

▀ Indeed

Problems

Discuss

Notice

We've improved our algorithm that calculates company tags and their frequencies to be more accurate and current.

This page updates weekly on Saturday.



You can filter the results by different time periods.

You have solved **6 / 19** problems.

☐ Show problem tags

Select time period:

All time ▾

#	Title	Acceptance	Difficulty	Frequency 
✓ 21	Merge Two Sorted Lists (/problems/merge-two-sorted-lists)	63.3%	Easy	
✓ 23	Merge k Sorted Lists (/problems/merge-k-sorted-lists)	51.1%	Hard	
68	Text Justification (/problems/text-justification)	41.5%	Hard	
✓ 79	Word Search (/problems/word-search)	40.8%	Medium	
✓ 88	Merge Sorted Array (/problems/merge-sorted-array)	48.2%	Easy	
✓ 212	Word Search II (/problems/word-search-ii)	36.1%	Hard	
295	Find Median from Data Stream (/problems/find-median-from-data-stream)	51.5%	Hard	
347	Top K Frequent Elements (/problems/top-k-frequent-elements)	62.9%	Medium	
✓ 380	Insert Delete GetRandom O(1) (/problems/insert-delete-getrandom-o1)	52.8%	Medium	
453	Minimum Moves to Equal Array Elements (/problems/minimum-moves-to-equal-array-elements)	56.4%	Medium	
563	Binary Tree Tilt (/problems/binary-tree-tilt)	60.9%	Easy	
718	Maximum Length of Repeated Subarray (/problems/maximum-length-of-repeated-subarray)	51.0%	Medium	
811	Subdomain Visit Count (/problems/subdomain-visit-count)	75.8%	Medium	
985	Sum of Even Numbers After Queries (/problems/sum-of-even-numbers-after-queries)	68.0%	Medium	
1160	Find Words That Can Be Formed by Characters (/problems/find-words-that-can-be-formed-by-characters)	67.1%	Easy	
1197	Minimum Knight Moves (/problems/minimum-knight-moves) 	39.9%	Medium	
2225	Find Players With Zero or One Losses (/problems/find-players-with-zero-or-one-losses)	71.2%	Medium	
1604	Alert Using Same Key-Card Three or More Times in a One Hour Period (/problems/alert-using-same-key-card-three-or-more-times-in-a-one-hour-period)	45.8%	Medium	
2547	Minimum Cost to Split an Array (/problems/minimum-cost-to-split-an-array)	38.9%	Hard	

