

1_UniquePath

```
public class UniquePath {  
    public int uniquePaths(int m, int n) {  
    }  
}
```

2_ClimbingStairs

```
public class ClimbingStairs {  
    public int climbStairs(int n) {  
    }  
}
```

3_CoinChange

```
public class CoinChange {  
    public int coinChange(int[] coins, int amount) {  
    }  
}
```