employee Free time</a>	<input type="text"/>					
47	<a href="#">Find Median from Data Stream</a>	<input type="text"/>					
	<b>Binary Search</b>						
48	<a href="#">capacity to ship within D days</a>	<input type="text"/>					
49	<a href="#">Painter's partition problem</a>	<input type="text"/>					
50	<a href="#">search in rotated sorted array</a>	<input type="text"/>					
51	<a href="#">Search in rotated sorted array 2</a>	<input type="text"/>					
52	<a href="#">Allocate books</a>	<input type="text"/>					
53	<a href="#">median of two sorted array</a>	<input type="text"/>					
	<b>LinkedList</b>						
54	<a href="#">reverse LinkedList</a>	<input type="text"/>					
55	<a href="#">Find the middle element</a>	<input type="text"/>					
56	<a href="#">Floyd cycle</a>	<input type="text"/>					
57	<a href="#">Clone a linkedlist</a>	<input type="text"/>					
58	<a href="#">Intersection point of 2 linked list</a>	<input type="text"/>					
59	<a href="#">LRU Cache</a>	<input type="text"/>					
	<b>Stacks and Queues</b>						
60	<a href="#">Next Greater Element</a>	<input type="text"/>					
61	<a href="#">Largest Rectangular Area Histogram</a>	<input type="text"/>					
62	<a href="#">maximu size binary matrix containing 1</a>	<input type="text"/>					
63	<a href="#">Valid Parentheses</a>	<input type="text"/>					
64	<a href="#">Min Stack</a>	<input type="text"/>					
65	<a href="#">K stacks in a single array</a>	<input type="text"/>					
66	<a href="#">Infix evaluation</a>	<input type="text"/>					

67	<a href="#">K reverse in a queue</a>	<input type="text"/>					
68	<a href="#">K queue</a>	<input type="text"/>					
	<b>TREES</b>						
69	<a href="#">Preorder Traversal</a>	<input type="text"/>					
70	<a href="#">Inorder Traversal</a>	<input type="text"/>					
71	<a href="#">Postorder Traversal</a>	<input type="text"/>					
72	<a href="#">right side view</a>	<input type="text"/>					
73	<a href="#">Left View</a>	<input type="text"/>					
74	<a href="#">Top View</a>	<input type="text"/>					
75	<a href="#">Bottom View</a>	<input type="text"/>					
76	<a href="#">Vertical order</a>	<input type="text"/>					
77	<a href="#">Diagonal Traversal</a>	<input type="text"/>					
78	<a href="#">Boundary Traversal</a>	<input type="text"/>					
79	<a href="#">Binary Tree Cameras</a>	<input type="text"/>					
80	<a href="#">Max path sum</a>	<input type="text"/>					
81	<a href="#">Delete node in bst</a>	<input type="text"/>					
82	<a href="#">Construct from inorder and preorder</a>	<input type="text"/>					
83	<a href="#">Next right pointer in each node</a>	<input type="text"/>					
84	<a href="#">Convert a binary tree to circular doubly linked list</a>	<input type="text"/>					
85	<a href="#">Conversion of sorted DLL to BST</a>	<input type="text"/>					
86	<a href="#">Lowest common ancestor</a>	<input type="text"/>					
87	<a href="#">serialize and deserialise</a>	<input type="text"/>					
	<b>Trie</b>						
88	<a href="#">Implement Trie</a>	<input type="text"/>					

89	<a href="#">Max XOR of two numbers in an array</a>					
90	<a href="#">Maximum XOR with an element from Array</a>					
	<b>DP</b>					
91	<a href="#">Longest increasing subsequence</a>					
92	<a href="#">Longest increasing subsequence</a>					
93	<a href="#">Building bridges</a>					
94	<a href="#">Russian doll envelopes</a>					
95	<a href="#">Box stacking</a>					
96	<a href="#">Paint house</a>					
97	<a href="#">No. of binary string without consecutive</a>					
98	<a href="#">Possible ways to construct the building</a>					
99	<a href="#">Total no. of bst</a>					
100	<a href="#">No. of balanced parentheses sequence</a>					
101	<a href="#">Min cost path</a>					
102	<a href="#">Cherry pickup</a>					
103	<a href="#">Cherry pickup 2</a>					
104	<a href="#">Best time to buy and sell stock</a>					
105	<a href="#">Best time to buy and sell 2</a>					
106	<a href="#">Buy and sell with transaction fee</a>					
107	<a href="#">Best time to buy and sell with cool down</a>					
108	<a href="#">Best time to buy and sell 3</a>					
109	<a href="#">Best time to buy and sell 4</a>					
110	<a href="#">Burst balloons</a>					
111	<a href="#">Optimal BST</a>					
112	<a href="#">Matrix chain multiplication</a>					
113	<a href="#">Longest common subsequence</a>					
114	<a href="#">Count all palindromic subsequence</a>					

115	<a href="#">Count distinct pallindromic subsequence</a>	<input type="text"/>					
116	<a href="#">No. of sequence of type <math>a^i+b^j+c^k</math></a>	<input type="text"/>					
117	<a href="#">2 egg 100 floor</a>	<input type="text"/>					
118	<a href="#">egg drop</a>	<input type="text"/>					
119	<a href="#">Regular Expression Matching</a>	<input type="text"/>					
120	<a href="#">Palindrome partitioning</a>	<input type="text"/>					
121	<a href="#">Frog jump</a>	<input type="text"/>					
122	<a href="#">Edit Distance</a>	<input type="text"/>					
123	<a href="#">0-1 Knapsack</a>	<input type="text"/>					
124	<a href="#">unbounded knapsack</a>	<input type="text"/>					
125	<a href="#">Fractional knapsack</a>	<input type="text"/>					
126	<a href="#">Coin change combination</a>	<input type="text"/>					
127	<a href="#">Coin change permutation</a>	<input type="text"/>					
	<b>GRAPHS</b>						
128	<a href="#">Number of Islands</a>	<input type="text"/>					
129	<a href="#">Number of Distinct Islands</a>	<input type="text"/>					
130	<a href="#">Rotting Oranges</a>	<input type="text"/>					
131	<a href="#">Bipartite graph</a>	<input type="text"/>					
132	<a href="#">Bus routes</a>	<input type="text"/>					
133	<a href="#">Prim's Algo</a>	<input type="text"/>					
134	<a href="#">Dijkstra algo</a>	<input type="text"/>					
135	<a href="#">swim in rising water</a>	<input type="text"/>					
136	<a href="#">0-1 matrix</a>	<input type="text"/>					
137	<a href="#">bellman ford</a>	<input type="text"/>					
138	<a href="#">ongly Connected Components (Kosaraju's Al</a>	<input type="text"/>					
139	<a href="#">Mother Vertex</a>	<input type="text"/>					
140	<a href="#">Kahn's algo</a>	<input type="text"/>					
141	<a href="#">Alien Dictionary</a>	<input type="text"/>					

142	<a href="#">Number of Islands II</a>	<input type="text"/>	
143	<a href="#">Regions Cut By Slashes</a>	<input type="text"/>	
144	<a href="#">Sentence Similarity II</a>	<input type="text"/>	
145	<a href="#">Redundant Connection</a>	<input type="text"/>	
146	<a href="#">Redundant connection 2</a>	<input type="text"/>	
147	<a href="#">Articulation point</a>	<input type="text"/>	
148	<a href="#">Min swaps required to sort array</a>	<input type="text"/>	
149	<a href="#">Sliding Puzzle</a>	<input type="text"/>	
150	<a href="#">Floyd Warshall</a>	<input type="text"/>	