

Amazon

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 1 / 993 problems.

#	Title	Tags	Acceptance	Difficulty	Frequenc
1741	Find Total Time Spent by Eac	Database (/tag/database)	90.9%	Easy	
1119	Remove Vowels from a String	String (/tag/string)	90.6%	Easy	
1350	Students With Invalid Depart	Database (/tag/database)	90.4%	Easy	
1303	Find the Team Size (/problem	Database (/tag/database)	90.2%	Easy	
1795	Rearrange Products Table (/p	Database (/tag/database)	90.0%	Easy	
1571	Warehouse Manager (/proble	Database (/tag/database)	89.8%	Easy	
1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	89.0%	Easy	
1623	All Valid Triplets That Can Re	Database (/tag/database)	88.9%	Easy	
1108	Defanging an IP Address (/pr	String (/tag/string)	88.5%	Easy	
1470	Shuffle the Array (/problems/s	Array (/tag/array)	88.1%	Easy	
1431	Kids With the Greatest Numb	Array (/tag/array)	88.0%	Easy	
1512	Number of Good Pairs (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Counting (/tag/counting)	87.6%	Easy	
771	Jewels and Stones (/problem	Hash Table (/tag/hash-table) String (/tag/string)	87.3%	Easy	
1603	Design Parking System (/prob	Design (/tag/design) Simulation (/tag/simulation) Counting (/tag/counting)	86.6%	Easy	
1777	Product's Price for Each Stor	Database (/tag/database)	86.3%	Easy	
1365	How Many Numbers Are Sma	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) Counting (/tag/counting)	85.9%	Easy	
1342	Number of Steps to Reduce a	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	85.6%	Easy	
1313	Decompress Run-Length Enc	Array (/tag/array)	85.6%	Easy	
1221	Split a String in Balanced Stri	String (/tag/string) Greedy (/tag/greedy) Counting (/tag/counting)	84.5%	Easy	
938	Range Sum of BST (/problem	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	83.7%	Easy	
1069	Product Sales Analysis II (/pr	Database (/tag/database)	83.1%		

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#	_ Title	Tags	Acceptance	Difficulty Frequency	
1251	Average Selling Price (/proble	Database (/tag/database)	83.1%	(Easy)	
1179	Reformat Department Table (/	Database (/tag/database)	82.1%	Easy	
1068	Product Sales Analysis I (/pro ♣	Database (/tag/database)	81.5%	(Easy)	
709	To Lower Case (/problems/to	String (/tag/string)	80.7%	Easy	
1661	Average Time of Process per	Database (/tag/database)	79.7%	Easy	
627	Swap Salary (/problems/swap	Database (/tag/database)	79.2%	Easy	
1266	Minimum Time Visiting All Poi	Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry)	79.2%	Easy	
1134	Armstrong Number (/problem	Math (/tag/math)	78.6%	Easy	
1180	Count Substrings with Only O	Math (/tag/math) String (/tag/string)	78.2%	Easy	
1863	Sum of All Subset XOR Totals	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	78.1%	Easy	
		Dit Manipulation (ragisti-manipulation)			
1327	List the Products Ordered in a	Database (/tag/database)	78.0%	Easy	
1309	Decrypt String from Alphabet	String (/tag/string)	77.9%	Easy	
1370	Increasing Decreasing String	Hash Table (/tag/hash-table) String (/tag/string) Counting (/tag/counting)	77.6%	Easy	
1304	Find N Unique Integers Sum	Array (/tag/array) Math (/tag/math)	76.6%	Easy	
1086	High Five (/problems/high-five) ♣	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	76.4%	Easy	
1279	Traffic Light Controlled Inters	Concurrency (/tag/concurrency)	76.4%	Easy	
617	Merge Two Binary Trees (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	76.2%	Easy	
586	Customer Placing the Largest	Database (/tag/database)	75.7%	Easy	
1085	Sum of Digits in the Minimum	Array (/tag/array) Math (/tag/math)	75.4%	Easy	
1351	Count Negative Numbers in a	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix)	75.4%	Easy	
897	Increasing Order Search Tree	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	75.3%	Easy	
905	Sort Array By Parity (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	74.9%	Easy	
590	N-ary Tree Postorder Travers	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	74.8%	Easy	
584	Find Customer Referee (/prob	Database (/tag/database)	74.8%	Easy	
1082	Sales Analysis I (/problems/s	Database (/tag/database)	74.6%	Easy	

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3 46	୍ୟୁକୁving Average from Data St	Tâgs (/tag/array) Design (/tag/design) Queue (/tag/queue)	Acceptance	Difficulty	Frequen
	_	Data Stream (/tag/data-stream)			
657	Robot Return to Origin (/probl	String (/tag/string) Simulation (/tag/simulation)	74.5%	Easy	
1299	Replace Elements with Great	Array (/tag/array)	74.4%	Easy	
1511	Customer Order Frequency (/	Database (/tag/database)	74.2%	Easy	
557	Reverse Words in a String III	Two Pointers (/tag/two-pointers) String (/tag/string)	73.5%	Easy	
461	Hamming Distance (/problem	Bit Manipulation (/tag/bit-manipulation)	73.5%	Easy	
359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	73.4%	Easy	
1050	Actors and Directors Who Co	Database (/tag/database)	72.4%	Easy	
1710	Maximum Units on a Truck (/	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	72.4%	Easy	
1022	Sum of Root To Leaf Binary N	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	72.0%	Easy	
1337	The K Weakest Rows in a Ma	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Quous) (/tag/boan priority guous)	72.0%	Easy	
		Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)			
344	Reverse String (/problems/rev	Two Pointers (/tag/two-pointers) String (/tag/string) Recursion (/tag/recursion)	71.6%	Easy	
852	Peak Index in a Mountain Arr	Array (/tag/array) Binary Search (/tag/binary-search)	71.5%	Easy	
1047	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	71.5%	(Easy)	
338	Counting Bits (/problems/cou	Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation)	71.4%	Easy	
977	Squares of a Sorted Array (/p	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.4%	Easy	
922	Sort Array By Parity II (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	70.7%	Easy	
1217	Minimum Cost to Move Chips	Array (/tag/array) Math (/tag/math) Greedy (/tag/greedy)	70.6%	Easy	
1502	Can Make Arithmetic Progres	Array (/tag/array) Sorting (/tag/sorting)	70.3%	(Easy)	
559	Maximum Depth of N-ary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	70.1%	Easy	
876	Middle of the Linked List (/pro	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	69.7%	Easy	
104	Maximum Depth of Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	69.4%	Easy	
		Binary Tree (/tag/binary-tree)			
237	Delete Node in a Linked List (Linked List (/tag/linked-list)	69.1%	Easy	
1332	Remove Palindromic Subseq	Two Pointers (/tag/two-pointers) String (/tag/string)	68.8%	Easy	
	Find Common Characters (Inc	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	68.7%	(Easy)	
1002	Find Common Characters (/pr	Array (ragrarray) riasir rable (ragriasir-rable) String (ragrating)			

1/00/202	2.1		Amazon - Leetcode			
	#	Title	Tagsadth-First Search (/tag/breadth-first-search)	Acceptance	Difficulty	Frequency
			Binary Tree (/tag/binary-tree)			
	682	Baseball Game (/problems/ba	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	68.3%	Easy	
	965	Univalued Binary Tree (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	68.2%	Easy	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1100	Deletive Cort Array (Inroblem		67.00/	(Face)	
	1122	Relative Sort Array (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	67.9%	(Easy)	
			Sorting (/tag/sorting) Counting Sort (/tag/counting-sort)			
	94	Binary Tree Inorder Traversal	Stack (/tag/stack) Tree (/tag/tree)	67.8%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	509	Fibonacci Number (/problems	Math (/tag/math)	67.8%	(Easy)	
		,,	Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion) Memoization (/tag/memoization)			
	11.00	=: =		07.007		
	1160	Find Words That Can Be For	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	67.8%	(Easy)	
	1114	Print in Order (/problems/print	Concurrency (/tag/concurrency)	67.8%	Easy	
	1491	Average Salary Excluding the	Amount the relevance \(\text{Continue the relevantion } \)	67.8%	Facu	
	1431	Average Salary Excluding the	Array (/tag/array) Sorting (/tag/sorting)	07.070	(Easy)	
	463	Island Perimeter (/problems/is	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	67.4%	Easy	
			Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)			
	1636	Sort Array by Increasing Freq	Array (/tag/array) Hash Table (/tag/hash-table)	67.4%	(Easy)	
	1000	Contract by more acting troqui	Sorting (/tag/sorting)	011170		
	136	Single Number (/problems/sin	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	67.3%	Easy	
	1133	Largest Unique Number (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	67.2%	(Easy)	
		₽	Sorting (/tag/sorting)			
	1779	Find Nearest Point That Has t		67.2%	(Face)	
	1119	riiu nealest roiiit mat nas t	Array (/tag/array)	07.270	(Easy)	
	206	Reverse Linked List (/problem	Linked List (/tag/linked-list) Recursion (/tag/recursion)	67.1%	Easy	
	929	Unique Email Addresses (/pro	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	67.1%	(Easy)	
			(majoring)			
	496	Next Greater Element I (/prob	Array (/tag/array) Hash Table (/tag/hash-table) Stack (/tag/stack)	67.0%	(Easy)	
			Monotonic Stack (/tag/monotonic-stack)			
	637	Average of Levels in Binary T	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	66.9%	Easy	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	603	Consecutive Available Seats (Detabase (Itan/database)	66.9%	(Easy)	
	000	Total control of the control of	Database (/tag/database)	00.570	Lasy	
	349	Intersection of Two Arrays (/p	Array (/tag/array) Hash Table (/tag/hash-table)	66.6%	Easy	
		., ., ., .,	Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
	175	Combine Two Tables (/proble	Database (/tag/database)	66.6%	Easy	
	1025	Divisor Game (/problems/divi	Math (/tag/math)	66.4%	(Easy)	
		Zinosi Camio (iprobionioraliini	Dynamic Programming (/tag/dynamic-programming)	00.170		
			Brainteaser (/tag/brainteaser) Game Theory (/tag/game-theory)			
	762	Prime Number of Set Bits in B	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	65.3%	(Easy)	
	412	Fizz Buzz (/problems/fizz-buzz)	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	64.7%	Easy	
	884	Uncommon Words from Two	Hach Table (Itag/hach table) Chrise (Itag/hach	64.7%	Facy	
ttps://loc	otenda sa	m/company/Amazon/	Hash Table (/tag/hash-table) String (/tag/string)	O-T.1 /U	(Easy)	1/17

# 872	Title Leaf-Similar Trees (/problems	Tags Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	Acceptance 64.6%	Difficulty Frequence
		Binary Tree (/tag/binary-tree)		
706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	63.9%	(Easy)
		Linked List (/tag/linked-list) Design (/tag/design)		
		Hash Function (/tag/hash-function)		
1408	String Matching in an Array (/	String (/tag/string) String Matching (/tag/string-matching)	63.7%	Easy
266	Palindrome Permutation (/pro	Hash Table (/tag/hash-table) String (/tag/string)	63.5%	(Easy)
	•	Bit Manipulation (/tag/bit-manipulation)		
108	Convert Sorted Array to Binar	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer)	63.2%	(Easy)
100	Convert Softed Array to Bindi	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree)	00.270	Lasy
		Binary Tree (/tag/binary-tree)		
		Dilitary free (tag) sinary treey		
181	Employees Earning More Tha	Database (/tag/database)	63.0%	Easy
243	Shortest Word Distance (/pro	Array (/tag/array) String (/tag/string)	62.9%	Easy
	₽			
1046	Last Stone Weight (/problems	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue)	62.5%	Easy
1809	Ad-Free Sessions (/problems/	Databasa (/tag/databasa)	62.2%	(Easy)
1003	rec sessions (/problems/	Database (/tag/database)	02.270	Easy
1260	Shift 2D Grid (/problems/shift	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	61.9%	(Easy)
	(I	mank (ragimany)		
867	Transpose Matrix (/problems/t	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	61.7%	Easy
1065	Index Pairs of a String (/probl	Array (/tag/array) String (/tag/string) Trie (/tag/trie)	61.2%	(Easy)
	₽	Sorting (/tag/sorting)		
169	Majority Element (/problems/		60.9%	(5200)
109	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting)	00.9%	(Easy)
		Counting (/tag/counting)		
		Counting (rady-counting)		
690	Employee Importance (/probl	Hash Table (/tag/hash-table)	60.6%	(Easy)
		Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
1099	Two Sum Less Than K (/probl	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.6%	Easy
	₽	Binary Search (/tag/binary-search) Sorting (/tag/sorting)		
145	Binary Tree Postorder Traver	Stack (/tag/stack) Tree (/tag/tree)	59.9%	(Easy)
	,	Depth-First Search (/tag/depth-first-search)		
		Binary Tree (/tag/binary-tree)		
100	Doot Time to Day and Call Cto		FO 70/	
122	Best Time to Buy and Sell Sto ★	Array (/tag/array)	59.7%	(Easy)
		Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)		
		Greedy (ragigreedy)		
242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)	59.6%	Easy
		Sorting (/tag/sorting)		
888	Fair Candy Swap (/problems/f	Array (/tag/array) Hash Table (/tag/hash-table)	59.6%	(Easy)
		Binary Search (/tag/binary-search) Sorting (/tag/sorting)		
4000	Lamman October 2		F0 F3/	
1869	Longer Contiguous Segments	String (/tag/string)	59.5%	(Easy)
258	Add Digits (/problems/add-dig	Math (/tag/math) Simulation (/tag/simulation)	59.4%	Easy
		Number Theory (/tag/number-theory)		
183	Customers Who Never Order	Database (/tag/database)	59.3%	(Easy)
_55	Sacration of the first of the first	Salabase (riagradiabase)		
144	Binary Tree Preorder Travers	Stack (/tag/stack) Tree (/tag/tree)	59.2%	Easy

#	Title	Tagsth-First Search (/tag/depth-first-search)	Acceptance	Difficulty	Frequenc
		Binary Tree (/tag/binary-tree)			
1629	Slowest Key (/problems/slow	Array (/tag/array) String (/tag/string)	59.1%	Easy	
283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	59.0%	(Easy)	
389	Find the Difference (/problem	Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	58.5%	(Easy)	
		bit Manipulation (rtag/bit-manipulation)			
118	Pascal's Triangle (/problems/	Array (/tag/array)	58.3%	Easy	
		Dynamic Programming (/tag/dynamic-programming)			
171	Excel Sheet Column Number	Math (/tag/math) String (/tag/string)	58.0%	Easy	
217	Contains Duplicate (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	57.9%	Easy	
		Sorting (/tag/sorting)			
896	Monotonic Array (/problems/	Array (/tag/array)	57.9%	Easy	
1331	Rank Transform of an Array (/	Array (/tag/array) Hash Table (/tag/hash-table)	57.6%	(Easy)	
	, (Sorting (/tag/sorting)			
13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.5%	(Easy)	
21			E7 40/		
21	Merge Two Sorted Lists (/pro	Linked List (/tag/linked-list) Recursion (/tag/recursion)	57.4%	(Easy)	
1118	Number of Days in a Month (/	Math (/tag/math)	57.3%	Easy	
448	Find All Numbers Disappeare	Array (/tag/array) Hash Table (/tag/hash-table)	56.8%	Easy	
653	Two Sum IV - Input is a BST (Lloch Toble (/tog/boch toble) Two Deinters (/tog/two neinters)	56.8%	(Easy)	
033	1wo Julii IV - Iliput is a DOT (Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	30.070	Lasy	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math)	56.7%	(Easy)	
	(p. ca	Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)			
167	Two Sum II - Input array is so	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.5%	(Easy)	
	The common partition of the co	Binary Search (/tag/binary-search)			
606	Construct String from Binary	String (/tag/string) Tree (/tag/tree)	56.4%	(Easy)	
000	Construct Carring from Difficility	Depth-First Search (/tag/depth-first-search)	30.170	Lusy	
		Binary Tree (/tag/binary-tree)			
733	Flood Fill (/problems/flood-fill)	Away (hankawa) Barth First Casul (hanklarth first assurb)	56.3%	Essy	
755	r lood r iii (problems/ilood-iiii)	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	30.370	(Easy)	
440=					
1137	N-th Tribonacci Number (/pro	Math (/tag/math)	56.3%	(Easy)	
		Dynamic Programming (/tag/dynamic-programming)			
		Memoization (/tag/memoization)			
252	Meeting Rooms (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	55.9%	(Easy)	
	₽				
191	Number of 1 Bits (/problems/n	Bit Manipulation (/tag/bit-manipulation)	55.8%	Easy	
257	Binary Tree Paths (/problems/	String (/tag/string) Tree (/tag/tree)	55.7%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
937	Reorder Data in Log Files (/pr	Array (/tag/array) String (/tag/string) Sorting (/tag/sorting)	55.3%	(Easy)	
337	3 (1				

