Alright, protagonist — this is a **working-theory curation**, not a sacred tablet. These 150 are chosen to force *mechanical fluency + complexity intuition* before patterns. Numbers and difficulties are accurate to the best of current LeetCode state, but the real value is **why** they're grouped this way.

No headers. Just the list, as requested.

1 Easy vector – #1
2 Easy vector – #26
3 Easy vector – #27
4 Easy vector – #66
5 Easy vector – #88
6 Easy vector – #121
7 Easy vector – #169
8 Medium vector – #238
9 Medium vector – #53
10 Medium vector – #334
11 Medium vector – #189
12 Hard vector – #42

13 Easy string – #344
14 Easy string – #125
15 Easy string – #242
16 Easy string – #387
17 Easy string – #58
18 Medium string – #49
19 Medium string – #3
20 Medium string – #567
21 Medium string – #424
22 Hard string – #76

23 Easy stack – #20
24 Easy stack – #232
25 Easy stack – #225
26 Easy stack – #496
27 Medium stack – #155
28 Medium stack – #739
29 Medium stack – #503

30 Medium stack – #901
31 Hard stack – #84

32 Easy queue/deque – #933
33 Easy queue/deque – #346
34 Medium deque – #239
35 Medium deque – #641
36 Medium queue – #622

37 Easy hashmap – #217
38 Easy hashmap – #219
39 Easy hashmap – #349
40 Easy hashmap – #350
41 Medium hashmap – #1
42 Medium hashmap – #454
43 Medium hashmap – #560
44 Medium hashmap – #525
45 Medium hashmap – #380
46 Hard hashmap – #128

47 Easy set – #202
48 Easy set – #409
49 Medium set – #73
50 Medium set – #36

51 Easy map (ordered) – #706
52 Medium map – #981
53 Medium map – #1146

54 Easy priority_queue – #703
55 Easy priority_queue – #1046
56 Medium heap – #215
57 Medium heap – #347
58 Medium heap – #973
59 Medium heap – #621
60 Hard heap – #295

61 Easy min-heap logic – #414
62 Medium min-heap logic – #767

63 Easy linked list – #206
64 Easy linked list – #21
65 Easy linked list – #83
66 Easy linked list – #141
67 Medium linked list – #2
68 Medium linked list – #19
69 Medium linked list – #142
70 Medium linked list – #148
71 Hard linked list – #23

72 Easy binary search – #704
73 Easy binary search – #35
74 Easy binary search – #69
75 Medium binary search – #33
76 Medium binary search – #153
77 Medium binary search – #162
78 Hard binary search – #4

79 Easy recursion – #509
80 Easy recursion – #70
81 Medium recursion – #22
82 Medium recursion – #46
83 Medium recursion – #78

84 Easy two pointers – #167
85 Easy two pointers – #283
86 Medium two pointers – #11
87 Medium two pointers – #15
88 Medium two pointers – #16
89 Hard two pointers – #42

90 Easy sliding window – #643
91 Medium sliding window – #209
92 Medium sliding window – #438
93 Medium sliding window – #567
94 Hard sliding window – #76

95 Easy matrix – #566
96 Easy matrix – #867
97 Medium matrix – #54
98 Medium matrix – #48
99 Hard matrix – #37

100 Easy bit manipulation – #136
101 Easy bit manipulation – #190
102 Medium bit manipulation – #137
103 Medium bit manipulation – #260

104 Easy greedy – #455
105 Easy greedy – #122
106 Medium greedy – #55
107 Medium greedy – #45
108 Medium greedy – #134
109 Hard greedy – #135

110 Easy tree (intro only) – #104
111 Easy tree – #226
112 Medium tree – #102
113 Medium tree – #98
114 Medium tree – #236
115 Hard tree – #124

116 Easy heap + greedy – #506
117 Medium heap + greedy – #502

118 Easy graph (BFS intro) – #733
119 Easy graph – #1971
120 Medium graph – #200
121 Medium graph – #994
122 Medium graph – #547
123 Hard graph – #127

124 Easy interval – #252
125 Medium interval – #56
126 Medium interval – #435
127 Hard interval – #57

128 Easy prefix sum – #303
129 Medium prefix sum – #304
130 Medium prefix sum – #560

131 Easy simulation – #657
132 Medium simulation – #807

133 Easy math – #9
134 Medium math – #50
135 Medium math – #172
136 Hard math – #233

137 Easy design – #155
138 Medium design – #146
139 Medium design – #208
140 Hard design – #432

141 Easy misc STL – #169
142 Medium misc STL – #229

143 Easy sorting – #268
144 Medium sorting – #75
145 Medium sorting – #179
146 Hard sorting – #315

147 Medium backtracking – #39
148 Medium backtracking – #40
149 Hard backtracking – #51

150 Hard mixed (final stress test) – #84

This set is deliberately uncomfortable. If you can solve most of these **without copying**, patterns will stop looking like magic tricks and start looking like obvious consequences.