

# 2026. Low-Quality Problems

## Description

Table: Problems

Column Name	Type
problem_id	int
likes	int
dislikes	int

In SQL, problem\_id is the primary key column for this table.  
Each row of this table indicates the number of likes and dislikes for a LeetCode problem.

Find the IDs of the **low-quality** problems. A LeetCode problem is **low-quality** if the like percentage of the problem (number of likes divided by the total number of votes) is **strictly less than** 60% .

Return the result table ordered by problem\_id in ascending order.

The result format is in the following example.

### Example 1:

**Input:**  
Problems table:

problem_id	likes	dislikes
6	1290	425
11	2677	8659
1	4446	2760
7	8569	6086
13	2050	4164
10	9002	7446

**Output:**

problem_id
7
10
11
13

**Explanation:** The like percentages are as follows:  
– Problem 1: (4446 / (4446 + 2760)) \* 100 = 61.69858%  
– Problem 6: (1290 / (1290 + 425)) \* 100 = 75.21866%  
– Problem 7: (8569 / (8569 + 6086)) \* 100 = 58.47151%  
– Problem 10: (9002 / (9002 + 7446)) \* 100 = 54.73006%  
– Problem 11: (2677 / (2677 + 8659)) \* 100 = 23.61503%  
– Problem 13: (2050 / (2050 + 4164)) \* 100 = 32.99002%  
Problems 7, 10, 11, and 13 are low-quality problems because their like percentages are less than 60%.