#	Title	Amazon - LeetCode Hasn Table (/tag/nasn-table) String (/tag/string) Tags	Acceptance	Difficulty	Frequ
783	Minimum Distance Between	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	54.9%	Easy	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
704	Binary Search (/problems/bin	Array (/tag/array) Binary Search (/tag/binary-search)	54.9%	Easy	
387	First Unique Character in a St	Hash Table (/tag/hash-table) String (/tag/string)	54.8%	Easy	
		Queue (/tag/queue) Counting (/tag/counting)			
1539	Kth Missing Positive Number	Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy	
100	Same Tree (/problems/same-t	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	54.6%	Easy	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
1084	Sales Analysis III (/problems/	Database (/tag/database)	54.3%	Easy	
232	Implement Queue using Stac	Stack (/tag/stack) Design (/tag/design) Queue (/tag/queue)	54.1%	(Easy)	
1886	Determine Whether Matrix Ca		54.1%	(Easy)	
235	Lowest Common Ancestor of	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	54.0%	(Easy)	
		Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)			
		Bildly free (tagismary tree)			
746	Min Cost Climbing Stairs (/pro	Array (/tag/array)	54.0%	Easy	
		Dynamic Programming (/tag/dynamic-programming)			
383/	Ransom Note (/problems/ran	Hash Table (/tag/hash-table) String (/tag/string)	53.9%	Easy	
		Counting (/tag/counting)			
119	Pascal's Triangle II (/problem	Array (/tag/array)	53.8%	(Easy)	
	U	Dynamic Programming (/tag/dynamic-programming)			
1170	Diet Dies Deufeuses au (Invelsi		50 5 0/		
1176	Diet Plan Performance (/probl	Array (/tag/array) Sliding Window (/tag/sliding-window)	53.5%	(Easy)	
485	Max Consecutive Ones (/prob	Array (/tag/array)	53.3%	(Easy)	
	(1)	Tiray (tagrarray)			
1275	Find Winner on a Tic Tac Toe	Array (/tag/array) Hash Table (/tag/hash-table)	53.1%	Easy	
		Matrix (/tag/matrix) Simulation (/tag/simulation)			
404	Sum of Left Leaves (/problem	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	52.9%	Easy	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
661	Image Smoother (/problems/i	Array (/tag/array) Matrix (/tag/matrix)	52.8%	Easy	
350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.7%	(Easy)	
		Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
409	Longest Palindrome (/proble	Hash Table (/tag/hash-table) String (/tag/string)	52.5%	Easy	
		Greedy (/tag/greedy)			
121	Best Time to Buy and Sell Sto	Array (/tag/array)	52.4%	Easy	
	*	Dynamic Programming (/tag/dynamic-programming)			
993	Cousins in Binary Tree (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	52.4%	Easy	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			

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21		Amazon - LeetCode		
#	Title	Tags	Acceptance	Difficulty Frequence
953	Verifying an Alien Dictionary (Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	52.1%	Easy
860	Lemonade Change (/problem	Array (/tag/array) Greedy (/tag/greedy)	52.0%	Easy
453	Minimum Moves to Equal Arr	Array (/tag/array) Math (/tag/math)	52.0%	Easy
202	Happy Number (/problems/ha	Hash Table (/tag/hash-table) Math (/tag/math)	51.9%	Easy
		Two Pointers (/tag/two-pointers)		
1175	Prime Arrangements (/proble	Math (/tag/math)	51.9%	Easy
1071	Greatest Common Divisor of	Math (/tag/math) String (/tag/string)	51.9%	Easy
703	Kth Largest Element in a Stre	Tree (/tag/tree) Design (/tag/design) Binary Search Tree (/tag/binary-search-tree)	51.6%	Easy
		Heap (Priority Queue) (/tag/heap-priority-queue) Binary Tree (/tag/binary-tree) Data Stream (/tag/data-stream)		
270	Closest Binary Search Tree V	Binary Search (/tag/binary-search) Tree (/tag/tree)	51.5%	(Easy)
	_	Depth-First Search (/tag/depth-first-search)		
		Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)		
9	Palindrome Number (/proble		51.0%	Eacy
		Math (/tag/math)		(Easy)
543	Diameter of Binary Tree (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.9%	(Easy)
1083	Sales Analysis II (/problems/s	Database (/tag/database)	50.9%	Easy
1495	Friendly Movies Streamed La	Database (/tag/database)	50.9%	Easy
455	Assign Cookies (/problems/as	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	50.4%	Easy
27	Remove Element (/problems/r	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.1%	Easy
415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	50.1%	Easy
303	Range Sum Query - Immutabl	Array (/tag/array) Design (/tag/design) Prefix Sum (/tag/prefix-sum)	50.1%	Easy
997	Find the Town Judge (/proble	Array (/tag/array) Hash Table (/tag/hash-table) Graph (/tag/graph)	49.9%	Easy
392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	49.8%	Easy
541	Reverse String II (/problems/r	Two Pointers (/tag/two-pointers) String (/tag/string)	49.8%	Easy
101	Symmetric Tree (/problems/s	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	49.5%	Easy
		Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)		
225	Implement Stack using Queu	Stack (/tag/stack) Design (/tag/design) Queue (/tag/queue)	49.4%	Easy
796	Rotate String (/problems/rotat	String (/tag/string) String Matching (/tag/string-matching)	49.2%	Easy
70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.2%	(Easy)
		Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)		
53	Maximum Subarray (/problem	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming)	48.3%	Easy
				_
67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string)	48.3%	(Easy)

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https://leetcode.com/company/Amazon/

Summary Ranges (/problems/... Array (/tan/array)

./00/20	721		Amazon - Leetcode		
	# 196	Title Delete Duplicate Emails (/pro	Tags Database (/tag/database)	Acceptance 48.1%	Difficulty Frequency (Easy)
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	48.0%	Easy
	155	Min Stack (/problems/min-stack)	Stack (/tag/stack) Design (/tag/design)	47.7%	Easy
	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.4%	Easy
	26	Remove Duplicates from Sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.4%	Easy
	83	Remove Duplicates from Sort	Linked List (/tag/linked-list)	47.3%	Easy
	844	Backspace String Compare (/	Two Pointers (/tag/two-pointers) String (/tag/string)	47.3%	Easy
			Stack (/tag/stack) Simulation (/tag/simulation)		
	674	Longest Continuous Increasin	Array (/tag/array)	46.9%	Easy
	628	Maximum Product of Three N	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting)	46.6%	Easy
	160	Intersection of Two Linked Lis	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	46.4%	Easy
	1360	Number of Days Between Tw	Math (/tag/math) String (/tag/string)	46.4%	Easy
	717	1-bit and 2-bit Characters (/pr	Array (/tag/array)	46.3%	Easy
	1013	Partition Array Into Three Part	Array (/tag/array) Greedy (/tag/greedy)	46.3%	Easy
	345	Reverse Vowels of a String (/	Two Pointers (/tag/two-pointers) String (/tag/string)	45.9%	Easy
	744	Find Smallest Letter Greater	Array (/tag/array) Binary Search (/tag/binary-search)	45.8%	Easy
	1128	Number of Equivalent Domin	Array (/tag/array) Hash Table (/tag/hash-table) Counting (/tag/counting)	45.7%	Easy
	110	Balanced Binary Tree (/proble	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	45.4%	Easy
	819	Most Common Word (/proble	Hash Table (/tag/hash-table) String (/tag/string)	45.4%	Easy
	501	Find Mode in Binary Search T	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	45.0%	Easy
	572	Subtree of Another Tree (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) String Matching (/tag/string-matching) Binary Tree (/tag/binary-tree) Hash Function (/tag/hash-function)	44.7%	Easy
	190	Reverse Bits (/problems/rever	Divide and Conquer (/tag/divide-and-conquer) Bit Manipulation (/tag/bit-manipulation)	44.3%	Easy
	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	43.8%	Easy
	716	Max Stack (/problems/max-st	Linked List (/tag/linked-list) Stack (/tag/stack) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) Ordered Set (/tag/ordered-set)	43.8%	Easy
	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	43.7%	Easy
	112	Path Sum (/problems/path-sum)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	43.5%	Easy
	228	Summary Ranges (/problems/	Array (Haglarray)	43 5%	Fasy

43.5%

Easy

8/2021		Amazon - LeetCode		
#	Title	Tags	Acceptance	Difficulty Frequency
459	Repeated Substring Pattern (/	String (/tag/string) String Matching (/tag/string-matching)	43.4%	(Easy)
671	Second Minimum Node In a B	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	43.0%	Easy
836	Rectangle Overlap (/problems	Math (/tag/math) Geometry (/tag/geometry)	42.8%	Easy
35	Search Insert Position (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	42.6%	Easy
643	Maximum Average Subarray I	Array (/tag/array) Sliding Window (/tag/sliding-window)	42.5%	Easy
367	Valid Perfect Square (/proble	Math (/tag/math) Binary Search (/tag/binary-search)	42.5%	Easy
66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	42.0%	Easy
88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	41.5%	Easy
205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	41.4%	Easy
197	Rising Temperature (/problem	Database (/tag/database)	41.0%	Easy
645	Set Mismatch (/problems/set	Array (/tag/array) Hash Table (/tag/hash-table) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	40.9%	Easy
111	Minimum Depth of Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	40.8%	Easy
203	Remove Linked List Elements	Linked List (/tag/linked-list) Recursion (/tag/recursion)	40.4%	Easy
20	Valid Parentheses (/problems	String (/tag/string) Stack (/tag/stack)	40.3%	Easy
219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window)	39.7%	Easy
172	Factorial Trailing Zeroes (/pro	Math (/tag/math)	39.5%	Easy
125	Valid Palindrome (/problems/v	Two Pointers (/tag/two-pointers) String (/tag/string)	39.4%	Easy
290	Word Pattern (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	38.8%	Easy
278	First Bad Version (/problems/f	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	38.7%	Easy
680	Valid Palindrome II (/problem	Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	37.5%	Easy
14	Longest Common Prefix (/pro	String (/tag/string)	37.3%	Easy
507	Perfect Number (/problems/p	Math (/tag/math)	36.9%	Easy
874	Walking Robot Simulation (/pr	Array (/tag/array) Simulation (/tag/simulation)	36.8%	Easy
69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	35.9%	Easy
28	Implement strStr() (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	35.8%	(Easy)
		String Matching (/tag/string-matching)		
176	Second Highest Salary (/probl	Database (/tag/database)	34.3%	Easy
204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math) Enumeration (/tag/enumeration) Number Theory (/tag/number-theory)	32.8%	Easy
605	Can Place Flowers (/problem	Array (/tag/array) Greedy (/tag/greedy)	31.6%	(Easy)
505	can i lace i lowers (rproblem	Array (riagrarray) Greedy (riagryreedy)	J1.U/U	

	ceptance Difficulty	Frequen
28.7%	8.7% Easy	
26.1%	5.1% (Easy)	
25.4%	Easy Easy	
90.7%	0.7% (Medium)	
88.3%	3.3% (Medium)	
88.0%	8.0% (Medium)	
85.9%	.9% (Medium)	
85.4%	6.4% (Medium)	
85.4%	6.4% (Medium)	
84.7%	.7% (Medium)	
83.4%	3.4% Medium	
82.8%	2.8% Medium	
82.8%	2.8% Medium	
82.3%	3% (Medium)	
82.2%	2.2% Medium	
82.2%	2% (Medium)	
81.4%	4% (Medium)	
81.2%	2% Medium	
81.0%	0% (Medium)	
79.6%	0.6% Medium	
79.0%	.0% (Medium)	

Amazon - LeetCode

# 1008	Title Construct Binary Search Tree	Tags Array (/tag/array) Stack (/tag/stack) Tree (/tag/tree)	Acceptance 79.0%	Difficulty (Medium)	Frequency
		Binary Search Tree (/tag/binary-search-tree) Monotonic Stack (/tag/monotonic-stack) Binary Tree (/tag/binary-tree)			
1676	Lowest Common Ancestor of	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	78.8%	Medium	
763	Partition Labels (/problems/pa	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	78.3%	Medium	
894	All Possible Full Binary Trees	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Recursion (/tag/recursion) Memoization (/tag/memoization) Binary Tree (/tag/binary-tree)	78.3%	Medium	
1305	All Elements in Two Binary S	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Sorting (/tag/sorting) Binary Tree (/tag/binary-tree)	78.2%	Medium	
339	Nested List Weight Sum (/pro	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	77.7%	Medium	
1382	Balance a Binary Search Tre	Divide and Conquer (/tag/divide-and-conquer) Greedy (/tag/greedy) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	77.6%	Medium	
1381	Design a Stack With Increme	Array (/tag/array) Stack (/tag/stack) Design (/tag/design)	77.1%	Medium	
1650	Lowest Common Ancestor of	Hash Table (/tag/hash-table) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	76.9%	Medium	
1557	Minimum Number of Vertices	Graph (/tag/graph)	76.4%	Medium	
1198	Find Smallest Common Elem	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Matrix (/tag/matrix) Counting (/tag/counting)	76.3%	Medium	
950	Reveal Cards In Increasing O	Array (/tag/array) Queue (/tag/queue) Sorting (/tag/sorting) Simulation (/tag/simulation)	76.1%	Medium	
921	Minimum Add to Make Parent	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	76.0%	Medium	
890	Find and Replace Pattern (/pr	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	75.5%	Medium	
1613	Find the Missing IDs (/proble	Database (/tag/database)	75.5%	Medium	
1852	Distinct Numbers in Each Sub	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window)	75.2%	Medium	
1347	Minimum Number of Steps to	Hash Table (/tag/hash-table) String (/tag/string)	75.1%	Medium	
1641	Count Sorted Vowel Strings (/	Dynamic Programming (/tag/dynamic-programming)	75.0%	Medium	
701	Insert into a Binary Search Tr	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	74.9%	Medium	
1669	Merge In Between Linked List	Linked List (/tag/linked-list)	74.8%	Medium	
1325	Delete Leaves With a Given V	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	74.4%	Medium	
861 :://leetcode.c	Score After Flipping Matrix (/p om/company/Amazon/	Array (/tag/array) Greedy (/tag/greedy)	74.2%	Medium	12/-

1/08/202	21		Amazon - LeetCode			
	#	Title	Manipulation (/tag/bit-manipulation) Matrix (/tag/matrix)	Acceptance	Difficulty	Frequency
	1314	Matrix Block Sum (/problems/ ★	Array (/tag/array) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	74.1%	Medium	
	366	Find Leaves of Binary Tree (/	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	73.8%	Medium	
	1104	Path In Zigzag Labelled Binar	Math (/tag/math) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	73.8%	Medium	
	1277	Count Square Submatrices wi	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	73.6%	Medium	
	1100	Find K-Length Substrings Wit	Matrix (/tag/matrix) Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	73.2%	Medium	
	1188	Design Bounded Blocking Qu	Concurrency (/tag/concurrency)	73.2%	Medium	
	1472	Design Browser History (/pro	Array (/tag/array) Linked List (/tag/linked-list) Stack (/tag/stack) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) Data Stream (/tag/data-stream)	73.0%	Medium	
	1321	Restaurant Growth (/problem	Database (/tag/database)	72.7%	Medium	
	1448	Count Good Nodes in Binary	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	72.2%	Medium	
	419	Battleships in a Board (/probl	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Matrix (/tag/matrix)	72.0%	Medium	
	1395	Count Number of Teams (/pro	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Binary Indexed Tree (/tag/binary-indexed-tree)	71.8%	Medium	
	814	Binary Tree Pruning (/proble	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	71.3%	Medium	
	1286	Iterator for Combination (/pro	String (/tag/string) Backtracking (/tag/backtracking) Design (/tag/design) Iterator (/tag/iterator)	71.0%	Medium	
	608	Tree Node (/problems/tree-no	Database (/tag/database)	70.8%	Medium	
	979	Distribute Coins in Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	70.4%	Medium	
	1026	Maximum Difference Betwee	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	70.3%	Medium	
	1310	XOR Queries of a Subarray (/	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation) Prefix Sum (/tag/prefix-sum)	70.2%	Medium	
	1222	Queens That Can Attack the	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	70.1%	Medium	
	442	Find All Duplicates in an Arra	Array (/tag/array) Hash Table (/tag/hash-table)	70.0%	Medium	
	702	Search in a Sorted Array of U	Array (/tag/array) Binary Search (/tag/binary-search) Interactive (/tag/interactive)	69.5%	Medium	
	784	Letter Case Permutation (/pro	String (/tag/string) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	69.5%	Medium	
tns://lea	406	Queue Reconstruction by Hei	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	69.2%	Medium	13/47

# 86	Title Interval List Intersections (/pr	Tags Array (/tag/array) Two Pointers (/tag/two-pointers)	Acceptance 69.1%	Difficulty Medium	Frequency
969	Pancake Sorting (/problems/p	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting)	69.1%	Medium	
1164	Product Price at a Given Date ■	Database (/tag/database)	69.1%	Medium	
1740	Find Distance in a Binary Tre	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	68.9%	Medium	
46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.7%	Medium	
1043	Partition Array for Maximum	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	68.7%	Medium	
537	Complex Number Multiplicatio	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	68.6%	Medium	
889	Construct Binary Tree from Pr	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	68.5%	Medium	
1457	Pseudo-Palindromic Paths in	Bit Manipulation (/tag/bit-manipulation) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	68.5%	Medium	
1110	Delete Nodes And Return For	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	68.4%	Medium	
877	Stone Game (/problems/ston ★	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Game Theory (/tag/game-theory)	68.3%	Medium	
1130	Minimum Cost Tree From Lea ★	Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	68.0%	Medium	
429	N-ary Tree Level Order Trave	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search)	67.9%	Medium	
1045	Customers Who Bought All Pr	Database (/tag/database)	67.7%	Medium	
626	Exchange Seats (/problems/e	Database (/tag/database)	67.5%	Medium	
1214	Two Sum BSTs (/problems/tw	Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	67.5%	Medium	
1161	Maximum Level Sum of a Bin	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	67.5%	Medium	
22	Generate Parentheses (/probl	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	67.4%	Medium	

Medium

67.3%

#	Ti il e	Tags	Acceptance	Difficulty	Frequency
841	Keys and Rooms (/problems/	Depth-First Search (/tag/depth-first-search)	67.2%	Medium	
		Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
791	Custom Sort String (/problem	Hash Table (/tag/hash-table) String (/tag/string)	67.1%	Medium	
		Sorting (/tag/sorting)			
695	Max Area of Island (/problem	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	67.1%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Matrix (/tag/matrix)			
1244	Design A Leaderboard (/probl	Heat Table (handarah table) Derive (handarine)	67.0%	(Medium)	
1244	Pesign A Leaderboard (rprobl	Hash Table (/tag/hash-table) Design (/tag/design) Sorting (/tag/sorting)	07.070	Medium	
1721	Swapping Nodes in a Linked	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	66.3%	(Medium)	
362	Design Hit Counter (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	66.2%	Medium	
	₽	Binary Search (/tag/binary-search) Design (/tag/design)			
		Queue (/tag/queue)			
951	Flip Equivalent Binary Trees (Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	66.2%	Medium	
	, , ,	Binary Tree (/tag/binary-tree)	- 		
401-	Police Washington Control		00.007		
1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking)	66.2%	(Medium)	
		Matrix (/tag/matrix)			
1811	Find Interview Candidates (/p	Database (/tag/database)	65.9%	Medium	
	-				
739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack)	65.7%	Medium	
		Monotonic Stack (/tag/monotonic-stack)			
260	Single Number III (/problems/	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	65.7%	Medium	
44.07	Minimum Onether One and Oil		05.70/		
1167	Minimum Cost to Connect Sti	Array (/tag/array) Greedy (/tag/greedy)	65.7%	(Medium)	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
1268	Search Suggestions System (Array (/tag/array) String (/tag/string) Trie (/tag/trie)	65.6%	Medium	
451	Sort Characters By Frequenc	Hash Table (/tag/hash-table) String (/tag/string)	65.5%	Medium	
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)			
1772	Sort Features by Popularity (/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	65.5%	(Medium)	
	•	Sorting (/tag/sorting)			
973	K Closest Points to Origin (/pr	Array (/tag/array) Math (/tag/math)	65.3%	(Medium)	
		Divide and Conquer (/tag/divide-and-conquer)			
		Geometry (/tag/geometry) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)			
		Quickselect (rtag/quickselect)			
055			0= 55:		
280	Wiggle Sort (/problems/wiggle	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	65.2%	Medium	
856	Score of Parentheses (/proble	String (/tag/string) Stack (/tag/stack)	65.2%	Medium	
264	Nocted Liet Weight Com II Un		6E 204	- Ada di	
364	Nested List Weight Sum II (/p	Stack (/tag/stack) Depth-First Search (/tag/depth-first-search)	65.2%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search)			
1236	Web Crawler (/problems/web	String (/tag/string) Depth-First Search (/tag/depth-first-search)	65.1%	Medium	
	≐ '	Breadth-First Search (/tag/breadth-first-search)			
		Interactive (Itaalinteractive)			

Interactive (/tag/interactive)

5 31	Title Minimum Falling Path Sum (/	Tags Array (/tag/array)	Acceptance	Difficulty Medium	Frequen
	*	Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
1190	Reverse Substrings Between	String (/tag/string) Stack (/tag/stack)	65.0%	Medium	
311	Sparse Matrix Multiplication (/	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	64.7%	Medium	
1249	Minimum Remove to Make V	String (/tag/string) Stack (/tag/stack)	64.7%	Medium	
946	Validate Stack Sequences (/p	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	64.6%	Medium	
582	Kill Process (/problems/kill-pr	Array (/tag/array) Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	64.6%	Medium	
1120	Maximum Average Subtree (/	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	64.6%	Medium	
1375	Bulb Switcher III (/problems/b	Array (/tag/array)	64.6%	Medium	
230	Kth Smallest Element in a BS	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	64.3%	Medium	
1233	Remove Sub-Folders from th	Array (/tag/array) String (/tag/string) Trie (/tag/trie)	63.6%	Medium	
1558	Minimum Numbers of Functio	Array (/tag/array) Greedy (/tag/greedy)	63.6%	Medium	
1087	Brace Expansion (/problems/	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	63.6%	Medium	
912	Sort an Array (/problems/sort	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Merge Sort (/tag/merge-sort) Bucket Sort (/tag/bucket-sort) Radix Sort (/tag/radix-sort) Counting Sort (/tag/counting-sort)	63.5%	Medium	
427	Construct Quad Tree (/proble	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Matrix (/tag/matrix)	63.5%	Medium	
1247	Minimum Swaps to Make Stri	Math (/tag/math) String (/tag/string) Greedy (/tag/greedy)	63.3%	Medium	
347	Top K Frequent Elements (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting) Quickselect (/tag/quickselect)	63.2%	Medium	
647	Palindromic Substrings (/prob ★	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	63.2%	Medium	
609	Find Duplicate File in System	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	63.1%	Medium	
983	Minimum Cost For Tickets (/p ★	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.1%	Medium	
515	Find Largest Value in Each Tr	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	63.1%	Medium	
48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	62.8%	Medium	
529	Minesweeper (/problems/min	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Rreadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	62.6%	Medium	
		- Dreadun-ensi Search Madybreadin-IIISI-Search) Matrix (/tad/matrix)			

Breadth-First Search (/tan/hreadth-first-search) Matrix (/tan/matrix)

# 526	Title Beautiful Arrangement (/probl	Tags Array (/tag/array)	Acceptance 62.6%	Difficulty (Medium)	Frequenc
J_U	Seading Arrangement (rprobl	Array (/tag/array)	J2.U/U	wedidili	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)			
426	Convert Binary Search Tree t	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree)	62.5%	Medium	
	₽	Depth-First Search (/tag/depth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
		Doubly-Linked List (/tag/doubly-linked-list)			
1254	Number of Closed Islands (/pr	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	62.4%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Matrix (/tag/matrix)			
173	Binary Search Tree Iterator (/	Stack (/tag/stack) Tree (/tag/tree) Design (/tag/design)	62.1%	(Medium)	
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree) Iterator (/tag/iterator)			
238	Product of Array Except Self (Array (/tag/array) Prefix Sum (/tag/prefix-sum)	62.0%	Medium	
901	Online Stock Span (/problems	Stack (/tag/stack) Design (/tag/design)	62.0%	Medium	
	, , ,	Monotonic Stack (/tag/monotonic-stack)			
		Data Stream (/tag/data-stream)			
		Data Stroam (tagrada Stroam)			
1600	Throne Inheritance (/problem	Hash Table (/tag/hash-table) Tree (/tag/tree)	61.9%	Medium	
		Depth-First Search (/tag/depth-first-search) Design (/tag/design)			
216	Combination Sum III (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	61.8%	(Medium)	
	Communication Cum in (prosioni	Array (rtag/array)	021070	(
547	Number of Provinces (/proble	Depth-First Search (/tag/depth-first-search)	61.7%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
1344	Angle Between Hands of a Cl	Math (/tag/math)	61.7%	(Medium)	
1245	Tree Diameter (/problems/tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	61.7%	Medium	
	•	Breadth-First Search (/tag/breadth-first-search)			
1306	Jump Game III (/problems/ju	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	61.6%	(Medium)	
1000	camp came in (problems/ja	Breadth-First Search (/tag/breadth-first-search)	01.070	wedium	
		Breauti-First Search (rtag/breauti-iiist-search)			
1466	Reorder Routes to Make All P	Depth-First Search (/tag/depth-first-search)	61.6%	Medium	
		Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
39	Combination Sum (/problems/	Average (the set average). Devolution of the settle solution of	61.4%	Madium	
J J	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	O1.770	(Medium)	
49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	61.1%	Medium	
		Sorting (/tag/sorting)		,	
E20	Convert DCT to Creater Tree		61.00/	(A41')	
538	Convert BST to Greater Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	61.0%	(Medium)	
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
1004	May Consecutive Ones III //nr	Amout (the grip may 2) Birman County (the pit)	61.0%	Madium	
1004	Max Consecutive Ones III (/pr	Array (/tag/array) Binary Search (/tag/binary-search)	O1.U%0	(Medium)	
		Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)			
1011	Capacity To Ship Packages	Array (/tag/array) Binary Search (/tag/binary-search)	61.0%	Medium	
		Greedy (/tag/greedy)			
635	Design Log Storage System (Hash Table (/tag/hash-table) String (/tag/string)	60.9%	Medium	
	-	Design (/tag/design) Ordered Set (/tag/ordered-set)			
1451	Rearrange Words in a Senten	String (Itagletring) Carting (Itagleauting)	60.8%	Modium	
∓÷OT	nearange violus in a sellell	String (/tag/string) Sorting (/tag/sorting)	JU.U70	(Medium)	

.,00,20	<u>1</u> 170	Compare Strings by Frequen	TATES (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	60.6% Acceptance	Mediumey	Frequency
	508	Most Frequent Subtree Sum (Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	60.5%	Medium	
	1136	Parallel Courses (/problems/p	Graph (/tag/graph) Topological Sort (/tag/topological-sort)	60.5%	Medium	
	215	Kth Largest Element in an Arr	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	60.4%	Medium	
	413	Arithmetic Slices (/problems/a	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	60.4%	Medium	
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	60.3%	Medium	
	648	Replace Words (/problems/re	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	60.2%	Medium	
	684	Redundant Connection (/prob	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	60.1%	Medium	
	1135	Connecting Cities With Minim	Union Find (/tag/union-find) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Minimum Spanning Tree (/tag/minimum-spanning-tree)	60.1%	Medium	
	503	Next Greater Element II (/pro	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	59.9%	Medium	
	369	Plus One Linked List (/proble	Linked List (/tag/linked-list) Math (/tag/math)	59.8%	Medium	
	77	Combinations (/problems/com	Array (/tag/array) Backtracking (/tag/backtracking)	59.7%	Medium	
	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	59.6%	Medium	
	1094	Car Pooling (/problems/car-p	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Simulation (/tag/simulation) Prefix Sum (/tag/prefix-sum)	59.6%	Medium	
	59	Spiral Matrix II (/problems/spir	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	59.4%	Medium	
	323	Number of Connected Compo	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	59.1%	Medium	
	1166	Design File System (/problem ♣	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	59.1%	Medium	
	1031	Maximum Sum of Two Non-O	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/sliding-window)	59.1%	Medium	
	1115	Print FooBar Alternately (/pro	Concurrency (/tag/concurrency)	59.1%	Medium	
	602	Friend Requests II: Who Has	Database (/tag/database)	59.1%	Medium	
	1258	Synonymous Sentences (/pro	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking) Union Find (/tag/union-find)	59.1%	Medium	10/4-

1 151	Minimum Swaps to Group All	Tags Array (/tag/array) Sliding Window (/tag/sliding-window)	Acceptance	Difficulty Medium	Frequ
863	All Nodes Distance K in Binar	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	59.0%	Medium	
714	Best Time to Buy and Sell Sto ★	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	59.0%	Medium	
1019	Next Greater Node In Linked	Array (/tag/array) Linked List (/tag/linked-list) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	59.0%	Medium	
1062	Longest Repeating Substring	String (/tag/string) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Rolling Hash (/tag/rolling-hash) Suffix Array (/tag/suffix-array) Hash Function (/tag/hash-function)	58.9%	Medium	
1143	Longest Common Subsequen ★	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	58.8%	Medium	
694	Number of Distinct Islands (/p	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Hash Function (/tag/hash-function)	58.7%	Medium	
241	Different Ways to Add Parent	Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	58.7%	Medium	
1029	Two City Scheduling (/proble	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	58.7%	Medium	
1362	Closest Divisors (/problems/cl	Math (/tag/math)	58.6%	Medium	
102	Binary Tree Level Order Trav	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	58.4%	Medium	
287	Find the Duplicate Number (/	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation)	58.1%	Medium	
540	Single Element in a Sorted Ar	Array (/tag/array) Binary Search (/tag/binary-search)	58.0%	Medium	
328	Odd Even Linked List (/proble	Linked List (/tag/linked-list)	58.0%	Medium	
378	Kth Smallest Element in a Sor	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	58.0%	Medium	
553	Optimal Division (/problems/o	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	58.0%	Medium	
1057	Campus Bikes (/problems/ca	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	58.0%	Medium	
12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.9%	Medium	
1267	Count Servers that Communi	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix) Counting (/tag/counting)	57.9%	Medium	
	Filter Restaurants by Vegan-F	(57.9%	(Medium)	

Bookcase Shelves (/pr ve Covered Intervals (/p Tree Right Side View (n a Multilevel Doubly Li Needed to Inform All E ential Digits (/problems/s num Alternating Subseq um Path Sum (/problem	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array) Sorting (/tag/sorting) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) Linked List (/tag/linked-list) Depth-First Search (/tag/depth-first-search) Doubly-Linked List (/tag/doubly-linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.7% 57.5% 57.5% 57.5% 57.5%	Medium Medium Medium Medium Medium Medium	
r Tree Right Side View (n a Multilevel Doubly Li Needed to Inform All E ential Digits (/problems/s num Alternating Subseq	Array (/tag/array) Sorting (/tag/sorting) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) Linked List (/tag/linked-list) Depth-First Search (/tag/depth-first-search) Doubly-Linked List (/tag/doubly-linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5% 57.5% 57.5% 57.5%	Medium Medium Medium	
r Tree Right Side View (n a Multilevel Doubly Li Needed to Inform All E ential Digits (/problems/s num Alternating Subseq	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) Linked List (/tag/linked-list) Depth-First Search (/tag/depth-first-search) Doubly-Linked List (/tag/doubly-linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.5% 57.5% 57.5% 57.5%	Medium Medium Medium	
n a Multilevel Doubly Li Needed to Inform All E ential Digits (/problems/s num Alternating Subseq	Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) Linked List (/tag/linked-list) Depth-First Search (/tag/depth-first-search) Doubly-Linked List (/tag/doubly-linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5% 57.5% 57.5%	Medium Medium	
Needed to Inform All E ential Digits (/problems/s num Alternating Subseq	Binary Tree (/tag/binary-tree) Linked List (/tag/linked-list) Depth-First Search (/tag/depth-first-search) Doubly-Linked List (/tag/doubly-linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5% 57.5% 57.5%	Medium Medium	
Needed to Inform All E ential Digits (/problems/s num Alternating Subseq	Linked List (/tag/linked-list) Depth-First Search (/tag/depth-first-search) Doubly-Linked List (/tag/doubly-linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5% 57.5% 57.5%	Medium Medium	
Needed to Inform All E ential Digits (/problems/s num Alternating Subseq	Depth-First Search (/tag/doubly-linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5% 57.5% 57.5%	Medium Medium	
ential Digits (/problems/s num Alternating Subseq	Doubly-Linked List (/tag/doubly-linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5% 57.5%	Medium	
ential Digits (/problems/s num Alternating Subseq	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5% 57.5%	Medium	
ential Digits (/problems/s num Alternating Subseq	Breadth-First Search (/tag/breadth-first-search) Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5% 57.5%	Medium	
num Alternating Subseq	Enumeration (/tag/enumeration) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5%		
num Alternating Subseq	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5%		
num Alternating Subseq	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	57.5%		
	Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)		Medium	
um Path Sum (/problem	Array (/tag/array)			
um Path Sum (/problem				
		57.4%	Medium	
	()			
	Matrix (/tag/matrix)			
and Gates (/problems/	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	57.4%	(Medium)	
and Gates (rproblems)	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	37.470	Wedium	
	Main (raginalis)			
SST (/problems/split-bst)	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree)	57.4%	Medium	
	Recursion (/tag/recursion) Binary Tree (/tag/binary-tree)			
wo Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack)	57.3%	Medium	
e Paths (/problems/uniq	Math (/tag/math)	57.3%	Medium	
	Dynamic Programming (/tag/dynamic-programming)			
	Combinatorics (/tag/combinatorics)			
ost to Connect All Point	Array (/tag/array) Union Find (/tag/union-find)	57.2%	Medium	
	Minimum Spanning Tree (/tag/minimum-spanning-tree)			
est Palindromic Subseq	String (Itagletring)	57 1%	Medium	
strainaronno oubseq		37.170	(Medium)	
	,g (aagaymamia programmia)			
Number of Nice Subarr	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math)	57.1%	Medium	
	Sliding Window (/tag/sliding-window)			
n Nested List Iterator (/p	Stack (/tag/stack) Tree (/tag/tree)	56.8%	Medium	
	Depth-First Search (/tag/depth-first-search) Design (/tag/design)			
	Queue (/tag/queue) Iterator (/tag/iterator)			
	wo Numbers II (/proble e Paths (/problems/uniq ost to Connect All Point est Palindromic Subseq Number of Nice Subarr	Paths (/problems/uniq Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics) Ost to Connect All Point Array (/tag/array) Union Find (/tag/union-find) Minimum Spanning Tree (/tag/minimum-spanning-tree) est Palindromic Subseq String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Number of Nice Subarr Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Sliding Window (/tag/sliding-window) n Nested List Iterator (/p Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Design (/tag/design)	wo Numbers II (/proble Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack) 57.3% e Paths (/problems/uniq Math (/tag/math) 57.3% Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics) ost to Connect All Point Array (/tag/array) Union Find (/tag/union-find) 57.2% Minimum Spanning Tree (/tag/minimum-spanning-tree) est Palindromic Subseq String (/tag/string) 57.1% Dynamic Programming (/tag/dynamic-programming) Number of Nice Subarr Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) 57.1% Sliding Window (/tag/sliding-window) n Nested List Iterator (/p Stack (/tag/stack) Tree (/tag/tree) 56.8% Depth-First Search (/tag/depth-first-search) Design (/tag/design)	wo Numbers II (/proble Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack) 57.3% Medium Paths (/problems/uniq Math (/tag/math) 57.3% Medium Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics) Ost to Connect All Point Array (/tag/array) Union Find (/tag/union-find) 57.2% Medium Minimum Spanning Tree (/tag/minimum-spanning-tree) String (/tag/string) 57.1% Medium Dynamic Programming (/tag/dynamic-programming) Number of Nice Subarr Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) 57.1% Medium Sliding Window (/tag/sliding-window) In Nested List Iterator (/p Stack (/tag/stack) Tree (/tag/tree) 56.8% Medium) Depth-First Search (/tag/depth-first-search) Design (/tag/design)

<u>1</u> 035	Uncrossed Lines (/problems/u	Tagey (/tag/array) Dynamic Programming (/tag/dynamic-programming)	56.6% Acceptance	Difficulty	Frequen
		Dynamic Fregramming (tagraymamic pregramming)			
641	Design Circular Deque (/probl	Array (/tag/array) Linked List (/tag/linked-list)	56.6%	Medium	
		Design (/tag/design) Queue (/tag/queue)			
348	Design Tic-Tac-Toe (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	56.5%	Medium	
	•	Design (/tag/design) Matrix (/tag/matrix)			
926	Flip String to Monotone Incre	String (/tag/string)	56.5%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			
1048	Longest String Chain (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	56.4%	Medium	
	*	Two Pointers (/tag/two-pointers) String (/tag/string)			
		Dynamic Programming (/tag/dynamic-programming)			
244	Shortest Word Distance II (/pr	Away (hagaya) Hash Table (hag/back table)	56.2%	(Medium)	
277	■	Array (/tag/array) Hash Table (/tag/hash-table)	30.270	Wedidiii	
		Two Pointers (/tag/two-pointers) String (/tag/string)			
		Design (/tag/design)			
756	Pyramid Transition Matrix (/pr	Bit Manipulation (/tag/bit-manipulation)	56.0%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
1456	Maximum Number of Vowels i	String (/tag/string) Sliding Window (/tag/sliding-window)	56.0%	Medium	
947	Most Stones Removed with S	Depth-First Search (/tag/depth-first-search)	56.0%	(Medium)	
		Union Find (/tag/union-find) Graph (/tag/graph)			
1372	Longest ZigZag Path in a Bin	Dynamic Programming (/tag/dynamic-programming)	55.9%	(Medium)	
		Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
1319	Number of Operations to Mak	Depth-First Search (/tag/depth-first-search)	55.8%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
1647	Minimum Deletions to Make	String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting)	55.8%	Medium	
256	Paint House (/problems/paint	Array (/tag/array)	55.7%	(Medium)	
	•	Dynamic Programming (/tag/dynamic-programming)			
96	Unique Binary Search Trees (Math (/tag/math)	55.6%	(Medium)	
	oriique Biriary Ocaron 17000 (Dynamic Programming (/tag/dynamic-programming)	00.070	(mediam)	
		Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
399	Evaluate Division (/problems/	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	55.4%	(Medium)	
	_ radiation (procession)	Breadth-First Search (/tag/breadth-first-search)	00.170		
		Union Find (/tag/union-find) Graph (/tag/graph)			
		Shortest Path (/tag/shortest-path)			
1060	Missing Element in Sorted Arr	Arroy (Itaglarray) Pinary Soarch (Itaglhinary coarch)	55.4%	Medium	
1000	Deficient in Sorted Air	Array (/tag/array) Binary Search (/tag/binary-search)	33. 470	Medidiii	
1846	Maximum Element After Decr	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	55.4%	(Medium)	
		Softing (rady/softing)			
384	Shuffle an Array (/problems/s	Array (/tag/array) Math (/tag/math)	55.3%	Medium	
		Randomized (/tag/randomized)			
454	4Sum II (/problems/4sum-ii)	Array (/tag/array) Hash Table (/tag/hash-table)	55.2%	Medium	
1730	Shortest Path to Get Food (/p	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	55.2%	(Medium)	
		Matrix (/tag/matrix)	-		
137	Single Number II (/problems/s	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	55.0%	Medium	

# 24	Title Swap Nodes in Pairs (/proble	Tags Linked List (/tag/linked-list) Recursion (/tag/recursion)	Acceptance 55.0%	Difficulty Medium	Frequency
449	Serialize and Deserialize BST	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	55.0%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Design (/tag/design) Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
		Sinary free (tagroinary deep			
820	Short Encoding of Words (/pr	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	55.0%	Medium	
421	Maximum XOR of Two Numb	Array (/tag/array) Hash Table (/tag/hash-table)	54.9%	(Medium)	
		Bit Manipulation (/tag/bit-manipulation) Trie (/tag/trie)			
202	Linked List Dandon Nado //pr		E4 00/		
382	Linked List Random Node (/pr	Linked List (/tag/linked-list) Math (/tag/math)	54.8%	(Medium)	
		Reservoir Sampling (/tag/reservoir-sampling)			
		Randomized (/tag/randomized)			
752	Open the Lock (/problems/op	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	54.8%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
131	Palindrome Partitioning (/prob	String (/tag/string)	54.7%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
1041	Robot Bounded In Circle (/pro	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	54.7%	(Medium)	
		wain (raginality)			
1670	Design Front Middle Back Qu	Array (/tag/array) Linked List (/tag/linked-list)	54.7%	Medium	
		Design (/tag/design) Queue (/tag/queue)			
		Data Stream (/tag/data-stream)			
114	Flatten Binary Tree to Linked	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) 54.6%	(Medium)		
114	rialleri biliary free to Linkeu		34.0%	wedidiii	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
1229	Meeting Scheduler (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)	54.6%	Medium	
	•	Sorting (/tag/sorting)			
105	Construct Binary Tree from Pr	(A	54.5%	Madium	
103	Construct binary free from Fr	Array (/tag/array) Hash Table (/tag/hash-table)	34.3%	(Medium)	
		Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree)			
		Binary Tree (/tag/binary-tree)			
1615	Maximal Network Rank (/prob	Graph (/tag/graph)	54.5%	Medium	
1066	Campus Bikes II (/problems/c	Array (/tag/array)	54.4%	(Medium)	
	-	Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)			
729	My Calendar I (/problems/my	Design (/tag/design) Segment Tree (/tag/segment-tree)	54.3%	Medium	
		Ordered Set (/tag/ordered-set)			
646	Maximum Length of Pair Chai ★	Array (/tag/array)	54.2%	Medium	
	•	Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
652	Find Duplicate Subtrees (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	54.1%	(Medium)	
-	,	Breadth-First Search (/tag/breadth-first-search)	-		
		Binary Tree (/tag/binary-tree)			
		biliary free (raginificaty-free)			
208	Implement Trie (Prefix Tree) (Hash Table (/tag/hash-table) String (/tag/string)	54.1%	Medium	
		Design (/tag/design) Trie (/tag/trie)			

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9 81	Tible Based Key-Value Store	Tags Table (/tag/hash-table) String (/tag/string)	<u>Acceptance</u>	Philliagualty	Frequer
		Binary Search (/tag/binary-search) Design (/tag/design)			
394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	53.9%	Medium	
518	Coin Change 2 (/problems/coi	Array (/tag/array)	53.9%	(Medium)	
	*	Dynamic Programming (/tag/dynamic-programming)			
875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	53.9%	(Medium)	
725	Split Linked List in Parts (/pro		53.8%	(Medium)	
		Linked List (/tag/linked-list)		Medidiii	
250	Count Univalue Subtrees (/pr	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	53.8%	Medium	
		Binary Tree (/tag/binary-tree)			
1081	Smallest Subsequence of Dis	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	53.8%	Medium	
		Monotonic Stack (/tag/monotonic-stack)			
89	Gray Code (/problems/gray-c	Math (/tag/math) Backtracking (/tag/backtracking)	53.7%	Medium	
		Bit Manipulation (/tag/bit-manipulation)			
851	Loud and Rich (/problems/lou	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	53.7%	Medium	
		Graph (/tag/graph) Topological Sort (/tag/topological-sort)			
1533	Find the Index of the Large In	Array (/tag/array) Binary Search (/tag/binary-search)	53.7%	Medium	
	₽	Interactive (/tag/interactive)			
692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	53.6%	(Medium)	
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)			
490	The Maze (/problems/the-maze)	Depth-First Search (/tag/depth-first-search)	53.6%	Medium	
	-	Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
1405	Longest Happy String (/proble	String (/tag/string) Greedy (/tag/greedy)	53.5%	Medium	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
536	Construct Binary Tree from St	String (/tag/string) Tree (/tag/tree)	53.4%	Medium	
	₽	Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
178	Rank Scores (/problems/rank	Database (/tag/database)	53.4%	Medium	
721	Accounts Merge (/problems/a	Array (/tag/array) String (/tag/string)	53.4%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find)			
963	Minimum Area Rectangle II (/	Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry)	53.4%	Medium	
1410	HTML Entity Parser (/problem	Hash Table (/tag/hash-table) String (/tag/string)	53.4%	Medium	
621	Task Scheduler (/problems/ta	Array (/tag/array) Hash Table (/tag/hash-table)	53.2%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Counting (/tag/counting)			
1117	Building H2O (/problems/build	Concurrency (/tag/concurrency)	53.2%	Medium	
11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.1%	Medium	
		Greedy (/tag/greedy)			
	Form Array by Concatenating	Array (/tag/array) Greedy (/tag/greedy)	53.1%	(Medium)	

#	Title	Taging Matching (/tag/string-matching)	Acceptance	Difficulty	Frequ
109	Convert Sorted List to Binary	Linked List (/tag/linked-list)	53.0%	Medium	
		Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
129	Sum Root to Leaf Numbers (/	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	52.8%	Medium	
		Binary Tree (/tag/binary-tree)			
916	Word Subsets (/problems/wor	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	52.8%	Medium	
958	Check Completeness of a Bin	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search)	52.7%	Medium	
		Binary Tree (/tag/binary-tree)			
939	Minimum Area Rectangle (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math)	52.7%	(Medium)	
		Geometry (/tag/geometry) Sorting (/tag/sorting)			
539	Minimum Time Difference (/pr	Array (/tag/array) Math (/tag/math) String (/tag/string)	52.7%	(Medium)	
000	William Time Bineferior (pr	Sorting (/tag/sorting)	02.170	(mediani)	
1634	Add Two Polynomials Repres		52.7%	Modium	
1034	Add Two Polyholiliais Repres	Linked List (/tag/linked-list) Math (/tag/math) Two Pointers (/tag/two-pointers)	52.7%	(Medium)	
00=	Have Balt W. C. C.		F0.004		
337	House Robber III (/problems/	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	52.2%	(Medium)	
		Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)			
1600	Concatenation of Consecutiv		E2 204	(Ma France)	
1680	Concatenation of Consecutiv	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	52.2%	(Medium)	
498	Diagonal Traverse (/problems	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	52.1%	(Medium)	
833	Find And Replace in String (/	Array (/tag/array) String (/tag/string) Sorting (/tag/sorting)	52.1%	Medium	
740	Delete and Earn (/problems/d ★	Array (/tag/array) Hash Table (/tag/hash-table)	52.0%	Medium	
	^	Dynamic Programming (/tag/dynamic-programming)			
1053	Previous Permutation With O	Array (/tag/array) Greedy (/tag/greedy)	52.0%	Medium	
795	Number of Subarrays with Bo	Array (/tag/array) Two Pointers (/tag/two-pointers)	52.0%	Medium	
36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)	51.9%	Medium	
		Matrix (/tag/matrix)			
284	Peeking Iterator (/problems/p	Array (/tag/array) Design (/tag/design) Iterator (/tag/iterator)	51.9%	Medium	
731	My Calendar II (/problems/my	Design (/tag/design) Segment Tree (/tag/segment-tree)	51.9%	(Medium)	
		Ordered Set (/tag/ordered-set)			
974	Subarray Sums Divisible by K	Array (/tag/array) Hash Table (/tag/hash-table)	51.9%	(Medium)	
• • •		Prefix Sum (/tag/prefix-sum)	02.070		
1954	Minimum Garden Perimeter t	Math (/tag/math) Binary Search (/tag/binary-search)	51.9%	(Medium)	
100.		Matil (rag/matil) Billary Search (rag/billary-search)	02.070	(meanann)	
_					
343	Integer Break (/problems/inte	Math (/tag/math)	51.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
1138	Alphabet Board Path (/proble	Hash Table (/tag/hash-table) String (/tag/string)	51.8%	Medium	
106	Construct Binary Tree from In	Array (/tag/array) Hash Table (/tag/hash-table)	51.7%	Medium	
		Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree)			
		Binary Tree (/tag/binary-tree)			

		Amazon - LeetCode			
<u>8</u> 13	Largest Sum of Averages (/pr	Tagey (/tag/array)	51.7% Acceptance	Mediumty	Frequenc
		Dynamic Programming (/tag/dynamic-programming)			
236	Lowest Common Ancestor of	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	51.5%	(Medium)	
		Binary Tree (/tag/binary-tree)			
113	Path Sum II (/problems/path-s	Backtracking (/tag/backtracking) Tree (/tag/tree)	51.5%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
103	Binary Tree Zigzag Level Ord	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search)	51.4%	Medium	
		Binary Tree (/tag/binary-tree)			
11.0	Deputation New Digital Deleter		F4 40/		
116	Populating Next Right Pointer	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	51.4%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
1010	Pairs of Songs With Total Dur	Array (/tag/array) Hash Table (/tag/hash-table)	51.4%	Medium	
		Counting (/tag/counting)			
1102	Path With Maximum Minimum	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	51.4%	(Medium)	
-		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Matrix (/tag/matrix)			
75	Sort Colors (Inroblems/cort o		51.3%	Madium	
75	Sort Colors (/problems/sort-c	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.5%	(Medium)	
		Sorting (/tag/sorting)			
222	Count Complete Tree Nodes	Binary Search (/tag/binary-search) Tree (/tag/tree)	51.3%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
159	Longest Substring with At Mo	Hash Table (/tag/hash-table) String (/tag/string)	51.3%	Medium	
		Sliding Window (/tag/sliding-window)			
1550	Magnetia Force Potucen Two		E1 204	(Madiana)	
1552	Magnetic Force Between Two	Array (/tag/array) Binary Search (/tag/binary-search)	51.3%	(Medium)	
		Sorting (/tag/sorting)			
47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	51.2%	Medium	
40	Combination Sum II (/problem	Array (/tag/array) Backtracking (/tag/backtracking)	51.2%	(Medium)	
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1283	Find the Smallest Divisor Giv	Array (/tag/array) Binary Search (/tag/binary-search)	51.2%	Medium	
1950	Maximum of Minimum Values	Array (/tag/array) Stack (/tag/stack)	51.2%	(Medium)	
. 		Monotonic Stack (/tag/monotonic-stack)	- ·· - · v		
			_		
17	Letter Combinations of a Pho	Hash Table (/tag/hash-table) String (/tag/string)	51.1%	Medium	
		Backtracking (/tag/backtracking)			

Dynamic Programming (/tag/dynamic-programming)

Breadth-First Search (/tag/breadth-first-search)

Array (/tag/array) Depth-First Search (/tag/depth-first-search)

200

Number of Islands (/problems...

50.9%

Medium

21		Amazon - LeetCode			
#	Title	Union Find (/tag/union-find) Matrix (/tag/matrix) Tags	Acceptance	Difficulty	Frequen
688	Knight Probability in Chessbo	Dynamic Programming (/tag/dynamic-programming)	50.9%	Medium	
	*				
1007	Minimum Domino Rotations F	Array (/tag/array) Greedy (/tag/greedy)	50.9%	Medium	
767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	50.8%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Counting (/tag/counting)			
802	Find Eventual Safe States (/p	Depth-First Search (/tag/depth-first-search)	50.8%	Medium	
		Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
90	Subsets II (/problems/subsets-ii)	Array (/tag/array) Backtracking (/tag/backtracking)	50.7%	(Medium)	
	,	Bit Manipulation (/tag/bit-manipulation)			
1429	First Unique Number (/proble	Away (haglaway) Hack Table (haglach table)	50.7%	(Medium)	
1423	↑ iist Onique Number (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	30.770	Wedidiii	
		Design (/tag/design) Queue (/tag/queue)			
		Data Stream (/tag/data-stream)			
1080	Insufficient Nodes in Root to	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	50.6%	Medium	
		Binary Tree (/tag/binary-tree)			
1239	Maximum Length of a Concat	Array (/tag/array) String (/tag/string)	50.5%	Medium	
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation)			
452	Minimum Number of Arrows t	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	50.4%	Medium	
1404	Number of Steps to Reduce a	String (/tag/string) Bit Manipulation (/tag/bit-manipulation)	50.3%	Medium	
351	Android Unlock Patterns (/pro	Dynamic Programming (/tag/dynamic-programming)	50.2%	Medium	
	-	Backtracking (/tag/backtracking)			
279	Perfect Squares (/problems/p	Math (/tag/math)	50.1%	(Medium)	
	*	Dynamic Programming (/tag/dynamic-programming)			
		Breadth-First Search (/tag/breadth-first-search)			
1070	Product Sales Analysis III (/pr	Database (/tag/database)	50.1%	Medium	
	-				
994	Rotting Oranges (/problems/r	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	50.0%	Medium	
		Matrix (/tag/matrix)			
720	Longest Word in Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	49.9%	Medium	
		Trie (/tag/trie) Sorting (/tag/sorting)			
380	Insert Delete GetRandom O(1	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math)	49.8%	(Medium)	
		Design (/tag/design) Randomized (/tag/randomized)			
F05	The Mess II (I) will 10		40.007		
505	The Maze II (/problems/the-m	Depth-First Search (/tag/depth-first-search) Proadth First Search (/tag/depth-first-search) Craph (/tag/graph)	49.8%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
		Heap (Priority Queue) (/tag/heap-priority-queue) Shortest Path (/tag/shortest-path)			
1202	Smallest String With Swaps (/	Hash Table (/tag/hash-table) String (/tag/string)	49.8%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find)			

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48.2%	(Medium)	
d di	48.6% 48.4% 48.3%	49.0% Medium 49.0% Medium 49.0% Medium 48.9% Medium 48.8% Medium 48.6% Medium 48.4% Medium 48.3% Medium 48.2% Medium

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#	Title	Tags	Acceptance	Difficulty	Frequency
361	Bomb Enemy (/problems/bom	Array (/tag/array)	48.1%	(Medium)	
	_	Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
1242	Web Crawler Multithreaded (/	Depth-First Search (/tag/depth-first-search)	48.1%	Medium	
	₽	Breadth-First Search (/tag/breadth-first-search)			
		Concurrency (/tag/concurrency)			
622	Design Circular Queue (/probl	Array (/tag/array) Linked List (/tag/linked-list)	48.0%	(Medium)	
		Design (/tag/design) Queue (/tag/queue)			
		(active (angle questry)			
325	Maximum Size Subarray Sum	Array (/tag/array) Hash Table (/tag/hash-table)	48.0%	(Medium)	
253	Meeting Rooms II (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.9%	(Medium)	
	_	Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
120	Triangle (/problems/triangle)	Array (/tag/array)	47.7%	Medium	
	*	Dynamic Programming (/tag/dynamic-programming)			
1155	Number of Dice Rolls With Ta		47.7%	Madium	
1133	† the first of blue Rolls with fa	Dynamic Programming (/tag/dynamic-programming)	41.170	(Medium)	
128	Longest Consecutive Sequen	(1) (1) (1) (1) (1) (1) (1) (1)	47.6%	Madium	
120	Longest Consecutive Sequen	Array (/tag/array) Hash Table (/tag/hash-table)	47.0%	(Medium)	
		Union Find (/tag/union-find)			
945	Minimum Increment to Make	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	47.6%	Medium	
		Counting (/tag/counting)			
377	Combination Sum IV (/proble	Array (/tag/array)	47.5%	(Medium)	
	*	Dynamic Programming (/tag/dynamic-programming)			
			.=		
313	Super Ugly Number (/problem	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math)	47.3%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
38	Count and Say (/problems/co	String (/tag/string)	47.1%	Medium	
737	Sentence Similarity II (/proble	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	47.1%	(Medium)	
	₽	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find)			
1150	Cwan Far Languat Danaster		A7 10/	(1.11)	
1156	Swap For Longest Repeated	String (/tag/string) Sliding Window (/tag/sliding-window)	47.1%	(Medium)	
978	Longest Turbulent Subarray (/	Array (/tag/array)	46.9%	Medium	
	*	Dynamic Programming (/tag/dynamic-programming)			
		Sliding Window (/tag/sliding-window)			
153	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	46.8%	(Medium)	
	- In the second continue	, ay (magranay)	· v		
16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.7%	Medium	
		Sorting (/tag/sorting)			
1070	Find the Mast Comment of the Comment		40.70/		
1673	Find the Most Competitive Su	Array (/tag/array) Stack (/tag/stack) Greedy (/tag/greedy)	46.7%	(Medium)	
		Monotonic Stack (/tag/monotonic-stack)			
1162	As Far from Land as Possible	Array (/tag/array)	46.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)			
1462	Course Schedule IV (/proble	Depth-First Search (/tag/depth-first-search)	46.5%	(Medium)	
	Tamas assistant (problem	Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	. 3.3 / 0		
		Topological Sort (/tag/topological-sort)			
		F. 1. 2 1. 1. 4			

\$ 00	Titlegest Increasing Subseque	Tags (/tag/array) Binary Search (/tag/binary-search)	A € qeptance	Pintarialty	Frequer
	*	Dynamic Programming (/tag/dynamic-programming)			
743	Network Delay Time (/proble	Depth-First Search (/tag/depth-first-search)	46.4%	(Medium)	
	, , , , ,	Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Shortest Path (/tag/shortest-path)			
1024	Coloring A Porder (Inroblems)		46 406	Madissa	
1034	Coloring A Border (/problems/	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	46.4%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)			
450	Delete Node in a BST (/probl	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree)	46.3%	Medium	
		Binary Tree (/tag/binary-tree)			
340	Longest Substring with At Mo	Licely Table (the effects table) Chrises (the efetine)	46.3%	(Medium)	
040	■	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	40.070	wedum	
		Siluling William (regressioning-william)			
240	Search a 2D Matrix II (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	46.3%	Medium	
		Divide and Conquer (/tag/divide-and-conquer) Matrix (/tag/matrix)			
681	Next Closest Time (/problems	String (/tag/string) Enumeration (/tag/enumeration)	46.1%	(Medium)	
	•	String (ragistring)			
738	Monotone Increasing Digits (/	Math (/tag/math) Greedy (/tag/greedy)	46.1%	(Medium)	
	σ σ · (main (mg/main)			
809	Expressive Words (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.1%	Medium	
		String (/tag/string)			
886	Possible Bipartition (/problem	Depth-First Search (/tag/depth-first-search)	46.1%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
0.0	Doubition Link (Involuence Incomité		40.007		
86	Partition List (/problems/partiti	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	46.0%	(Medium)	
438	Find All Anagrams in a String	Hash Table (/tag/hash-table) String (/tag/string)	45.9%	Medium	
		Sliding Window (/tag/sliding-window)			
775	Global and Local Inversions (/	Array (/tag/array) Math (/tag/math)	45.9%	(Medium)	
		Array (ragrandy)	.0.070	(
1107	New Users Daily Count (/prob	Database (/tag/database)	45.9%	Medium	
	₽				
390	Elimination Game (/problems/	Math (/tag/math)	45.8%	Medium	
670	Maximum Swap (/problems/m	Math (/tag/math) Greedy (/tag/greedy)	45.7%	(Medium)	
417	Pacific Atlantic Water Flow (/p	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	45.6%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)			
853	Car Fleet (/problems/car-fleet)	Array (/tag/array) Sorting (/tag/sorting)	45.6%	Medium	
200	Pulle and Caus (Invahlant III.		/E E0/	(***	
299	Bulls and Cows (/problems/bu	Hash Table (/tag/hash-table) String (/tag/string)	45.5%	(Medium)	
		Counting (/tag/counting)			
73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	45.5%	Medium	
		Matrix (/tag/matrix)			
416	Partition Equal Subset Sum (/ ★	Array (/tag/array)	45.4%	Medium	
	^	Dynamic Programming (/tag/dynamic-programming)			
494	Target Sum (/problems/target	Array (/tag/array)	45.4%	Medium	
	*	Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
4.40	Ctring Communication (1991)		AE 407	(·· ·	
443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.4%	(Medium)	
435	Non-overlapping Intervals (/pr	Array (/tag/array)	45.3%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			

Amazon - LeetCode

		Dynamic regianimy (ragraynamic programmig)			
#	Title	Sorting (/tag/sorting)	Acceptance	Difficulty	Frequen
1420	Chock If a String Is a Valid So		45.3%	Madisum	
1430	Check If a String Is a Valid Se	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	45.3%	(Medium)	
	-	Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
528	Random Pick with Weight (/pr	Math (/tag/math) Binary Search (/tag/binary-search)	45.2%	(Medium)	
320	random rick with weight (pr		43.270	Medidiii	
		Prefix Sum (/tag/prefix-sum) Randomized (/tag/randomized)			
698	Partition to K Equal Sum Sub	Array (/tag/array)	45.1%	Medium	
	*	Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation)			
		Memoization (/tag/memoization) Bitmask (/tag/bitmask)			
291	Word Pattern II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	45.0%	(Medium)	
	■'	Backtracking (/tag/backtracking)			
277	Find the Celebrity (/problems/	Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	44.9%	(Medium)	
	• • • • • • • • • • • • • • • • • • •		111670	····ourum	
		Graph (/tag/graph) Interactive (/tag/interactive)			
742	Closest Leaf in a Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	44.8%	Medium	
	-	Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
849	Maximize Distance to Closest	Array (/tag/array)	44.8%	Medium	
1054	Distant Barcodes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	44.8%	(Medium)	
	\	Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Counting (/tag/counting)			
285	Inorder Successor in BST (/pr	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	44.7%	Medium	
	₽	Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
F.0.7	Dames tation in Chrise (Involute		44.70/		
567	Permutation in String (/proble	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers)	44.7%	(Medium)	
		String (/tag/string) Sliding Window (/tag/sliding-window)			
95	Unique Binary Search Trees I	Dynamic Programming (/tag/dynamic-programming)	44.6%	Medium	
		Backtracking (/tag/backtracking) Tree (/tag/tree)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
162	Find Peak Element (/problem	Array (/tag/array) Binary Search (/tag/binary-search)	44.6%	Medium	
1311	Get Watched Videos by Your	Array (/tag/array) Hash Table (/tag/hash-table)	44.6%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search)	-		
		Sorting (/tag/sorting)			
		Sorting (rag/sorting)			
207	Course Schedule (/problems/	Depth-First Search (/tag/depth-first-search)	44.5%	Medium	
		Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
1215	Stepping Numbers (/problems	Backtracking (/tag/backtracking)	44.4%	(Medium)	
	•	Breadth-First Search (/tag/breadth-first-search)			
		2			
304	Range Sum Query 2D - Immu	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix)	44.3%	Medium	
	*	Prefix Sum (/tag/prefix-sum)			
422	Minimum Constin Mutation (1		44.00/	(11)	
433	Minimum Genetic Mutation (/	Hash Table (/tag/hash-table) String (/tag/string)	44.2%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search)			
525	Contiguous Array (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	44.2%	(Medium)	

ш	T:41 a	Tana	A t	Diffi a vila e	
# 99	Title Recover Binary Search Tree (Tags	Acceptance 44.1%	Difficulty (Medium)	Frequency
33	Recover Binary Search free (Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	44.170	Medidili	
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
210	Course Schedule II (/problem	Donth First Sourch (Itaaldonth first goarsh)	44.1%	(Medium)	
210	Course Schedule II (/problem	Depth-First Search (/tag/depth-first-search)	44.170	wedidiii	
		Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
198	House Robber (/problems/ho	Arroy (Itaglarray)	44.0%	(Medium)	
130	Trouse Robber (problems/no	Array (/tag/array)	44.070	Medidili	
		Dynamic Programming (/tag/dynamic-programming)			
261	Graph Valid Tree (/problems/	Depth-First Search (/tag/depth-first-search)	44.0%	(Medium)	
	-				
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
388	Longest Absolute File Path (/	String (/tag/string) Stack (/tag/stack)	44.0%	(Medium)	
	· ·	Depth-First Search (/tag/depth-first-search)			
		Depth-First Search (rtag/depth-first-search)			
395	Longest Substring with At Le	Hash Table (/tag/hash-table) String (/tag/string)	44.0%	(Medium)	
		Divide and Conquer (/tag/divide-and-conquer)			
		Sliding Window (/tag/sliding-window)			
1059	All Paths from Source Lead to	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph)	43.8%	(Medium)	
	-	Dopair ince doction (raginapar more doction)			
560	Subarray Sum Equals K (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	43.7%	(Medium)	
		Prefix Sum (/tag/prefix-sum)			
100	Canacautiva Numbera (Inrobl		42.70/		
180	Consecutive Numbers (/probl	Database (/tag/database)	43.7%	(Medium)	
735	Asteroid Collision (/problems/	Array (/tag/array) Stack (/tag/stack)	43.7%	Medium	
	у Бестова Солистон (ур. одлогие)	Stack (ragistack)	.5 / 6	(
264	Ugly Number II (/problems/ugl	Hash Table (/tag/hash-table) Math (/tag/math)	43.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		ricap (i nonty queue) (itag/neap phonty queue)			
823	Binary Trees With Factors (/p	Array (/tag/array) Hash Table (/tag/hash-table)	43.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)		-	
474	Ones and Zeroes (/problems/	Array (/tag/array) String (/tag/string)	43.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
117	Populating Next Right Pointer	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	43.5%	(Medium)	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
970	Powerful Integers (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)	43.4%	Medium	
100	Compelliate with Davidova Daint		42.20/		
138	Copy List with Random Point	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	43.3%	(Medium)	
658	Find K Closest Elements (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	43.3%	Medium	
000	Time it closest Ziemente (prem		101070	····cara····	
		Binary Search (/tag/binary-search) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
1152	Analyze User Website Visit P	Array (/tag/array) Hash Table (/tag/hash-table)	43.2%	Medium	
	₽	Sorting (/tag/sorting)			
640	Solve the Equation (/problem	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	43.0%	Medium	
. .			40.00		
143	Reorder List (/problems/reord	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	42.9%	(Medium)	
		Stack (/tag/stack) Recursion (/tag/recursion)			
070	Miggle Cubes were 11		40.007	(1: ::	
376	Wiggle Subsequence (/proble	Array (/tag/array)	42.9%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			

Greedy (/tan/nreedy)

		Crocky (rangingrocky)			
#	Title	Tags	Acceptance	Difficulty	Frequency
542	01 Matrix (/problems/01-matrix)	Array (/tag/array)	42.8%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			
		Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)			
139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	42.7%	Medium	
		Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie)			
		Memoization (/tag/memoization)			
184	Department Highest Salary (/	Details and (the sold state is a second	42.7%	Modium	
104	Department riighest Salary (r	Database (/tag/database)	42.770	(Medium)	
134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.6%	Medium	
187	Repeated DNA Sequences (/	Hash Table (/tag/hash-table) String (/tag/string)	42.4%	Medium	
		Bit Manipulation (/tag/bit-manipulation)			
		Sliding Window (/tag/sliding-window)			
		Rolling Hash (/tag/rolling-hash) Hash Function (/tag/hash-function)			
56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.4%	Medium	
1750	Minimum Length of String Aft	Two Pointers (/tag/two-pointers) String (/tag/string)	42.3%	Medium	
92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	42.1%	Medium	
1367	Linked List in Binary Tree (/pr	Linked List (/tag/linked-list) Tree (/tag/tree)	42.1%	(Medium)	
1001	Emiliary free (prin		12.170	(mediani)	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
1621	Number of Sets of K Non-Ove	Math (/tag/math)	42.1%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
133	Clone Graph (/problems/clon	Hash Table (/tag/hash-table)	41.9%	(Medium)	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
1171	Remove Zero Sum Consecuti	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	41.8%	Medium	
211	Design Add and Search Word	String (/tag/string) Depth-First Search (/tag/depth-first-search)	41.7%	(Medium)	
		Design (/tag/design) Trie (/tag/trie)			
545	Boundary of Binary Tree (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	41.4%	(Medium)	
010	■ Property of Billiary Free (pro	Binary Tree (/tag/binary-tree)	12.170	(inculum)	
713	Subarray Product Less Than	Array (/tag/array) Sliding Window (/tag/sliding-window)	41.2%	(Medium)	
710	Suburtay Froduct 2000 Friair	Array (rtag/array) Siluling Willdow (rtag/siluling-willdow)	T1.270	wedum	
142	Linked List Cycle II (/problem	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	41.1%	Medium	
		Two Pointers (/tag/two-pointers)			
334	Increasing Triplet Subsequen	Array (/tag/array) Greedy (/tag/greedy)	41.0%	Medium	
790	Domino and Tromino Tiling (/	Dynamic Programming (/tag/dynamic-programming)	41.0%	Medium	
1129	Shortest Path with Alternating	Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	40.9%	Medium	
1129	Shortest Path with Alternating	Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	40.9%	Medium	
754	Reach a Number (/problems/r	Math (/tag/math) Binary Search (/tag/binary-search)	40.9%	Medium	
209	Minimum Size Subarray Sum	Array (/tag/array) Binary Search (/tag/binary-search)	40.8%	Medium	
		Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)			
1001	Chartast Dath in Division Addition		40.007		
1091	Shortest Path in Binary Matrix	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	40.8%	(Medium)	
		Matrix (/tag/matrix)			
634	Find the Derangement of An	Math (/tag/math)	40.7%	Medium	

221 #21	Maximal Square (/problems/	TAggy (/tag/array)	40.6% Acceptance	Madiumty	Frequency
	X	Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
82	Remove Duplicates from Sort	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	40.4%	Medium	
150	Evaluate Reverse Polish Nota	Array (/tag/array) Math (/tag/math) Stack (/tag/stack)	40.1%	Medium	
316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	40.1%	Medium	
		Monotonic Stack (/tag/monotonic-stack)			
229	Majority Element II (/problems	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) Counting (/tag/counting)	40.0%	Medium	
957	Prison Cells After N Days (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	40.0%	Medium	
473	Matchsticks to Square (/probl	Array (/tag/array)	40.0%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)			
663	Equal Tree Partition (/proble	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	39.9%	Medium	
	₽	Binary Tree (/tag/binary-tree)			
201	Bitwise AND of Numbers Ran	Bit Manipulation (/tag/bit-manipulation)	39.9%	Medium	
826	Most Profit Assigning Work (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	39.8%	Medium	
		Binary Search (/tag/binary-search) Greedy (/tag/greedy)			
		Sorting (/tag/sorting)			
576	Out of Boundary Paths (/probl	Dynamic Programming (/tag/dynamic-programming)	39.6%	Medium	
74	Search a 2D Matrix (/problem	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix)	39.4%	Medium	
227	Basic Calculator II (/problems	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	39.4%	Medium	
662	Maximum Width of Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	39.4%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
6	ZigZag Conversion (/problem	String (/tag/string)	39.3%	Medium	
909	Snakes and Ladders (/proble	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	39.3%	Medium	
		Matrix (/tag/matrix)			
333	Largest BST Subtree (/proble	Dynamic Programming (/tag/dynamic-programming)	39.2%	Medium	
	₽	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
779	K-th Symbol in Grammar (/pr	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	39.2%	Medium	
		Recursion (/tag/recursion)			
93	Restore IP Addresses (/probl	String (/tag/string) Backtracking (/tag/backtracking)	39.0%	Medium	
373	Find K Pairs with Smallest Su	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue)	39.0%	Medium	
845	Longest Mountain in Array (/p	Array (/tag/array) Two Pointers (/tag/two-pointers)	39.0%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Enumeration (/tag/enumeration)			
332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph)	38.9%	Medium	
		Eulerian Circuit (Itaa/eulerian-circuit)			

Eulerian Circuit (/tag/eulerian-circuit)

1/00/2	3 68	Largest Divisible Subset (/pro	Taggay (/tag/array) Math (/tag/math)	38.8% Acceptance	Mediumty	Frequency
		*	Dynamic Programming (/tag/dynamic-programming)			
			Sorting (/tag/sorting)			
	1339	Maximum Product of Splitted ★	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	38.7%	(Medium)	
	393	UTF-8 Validation (/problems/u	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	38.6%	(Medium)	
	1197	Minimum Knight Moves (/prob	Breadth-First Search (/tag/breadth-first-search)	38.6%	Medium	
	1454	Active Users (/problems/activ	Database (/tag/database)	38.6%	(Medium)	
		-				
	1915	Number of Wonderful Substri	Hash Table (/tag/hash-table) String (/tag/string)	38.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation) Prefix Sum (/tag/prefix-sum)			
	322	Coin Change (/problems/coin	Array (/tag/array)	38.5%	Medium	
		*	Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.4%	Medium	
	687	Longest Univalue Path (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	38.2%	Medium	
			Binary Tree (/tag/binary-tree)			
	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking)	38.1%	Medium	
			Matrix (/tag/matrix)			
	213	House Robber II (/problems/h	Array (/tag/array)	38.1%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	37.9%	Medium	
	307	Range Sum Query - Mutable	Array (/tag/array) Design (/tag/design)	37.9%	Medium	
			Binary Indexed Tree (/tag/binary-indexed-tree)			
			Segment Tree (/tag/segment-tree)			
	146	LRU Cache (/problems/lru-ca	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	37.6%	Medium	
			Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)			
	787	Cheapest Flights Within K Sto	Dynamic Programming (/tag/dynamic-programming)	37.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Shortest Path (/tag/shortest-path)			
	396	Rotate Function (/problems/ro	Math (/tag/math)	37.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	1386	Cinema Seat Allocation (/prob	Array (/tag/array) Hash Table (/tag/hash-table)	37.3%	Medium	
			Greedy (/tag/greedy) Bit Manipulation (/tag/bit-manipulation)			
	842	Split Array into Fibonacci Seq	String (/tag/string) Backtracking (/tag/backtracking)	37.2%	Medium	
	1146	Snapshot Array (/problems/sn	Array (/tag/array) Hash Table (/tag/hash-table)	37.0%	Medium	
			Binary Search (/tag/binary-search) Design (/tag/design)			
	353	Design Snake Game (/proble	Array (/tag/array) Design (/tag/design) Queue (/tag/queue)	36.9%	Medium	
		-	Matrix (/tag/matrix)			
	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	36.8%	Medium	
			Two Pointers (/tag/two-pointers)			
	274	H-Index (/problems/h-index)	Array (/tag/array) Sorting (/tag/sorting)	36.7%	Medium	
++~- ''	lootes -l·	nm/company/Amazaar/	Counting Sort (/tag/counting-sort)			2.1
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https://leetcode.com/company/Amazon/

# 19	Title Remove Nth Node From End	Tags Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	Acceptance 36.6%	Difficulty Medium	Frequenc
2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	36.6%	(Medium)	
33	Search in Rotated Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	36.6%	Medium	
1465	Maximum Area of a Piece of	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	36.6%	Medium	
18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	36.5%	Medium	
1177	Can Make Palindrome from S	Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Prefix Sum (/tag/prefix-sum)	36.5%	Medium	
532	K-diff Pairs in an Array (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	36.4%	Medium	
63	Unique Paths II (/problems/un	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	36.3%	Medium	
57	Insert Interval (/problems/inse	Array (/tag/array)	36.1%	Medium	
1942	The Number of the Smallest	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set)	36.1%	Medium	
55	Jump Game (/problems/jump	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	35.9%	Medium	
43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	35.7%	Medium	
71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	35.7%	Medium	
898	Bitwise ORs of Subarrays (/pr	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation)	35.6%	Medium	
310	Minimum Height Trees (/probl	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	35.5%	Medium	
918	Maximum Sum Circular Suba	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) Queue (/tag/queue) Monotonic Queue (/tag/monotonic-queue)	34.9%	Medium	
794	Valid Tic-Tac-Toe State (/probl	Array (/tag/array) String (/tag/string)	34.6%	Medium	
177	Nth Highest Salary (/problem	Database (/tag/database)	34.4%	Medium	
31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.4%	Medium	
1574	Shortest Subarray to be Rem	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	34.4%	Medium	
81	Search in Rotated Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	34.0%	Medium	
45	Jump Game II (/problems/jum	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	33.9%	Medium	
		,, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			

)21		Amazon - LeetCode			
#	Title	(/tag/dynamic-programming)	Acceptance	Difficulty	Frequency
397	Integer Replacement (/proble	Dynamic Programming (/tag/dynamic-programming)	33.8%	Medium	
		Bit Manipulation (/tag/bit-manipulation)			
		Memoization (/tag/memoization)			
356	Line Reflection (/problems/lin	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math)	33.5%	Medium	
161	One Edit Distance (/problems	Two Pointers (/tag/two-pointers) String (/tag/string)	33.4%	Medium	
556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers) String (/tag/string)	33.4%	Medium	
152	Maximum Product Subarray (/	Array (/tag/array)	33.3%	(Medium)	
102	Maximum Froduct Subarray (Dynamic Programming (/tag/dynamic-programming)	33.370	(Medidiii)	
581	Shortest Unsorted Continuou	Array (/tag/array) Two Pointers (/tag/two-pointers)	33.3%	Medium	
		Stack (/tag/stack) Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Monotonic Stack (/tag/monotonic-stack)			
633	Sum of Square Numbers (/pr	Math (the streeth) Two Deinters (the strue reinters)	33.1%	Medium	
033	Sum of Square Numbers (pr	Math (/tag/math) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	33.170	Medidili	
686	Repeated String Match (/prob		33.1%	(Medium)	
000	Repeated String Match (rprob	String (/tag/string) String Matching (/tag/string-matching)	33.170	Medium	
708	Insert into a Sorted Circular Li	Linked List (/tag/linked-list)	33.0%	Medium	
355	Design Twitter (/problems/des	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	32.8%	Medium	
		Design (/tag/design)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
400	Nth Digit (/problems/nth-digit)	Math (/tag/math) Binary Search (/tag/binary-search)	32.7%	Medium	
1594	Maximum Non Negative Prod	Array (/tag/array)	32.7%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
61	Rotate List (/problems/rotate-l	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	32.6%	Medium	
365	Water and Jug Problem (/pro	Math (/tag/math) Depth-First Search (/tag/depth-first-search)	32.4%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
1487	Making File Names Unique (/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	32.3%	Medium	
678	Valid Parenthesis String (/pro	String (/tag/string)	32.1%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Stack (/tag/stack) Greedy (/tag/greedy)			
3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	32.0%	(Medium)	
		Sliding Window (/tag/sliding-window)			
179	Largest Number (/problems/la	String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting)	31.5%	Medium	
50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.4%	Medium	
165	Compare Version Numbers (/	Two Pointers (/tag/two-pointers) String (/tag/string)	31.4%	Medium	
1648	Sell Diminishing-Valued Color	Array (/tag/array) Math (/tag/math)	31.3%	Medium	
		Binary Search (/tag/binary-search) Greedy (/tag/greedy)			
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
324	Wiggle Sort II (/problems/wig	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer)	31.2%	Medium	
		Sorting (/tag/sorting) Quickselect (/tag/guickselect)			

Sorting (/tag/sorting) Ouickselect (/tag/guickselect)

# 5	Title Longest Palindromic Substrin	Tags String (/tag/string)	Acceptance	Difficulty (Medium)	Frequency
		Dynamic Programming (/tag/dynamic-programming)			
130	Surrounded Regions (/proble	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	30.9%	(Medium)	
	Самовина и объемо (ф. самови	Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Matrix (/tag/matrix)			
1770	Maximum Score from Perfor	Array (/tag/array)	30.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
456	132 Pattern (/problems/132-p	Array (/tag/array) Binary Search (/tag/binary-search)	30.7%	Medium	
		Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)			
		Ordered Set (/tag/ordered-set)			
1353	Maximum Number of Events	Array (/tag/array) Greedy (/tag/greedy)	30.7%	Medium	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
1169	Invalid Transactions (/proble	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	30.4%	Medium	
		Sorting (/tag/sorting)			
98	Validate Binary Search Tree (/	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	29.4%	Medium	
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
1712	Ways to Split Array Into Thre	Array (/tag/array) Two Pointers (/tag/two-pointers)	29.3%	Medium	
		Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum)			
15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	29.1%	Medium	
		Sorting (/tag/sorting)			
402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	28.8%	(Medium)	
		Monotonic Stack (/tag/monotonic-stack)			
880	Decoded String at Index (/pro	String (/tag/string) Stack (/tag/stack)	28.2%	Medium	
91	Decode Ways (/problems/dec	String (/tag/string)	27.9%	Medium	
	*	Dynamic Programming (/tag/dynamic-programming)			
1711	Count Good Meals (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	27.6%	Medium	
1590	Make Sum Divisible by P (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	27.5%	Medium	
		Prefix Sum (/tag/prefix-sum)			
707	Design Linked List (/problems	Linked List (/tag/linked-list) Design (/tag/design)	26.4%	Medium	
523	Continuous Subarray Sum (/p	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math)	25.5%	Medium	
	, , , ,	Prefix Sum (/tag/prefix-sum)			
192	Word Frequency (/problems/	Shell (/tag/shell)	25.5%	Medium	
468	Validate IP Address (/problem	String (/tag/string)	25.5%	Medium	
151	Reverse Words in a String (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	25.3%	(Medium)	
	The second control of the second of the seco	Two Forners) String (rag/string)	20.075		
866	Prime Palindrome (/problems/	Math (/tag/math)	25.2%	Medium	
166	Fraction to Recurring Decimal	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	22.8%	Medium	
665	Non-decreasing Array (/probl	Array (/tag/array)	21.0%	Medium	
29	Divide Two Integers (/problem	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.0%	Medium	
8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium	
1479	Sales by Day of the Week (/pr	Database (/tag/database)	82.6%	Hard	
	₽				

# 980	Title Unique Paths III (/problems/u	Tags Array (/tag/array) Backtracking (/tag/backtracking)	Acceptance 77.3%	Difficulty Frequenc
		Bit Manipulation (/tag/bit-manipulation) Matrix (/tag/matrix)		
489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking) Interactive (/tag/interactive)	73.9%	Hard
1028	Recover a Tree From Preord	String (/tag/string) Tree (/tag/tree)	71.4%	(Hard)
		Depth-First Search (/tag/depth-first-search)		
		Binary Tree (/tag/binary-tree)		
1255	Maximum Score Words Form	Array (/tag/array) String (/tag/string)	70.8%	(Hard)
		Dynamic Programming (/tag/dynamic-programming)		
		Backtracking (/tag/backtracking)		
		Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)		
759	Employee Free Time (/proble	Array (/tag/array) Sorting (/tag/sorting)	69.4%	(Hard)
	•	Heap (Priority Queue) (/tag/heap-priority-queue)		
1788	Maximize the Beauty of the G	Array (/tag/array) Greedy (/tag/greedy)	67.0%	(Hard)
	•	Prefix Sum (/tag/prefix-sum)		
1074	Number of Submatrices That	Array (/tag/array) Hash Table (/tag/hash-table)	65.5%	(Hard)
		Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)		
		(as promoting		
732	My Calendar III (/problems/m	Design (/tag/design) Segment Tree (/tag/segment-tree)	64.2%	Hard
		Ordered Set (/tag/ordered-set)		
895	Maximum Frequency Stack (/	Hash Table (/tag/hash-table) Stack (/tag/stack)	63.8%	(Hard)
000	maximum requertey stack (/	Design (/tag/design) Ordered Set (/tag/ordered-set)	03.070	Tiaru
		Design (rtag/design)		
1225	Report Contiguous Dates (/pr	Database (/tag/database)	63.6%	Hard
52	N-Queens II (/problems/n-que	Backtracking (/tag/backtracking)	63.4%	Hard
428	Serialize and Deserialize N-ar	String (/tag/string) Tree (/tag/tree)	62.7%	Hard
	-	Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
1842	Next Palindrome Using Same	Two Pointers (/tag/two-pointers) String (/tag/string)	62.7%	Hard
	_			
773	Sliding Puzzle (/problems/slidi	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	62.0%	(Hard)
		Matrix (/tag/matrix)		
618	Students Report By Geograp	Database (/tag/database)	61.9%	(Hard)
	•			
1948	Delete Duplicate Folders in S	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	61.8%	(Hard)
	·	Trie (/tag/trie) Hash Function (/tag/hash-function)		
		(magnitus)		
1312	Minimum Insertion Steps to M	String (/tag/string)	61.4%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
1106	Parsing A Boolean Expressio	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	59.7%	(Hard)
		Stilling (radgratilling)		
1597	Build Binary Expression Tree	String (/tag/string) Stack (/tag/stack) Tree (/tag/tree)	59.0%	Hard
	-	Binary Tree (/tag/binary-tree)		
296	Best Meeting Point (/problem	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting)	58.5%	(Hard)
	•	Matrix (/tag/matrix)		
1335	Minimum Difficulty of a Job S	Array (/tag/array)	56.7%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
1220	Count Vowels Permutation (/p	Dynamia Dragramming //tag/dynamia nug	56.6%	Hard
1440	Count vowers remutation (/p	Dynamic Programming (/tag/dynamic-programming)	JU.U%0	(Hard)

6 32	Smallest Range Covering Ele	Tags (/tag/array) Hash Table (/tag/hash-table)	Acceptance	Difficulty Frequence
		Greedy (/tag/greedy) Sliding Window (/tag/sliding-window)		
		Sorting (/tag/sorting)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
847	Shortest Path Visiting All Nod	Dynamic Programming (/tag/dynamic-programming)	54.9%	Hard
		Bit Manipulation (/tag/bit-manipulation)		
		Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)		
		Bitmask (/tag/bitmask)		
770	Basic Calculator IV (/problem	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	54.8%	Hard
	VI	Stack (/tag/stack) Recursion (/tag/recursion)		
1092	Shortest Common Supersequ	String (/tag/string)	54.6%	(Hard)
		Dynamic Programming (/tag/dynamic-programming)		
312	Burst Balloons (/problems/bur	Array (/tag/array)	54.5%	Hard
	*	Dynamic Programming (/tag/dynamic-programming)		
1259	Handshakes That Don't Cros		54.5%	Hard
1233	■ Transmakes That Don't Clos	Math (/tag/math)	34.570	(Hard)
		Dynamic Programming (/tag/dynamic-programming)		
615	Average Salary: Departments	Database (/tag/database)	54.5%	Hard
	₽			
1478	Allocate Mailboxes (/problem	Array (/tag/array) Math (/tag/math)	54.1%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Sorting (/tag/sorting)		
1231	Divide Chocolate (/problems/	Array (/tag/array) Binary Search (/tag/binary-search)	54.0%	Hard
899	Orderly Queue (/problems/ord	Math (/tag/math) String (/tag/string) Sorting (/tag/sorting)	53.9%	Hard
1547	Minimum Cost to Cut a Stick (Array (/tag/array)	53.9%	(Hard)
10	will all the control out a choic (iii	Dynamic Programming (/tag/dynamic-programming)	00.070	
272	Closest Binary Search Tree V	Two Pointers (/tag/two-pointers) Stack (/tag/stack)	53.8%	(Hard)
	_	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)		
		Binary Search Tree (/tag/binary-search-tree)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Binary Tree (/tag/binary-tree)		
51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	53.3%	Hard
42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.0%	(Hard)
		Dynamic Programming (/tag/dynamic-programming)		
		Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)		
വാ	Subarrava with I/ Different Int		51 0 04	(House)
992	Subarrays with K Different Int	Array (/tag/array) Hash Table (/tag/hash-table)	51.9%	(Hard)
		Sliding Window (/tag/sliding-window) Counting (/tag/counting)		
1192	Critical Connections in a Net	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph)	51.8%	Hard
		Biconnected Component (/tag/biconnected-component)		
1489	Find Critical and Pseudo-Criti	Union Find (/tag/union-find) Graph (/tag/graph)	51.8%	Hard
		Sorting (/tag/sorting)		
		Minimum Spanning Tree (/tag/minimum-spanning-tree)		
		Strongly Connected Component (/tag/strongly-connected-component)		
297	Serialize and Deserialize Bina	String (/tag/string) Tree (/tag/tree)	51.4%	Hard
297	Serialize and Deserialize Bina	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	51.4%	Hard
297	Serialize and Deserialize Bina	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	51.4%	Hard

21 726 #	Number of Atoms (/problems/ Title	Amazon - LeetCode Hash Table (/tag/hash-table) String (/tag/string) Stack (/tag/stack) Tags	51.2% Acceptance	(Hard) Difficulty Frequence
1751	Maximum Number of Events	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	51.0%	Hard
1216	Valid Palindrome III (/problem	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.6%	Hard
995	Minimum Number of K Conse	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	50.4%	Hard
711	Number of Distinct Islands II (Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Hash Function (/tag/hash-function)	50.2%	Hard
471	Encode String with Shortest L	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.2%	Hard
1569	Number of Ways to Reorder	Array (/tag/array) Math (/tag/math) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Union Find (/tag/union-find) Binary Search Tree (/tag/binary-search-tree) Memoization (/tag/memoization) Combinatorics (/tag/combinatorics) Binary Tree (/tag/binary-tree)	49.8%	Hard
37	Sudoku Solver (/problems/su	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	49.3%	Hard
352	Data Stream as Disjoint Interv	Binary Search (/tag/binary-search) Design (/tag/design) Ordered Set (/tag/ordered-set)	49.3%	Hard
1955	Count Number of Special Sub	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	49.3%	Hard
295	Find Median from Data Strea	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	49.0%	Hard
1735	Count Ways to Make Array W	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	49.0%	Hard
465	Optimal Account Balancing (/	Array (/tag/array) Backtracking (/tag/backtracking)	48.7%	Hard
1032	Stream of Characters (/proble	Array (/tag/array) String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	48.7%	Hard
1601	Maximum Number of Achieva	Bit Manipulation (/tag/bit-manipulation) Enumeration (/tag/enumeration)	48.6%	Hard
72	Edit Distance (/problems/edit	String (/tag/string)	48.4%	Hard
1235	★ Maximum Profit in Job Sched	Dynamic Programming (/tag/dynamic-programming) Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	48.3%	Hard
1675	Minimize Deviation in Array (/	Array (/tag/array) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set)	48.1%	Hard

Referse Nodes in k-Group (/p	Tagked List (/tag/linked-list) Recursion (/tag/recursion)	Arcợe ptance	CHILL ulty	Freque
Split Array Largest Sum (/pro	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	47.7%	Hard	
24 Game (/problems/24-game)	Array (/tag/array) Math (/tag/math) Backtracking (/tag/backtracking)	47.7%	Hard	
Minimum Number of Taps to	Array (/tag/array)	47.6%	Hard	
	Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)			
Longest Increasing Path in a	Dynamic Programming (/tag/dynamic-programming)	47.5%	Hard	
	Depth-First Search (/tag/depth-first-search)			
	Memorzation (nag/memorzation)			
Human Traffic of Stadium (/pr	Database (/tag/database)	47.3%	Hard	
Design Search Autocomplete	String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	47.1%	Hard	
Design In-Memory File Syste	Hash Table (/tag/bash-table) String (/tag/string)	46.9%	(Hard)	
•	Design (/tag/design) Trie (/tag/trie)			
Mayimiza Score After N Oper	A war of the reference \(\) \(\) A feetle (the reference)	45 00 6	Hord	
Maximize Score Alter N Oper		45.570	Halu	
	Number Theory (/tag/number-theory) Bitmask (/tag/bitmask)			
Find the Shortest Superstring	Array (/tag/array) String (/tag/string)	45.8%	(Hard)	
1 3				
	Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)			
Remove Invalid Parentheses	String (/tag/string) Backtracking (/tag/backtracking)	45.5%	(Hard)	
	Breadth-First Search (/tag/breadth-first-search)			
Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue)	45.4%	Hard	
	Sliding Window (/tag/sliding-window)			
	Heap (Priority Queue) (/tag/heap-priority-queue)			
	Monotonic Queue (/tag/monotonic-queue)			
Basic Calculator III (/problem	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	45.4%	Hard	
Transing Pain Water II //arahl		AE 2 04	(Harri	
парріпу паш маці ії (/ргові		4 J.J%	(mard)	
	Matrix (/tag/matrix)			
	Minimum Number of Taps to Longest Increasing Path in a Human Traffic of Stadium (/pr Design Search Autocomplete Design In-Memory File Syste Maximize Score After N Oper Find the Shortest Superstring Remove Invalid Parentheses Sliding Window Maximum (/pr	Array (/tag/array) Math (/tag/math) Backtracking (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Longest Increasing Path in a Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/dpreadth-first-search) Graph (/tag/graph) Topological Sort (/tag/hopological-sort) Memoization (/tag/memoization) Human Traffic of Stadium (/pr Database (/tag/database) Design Search Autocomplete String (/tag/string) Design (/tag/data-stream) Design (/tag/data-stream) Design (/tag/data-stream) Design (/tag/string) Design (/tag/data-stream) Design (/tag/data-stream) Design (/tag/data-stream) Design (/tag/data-stream) Backtracking (/tag/data-stream) Design	Array (hag/harray) Math (hag/math) 47.7% Backtracking (hag/backtracking) Minimum Number of Taps to Array (hag/array) Dynamic Programming (hag/dynamic-programming) Greedy (hag/greedy) Longest Increasing Path in a Dynamic Programming (hag/dynamic-programming) Breadth-First Search (hag/breadth-first-search) Breadth-First Search (hag/breadth-first-search) Breadth-First Search (hag/breadth-first-search) Design Search Autocomplete Suing (hag/string) Design (hag/design) Trie (hag/frie) Data Stream (hag/database) 47.3% Design In-Memory File Syste Hash Table (hag/hash-table) String (hag/string) Design (hag/string) Design (hag/design) Trie (hag/frie) Maximize Score After N Oper Array (hag/array) Math (hag/math) Dynamic Programming (hag/dynamic-programming) Backtracking (hag/backtracking) Bit Manipulation (hag/bit-manipulation) Number Theory (hag/humber-theory) Bitmask (hag/bitmask) Find the Shortest Superstring Array (hag/string) Backtracking (hag/string) Bit Manipulation (hag/bit-manipulation) Breadth-First Search (hag/breadth-first-search) Sliding Window Maximum (fpr Array (hag/harray) Queue (hag/queue) Monotonic Queue (hag/monotonic-queue) Math (hag/math) String (hag/string) Stack (hag/stack) Afray (hag/math) String (hag/string) Stack (hag/stack) 45.4% Recursion (hag/recursion) Trapping Rain Water II (/problem Array (hag/array) Breadth-First Search (hag/breadth-first-search) 45.3%	24 Game (/problems/24-game) Array (/taparray) Math (/tag/math) Backtracking (/tag/backtracking) Minimum Number of Taps to Array (/taparray) Dynamic Programming (/tag/dep/symmic-programming) Greedy (/tag/treedy) Longest increasing Path in a Dynamic Programming (/tag/dep/symmic-programming) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/depth-first-search) Memoization (/tag/math-table) Design Search Autocomplete String (/tag/string) Design (/tag/design) Trie (/tag/trie) Array (/tag/array) Math (/tag/math) Design (/tag/design) De

21		Amazon - LeetCode		
5 46	মুখিন ove Boxes (/problems/re	Tagay (/tag/array)	А серtance	Example Ulty Frequen
		Dynamic Programming (/tag/dynamic-programming)		
		Memoization (/tag/memoization)		
23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	44.2%	Hard
		Divide and Conquer (/tag/divide-and-conquer)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Merge Sort (/tag/merge-sort)		
472	Concatenated Words (/proble	String (/tag/string)	44.2%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Depth-First Search (/tag/depth-first-search) Trie (/tag/trie)		
815	Bus Routes (/problems/bus-ro	Array (/tag/array) Hash Table (/tag/hash-table)	44.2%	Hard
		Breadth-First Search (/tag/breadth-first-search)		
317	Shortest Distance from All Bui	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	43.7%	Hard
	•	Matrix (/tag/matrix)		
882	Reachable Nodes In Subdivid	Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue)	43.7%	Hard
		Shortest Path (/tag/shortest-path)		
864	Shortest Path to Get All Keys	Bit Manipulation (/tag/bit-manipulation)	43.2%	(Hard)
		Breadth-First Search (/tag/breadth-first-search)		
1293	Shortest Path in a Grid with O	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	43.2%	Hard
		Matrix (/tag/matrix)		
839	Similar String Groups (/proble	String (/tag/string) Depth-First Search (/tag/depth-first-search)	43.1%	Hard
		Breadth-First Search (/tag/breadth-first-search)		
		Union Find (/tag/union-find)		
727	Minimum Window Subsequen	String (/tag/string)	42.8%	Hard
	₽	Dynamic Programming (/tag/dynamic-programming)		
		Sliding Window (/tag/sliding-window)		
185	Department Top Three Salari	Database (/tag/database)	42.4%	Hard
502	IPO (/problems/ipo)	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	42.4%	(Hard)
		Heap (Priority Queue) (/tag/heap-priority-queue)		
154	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	42.3%	Hard
403	Frog Jump (/problems/frog-ju	Array (/tag/array)	42.1%	Hard
		Dynamic Programming (/tag/dynamic-programming)		_
1345	Jump Game IV (/problems/ju	Array (/tag/array) Hash Table (/tag/hash-table)	42.1%	(Hard)
1343		, (

315	Count of Smaller Numbers Aft	Array (/tag/array) Binary Search (/tag/binary-search)	42.0%	Hard
		Divide and Conquer (/tag/divide-and-conquer)		
		Binary Indexed Tree (/tag/binary-indexed-tree)		
		Segment Tree (/tag/segment-tree) Merge Sort (/tag/merge-sort)		
		Ordered Set (/tag/ordered-set)		
715	Range Module (/problems/ran	Design (/tag/design) Segment Tree (/tag/segment-tree)	42.0%	Hard
		Ordered Set (/tag/ordered-set)		
1067	Digit Count in Range (/proble	Math (/tag/math)	41.8%	Hard

#	■ Title	Dynamic Programming (/tag/dynamic-programming)	Acceptance	Difficulty	Frequenc
		-	•		
1000	Minimum Cost to Merge Ston	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	41.2%	(Hard)	
1383	Maximum Performance of a T	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	41.2%	Hard	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
123	Best Time to Buy and Sell Sto	Array (/tag/array)	41.1%	Hard	
	*	Dynamic Programming (/tag/dynamic-programming)			
818	Race Car (/problems/race-car)	Dynamic Programming (/tag/dynamic-programming)	41.0%	Hard	
968	Binary Tree Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)	40.9%	Hard	
		Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
1723	Find Minimum Time to Finish	Array (/tag/array)	40.9%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)			
115	Distinct Subsequences (/probl	String (/tag/string)	40.6%	Hard	
	*	Dynamic Programming (/tag/dynamic-programming)			
85	Maximal Rectangle (/problem	Array (/tag/array)	40.5%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Stack (/tag/stack) Matrix (/tag/matrix)			
		Monotonic Stack (/tag/monotonic-stack)			
60	Permutation Sequence (/probl	Math (/tag/math) Recursion (/tag/recursion)	40.4%	Hard	
164	Maximum Gap (/problems/ma	Array (/tag/array) Sorting (/tag/sorting)	40.1%	Hard	
		Bucket Sort (/tag/bucket-sort) Radix Sort (/tag/radix-sort)			
480	Sliding Window Median (/prob	Array (/tag/array) Hash Table (/tag/hash-table)	39.8%	Hard	
		Sliding Window (/tag/sliding-window)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
829	Consecutive Numbers Sum (/	Math (/tag/math) Enumeration (/tag/enumeration)	39.7%	Hard	
305	Number of Islands II (/proble	Array (/tag/array) Union Find (/tag/union-find)	39.4%	Hard	
1761	Minimum Degree of a Connec	Graph (/tag/graph)	39.4%	(Hard)	
987	Vertical Order Traversal of a	Hash Table (/tag/hash-table) Tree (/tag/tree)	39.3%	(Hard)	
301	vertical Graci Traversal of a	Depth-First Search (/tag/depth-first-search)	03.070	(Haru)	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
224	Basic Calculator (/problems/b	Moth (Itan/moth) String (Itan/atring) Stock (Itan/atank)	38.9%	(Hard)	
224	Dasic Calculator (problems/b	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	30.970	Halu	
		Recursion (/tag/recursion)			
801	Minimum Swaps To Make Se	Array (Itaglarray)	38.9%	(Hard)	
901	minimani Swaps 10 Make Se	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	JU.J /U	(Talu)	
579	Find Cumulative Salary of an	Database (/tag/database)	38.8%	Hard	
517	Super Washing Machines (/pr	Array (/tag/array) Greedy (/tag/greedy)	38.8%	Hard	
854	K-Similar Strings (/problems/k	String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	38.7%	Hard	
158	Read N Characters Given Re	String (/tag/string) Simulation (/tag/simulation)	38.7%	(Hard)	
- 50	IN OHALAGISIS GIVELI RE	Jumy (rag/sumg) Jamulation (rag/simulation)	30.1 /0	Tiaru	

#	Title	Interactive (/tag/interactive)	Acceptance	Difficulty	Fraguanay
# 354	Russian Doll Envelopes (/pro	Tags Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	Acceptance 38.7%	Difficulty	Frequency
		Sorting (/tag/sorting)			
84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	38.4%	Hard	
212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	37.9%	Hard	
140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)	37.6%	Hard	
460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	37.6%	Hard	
282	Expression Add Operators (/p	Math (/tag/math) String (/tag/string) Backtracking (/tag/backtracking)	37.5%	Hard	
1373	Maximum Sum BST in Binary	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)	37.5%	Hard	
218	The Skyline Problem (/proble	Binary Tree (/tag/binary-tree) Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Line Sweep (/tag/line-sweep) Heap (Priority Queue) (/tag/heap-priority-queue)	37.4%	Hard	
1537	Get the Maximum Score (/pro	Ordered Set (/tag/ordered-set) Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming)	37.3%	Hard	
1416	Restore The Array (/problems	Greedy (/tag/greedy) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	37.1%	Hard	
76	Minimum Window Substring (/	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	37.0%	Hard	
1520	Maximum Number of Non-Ov	String (/tag/string) Greedy (/tag/greedy)	37.0%	Hard	
587	Erect the Fence (/problems/er	Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry)	36.9%	Hard	
262	Trips and Users (/problems/tri	Database (/tag/database)	36.6%	Hard	
1172	Dinner Plate Stacks (/problem	Hash Table (/tag/hash-table) Stack (/tag/stack) Design (/tag/design) Heap (Priority Queue) (/tag/heap-priority-queue)	36.4%	Hard	
1505	Minimum Possible Integer Aft	String (/tag/string) Greedy (/tag/greedy) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree)	36.4%	Hard	
124	Binary Tree Maximum Path S	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	36.3%	Hard	
902	Numbers At Most N Given Di	Array (/tag/array) Math (/tag/math)	36.3%	(Hard)	

Count of Range Sum (/proble Array (/tag/array) Binary Search (/tag/binary-search) Binary Indexed Tree (/tag/binary-indexed-tree) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/binary-	
Binary Indexed Tree (Itag/binary-indexed-tree) Segment Tree (Itag/segment-tree) Merge Sort (Itag/merge-sort) Ordered Set (Itag/ordered-set) 336 Palindrome Pairs (Iproblems/ Array (Itag/array) Hash Table (Itag/hash-table) String (Itag/string) 36.1% Hard Trie (Itag/trie) 1782 Count Pairs Of Nodes (Iprobl Two Pointers (Itag/two-pointers) Binary Search (Itag/binary-search) 35.9% Hard Graph (Itag/graph) Opynamic Programming (Itag/dynamic-programming) Matrix (Itag/matrix) Dynamic Programming (Itag/dynamic-programming) Matrix (Itag/matrix) String Transforms Into Anoth Hash Table (Itag/hash-table) String (Itag/string) 35.6% Hard 675 Cut Off Trees for Golf Event (I Array (Itag/array)) Breadth-First Search (Itag/breadth-first-search) 35.5% Hard Heap (Priority Queue) (Itag/heap-priority-queue) Matrix (Itag/matrix) 135 Candy (Iproblems/candy) Array (Itag/string) Design (Itag/design) Trie (Itag/trie) 35.3% Hard 136 Prefix and Suffix Search (Ipro String (Itag/string) Design (Itag/design) Trie (Itag/trie) 35.3% Hard 137 Design (Itag/string) Design (Itag/design) Randomized (Itag/mash-table) Math (Itag/math) 35.2% Hard 138 Design (Itag/steign) Randomized (Itag/randomized) 87 Scramble String (Iproblems/s String (Itag/string) Dynamic-programming) 87 Minimum Number of Refuelin Array (Itag/array) Dynamic-programming)	
Segment Tree (Itag/segment-tree) Merge Sort (Itag/merge-sort) Ordered Set (Itag/ordered-set) Array (Itag/array) Hash Table (Itag/hash-table) String (Itag/string) 36.1% Hard Trie (Itag/trie) Two Pointers (Itag/two-pointers) Binary Search (Itag/binary-search) 35.9% Hard Craph (Itag/graph) Array (Itag/array) Pointers (Itag/bynamic-programming) Matrix (Itag/matrix) String Transforms Into Anoth Array (Itag/array) Breadth-First Search (Itag/breadth-lirst-search) 35.5% Hard Array (Itag/array) Breadth-First Search (Itag/breadth-lirst-search) 35.5% Hard Array (Itag/array) Greedy (Itag/greedy) 35.4% Hard Array (Itag/array) Greedy (Itag/greedy) 35.4% Hard Array (Itag/array) Greedy (Itag/greedy) 35.4% Hard The Prefix and Suffix Search (Ipro String (Itag/string) Design (Itag/dsign) Trie (Itag/fraich) 35.2% Hard Array (Itag/array) Hash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Randomized (Itag/frandomized) String (Itag/string) Design (Itag/dsign) Math (Itag/math) 35.2% Hard Array (Itag/array) Randomized (Itag/frandomized) Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard Array (Itag/array) Phash Table (Itag/hash-table) Math (Itag/math) 35.2% Hard	
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Minimum Number of Refuelin Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) 35.0% Hard	
Dynamic Programming (/tag/dynamic-programming)	
Greedy (/tag/greedy)	
Heap (Priority Queue) (/tag/heap-priority-queue)	
First Missing Positive (/proble Array (/tag/array) Hash Table (/tag/hash-table) 34.8% Hard	
1363 Largest Multiple of Three (/pr Array (/tag/array) 34.7% (Hard)	
Dynamic Programming (/tag/dynamic-programming)	
Greedy (/tag/greedy)	
269 Alien Dictionary (/problems/ali Array (/tag/array) String (/tag/string) 34.1% (Hard)	
Depth-First Search (/tag/depth-first-search)	
Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	
Topological Sort (/tag/topological-sort)	
174 Dungeon Game (/problems/d Array (/tag/array) 34.0% (Hard)	
Dynamic Programming (/tag/dynamic-programming)	
Matrix (/tag/matrix)	
432 All O`one Data Structure (/pro Hash Table (/tag/hash-table) Linked List (/tag/linked-list) 34.0% Hard	
Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	
Redundant Connection II (/pr Depth-First Search (/tag/depth-first-search) 33.3%	
Breadth-First Search (/tag/breadth-first-search)	
Union Find (/tag/union-find) Graph (/tag/graph)	
1610 Maximum Number of Visible Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry) 33.2% (Hard)	
1610 Maximum Number of Visible Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry) 33.2% Sliding Window (/tag/sliding-window) Sorting (/tag/sorting)	
127 Word Ladder (/problems/word Hash Table (/tan/hash-table) String (/tan/string) 33.1% (Hard)	

#	Title	T895 dth First Soarch (/tag/broadth first soarch)	Acceptance	Difficulty Frequen
		adth-First Search (/tag/breadth-first-search)		zvaity i request
1483	Kth Ancestor of a Tree Node (Binary Search (/tag/binary-search)	33.0%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Design (/tag/design)		
132	Palindrome Partitioning II (/pr	String (/tag/string)	32.7%	Hard
	*	Dynamic Programming (/tag/dynamic-programming)		
4	Median of Two Sorted Arrays	Array (/tag/array) Binary Search (/tag/binary-search)	32.4%	Hard
		Divide and Conquer (/tag/divide-and-conquer)		
233	Number of Digit One (/proble	Math (/tag/math)	32.2%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Recursion (/tag/recursion)		
1847	Closest Room (/problems/clo	Array (/tag/array) Binary Search (/tag/binary-search)	31.9%	Hard
		Sorting (/tag/sorting)		
68	Text Justification (/problems/t	String (/tag/string) Simulation (/tag/simulation)	31.8%	(Hard)
188	Best Time to Buy and Sell Sto		31.2%	
100	★	Array (/tag/array)	31.270	(Hard)
		Dynamic Programming (/tag/dynamic-programming)		
214	Shortest Palindrome (/proble	String (/tag/string) Rolling Hash (/tag/rolling-hash)	31.1%	Hard
		String Matching (/tag/string-matching)		
		Hash Function (/tag/hash-function)		
1044	Longest Duplicate Substring (String (/tag/string) Binary Search (/tag/binary-search)	30.8%	Hard
		Sliding Window (/tag/sliding-window)		
		Rolling Hash (/tag/rolling-hash) Suffix Array (/tag/suffix-array)		
		Hash Function (/tag/hash-function)		
32	Longest Valid Parentheses (/	String (/tag/string)	30.4%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Stack (/tag/stack)		
1889	Minimum Space Wasted Fro	Array (/tag/array) Binary Search (/tag/binary-search)	29.1%	Hard
		Sorting (/tag/sorting) Prefix Sum (/tag/prefix-sum)		
335	Self Crossing (/problems/self	Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry)	28.9%	Hard
273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string) Recursion (/tag/recursion)	28.8%	Hard
466	Count The Repetitions (/probl	String (/tag/string)	28.7%	Hard
		Dynamic Programming (/tag/dynamic-programming)		

493	Reverse Pairs (/problems/rev	Array (/tag/array) Binary Search (/tag/binary-search)	28.2%	(Hard)
		Divide and Conquer (/tag/divide-and-conquer)		
		Binary Indexed Tree (/tag/binary-indexed-tree)		
		Segment Tree (/tag/segment-tree) Merge Sort (/tag/merge-sort)		
		Ordered Set (/tag/ordered-set)		
10	Regular Expression Matching	String (/tag/string)	27.8%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Recursion (/tag/recursion)		

11/08/20	21 321	Create Maximum Number (/pr	Amazon - LeetCode Stack (/tag/stack) Greedy (/tag/greedy)	27.8%	(Hard)
	#	Title	Tags	Acceptance	Difficulty Frequency
			Monotonic Stack (/tag/monotonic-stack)		
	1923	Longest Common Subpath (/	Array (/tag/array) Binary Search (/tag/binary-search)	27.2%	Hard
			Rolling Hash (/tag/rolling-hash) Suffix Array (/tag/suffix-array)		
			Hash Function (/tag/hash-function)		
	30	Substring with Concatenation	Hash Table (/tag/hash-table) String (/tag/string)	27.0%	(Hard)
	00	Cassing Will Conditionation	Sliding Window (/tag/sliding-window)	21.070	Hard
			Shaling William (rtag/shaling-william)		
	887	Super Egg Drop (/problems/s	Math (/tag/math) Binary Search (/tag/binary-search)	26.9%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
	805	Split Array With Same Averag	Array (/tag/array) Math (/tag/math)	26.7%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)		
	44	Wildcard Matching (/problems	String (/tag/string)	25.9%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy) Recursion (/tag/recursion)		
	862	Shortest Subarray with Sum a	Array (/tag/array) Binary Search (/tag/binary-search)	25.6%	Hard
			Queue (/tag/queue) Sliding Window (/tag/sliding-window)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Prefix Sum (/tag/prefix-sum)		
			Monotonic Queue (/tag/monotonic-queue)		
	126	Word Ladder II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	25.2%	Hard
			Backtracking (/tag/backtracking)		
			Breadth-First Search (/tag/breadth-first-search)		
	F0.4	Find the Observat Ballinder on (00.70/	
	564	Find the Closest Palindrome (Math (/tag/math) String (/tag/string)	20.7%	(Hard)
	149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math)	18.6%	Hard
			Geometry (/tag/geometry)		
	05	Marian also de la companio		40.007	
	65	Valid Number (/problems/vali	String (/tag/string)	16.9%	(Hard)
	420	Strong Password Checker (/p	String (/tag/string) Greedy (/tag/greedy)	13.7%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)		

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