

## Google

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### 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 **4 / 668** problems.

Show problem tags

Select time period:

1 year

#	Title	Tags	Acceptance	Difficulty
✓ 1	Two Sum (/problems/tw...)	Array (/tag/array) Hash Table (/tag/hash-table)	48.3%	Easy
2	Add Two Numbers (/pro...)	Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	37.9%	Medium
3	Longest Substring With...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	32.8%	Medium
4	Median of Two Sorted ...	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer)	33.7%	Hard
5	Longest Palindromic Su...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	31.7%	Medium
7	Reverse Integer (/probl...	Math (/tag/math)	26.5%	Medium
8	String to Integer (atoi) (...)	String (/tag/string)	16.5%	Medium
9	Palindrome Number (/p...	Math (/tag/math)	52.1%	Easy
10	Regular Expression Mat...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	28.2%	Hard
11	Container With Most W...	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	53.4%	Medium
12	Integer to Roman (/pro...)	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	59.0%	Medium
13	Roman to Integer (/pro...)	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.8%	Easy
14	Longest Common Prefi...	String (/tag/string)	38.9%	Easy
15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	30.6%	Medium

#	Title	Tags	Acceptance	Difficulty
16	3Sum Closest (/problems/3sum-closest)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	47.0%	Medium
17	Letter Combinations of a Phone Number (/problems/letter-combinations-of-a-phone-number)	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	53.0%	Medium
18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	37.0%	Medium
19	Remove Nth Node From End of List (/problems/remove-nth-node-from-end-of-list)	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	37.9%	Medium
20	Valid Parentheses (/problems/valid-parentheses)	String (/tag/string) Stack (/tag/stack)	40.6%	Easy
21	Merge Two Sorted Lists (/problems/merge-two-sorted-lists)	Linked List (/tag/linked-list) Recursion (/tag/recursion)	59.4%	Easy
22	Generate Parentheses (/problems/generate-parentheses)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	69.4%	Medium
23	Merge k Sorted Lists (/problems/merge-k-sorted-lists)	Linked List (/tag/linked-list) Divide and Conquer (/tag/divide-and-conquer) Heap (Priority Queue) (/tag/heap-priority-queue) Merge Sort (/tag/merge-sort)	46.5%	Hard
24	Swap Nodes in Pairs (/problems/swap-nodes-in-pairs)	Linked List (/tag/linked-list) Recursion (/tag/recursion)	58.0%	Medium
25	Reverse Nodes in k-Group (/problems/reverse-nodes-in-k-group)	Linked List (/tag/linked-list) Recursion (/tag/recursion)	50.2%	Hard
26	Remove Duplicates from Sorted Array (/problems/remove-duplicates-from-sorted-array)	Array (/tag/array) Two Pointers (/tag/two-pointers)	48.3%	Easy
27	Remove Element (/problems/remove-element)	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.9%	Easy
28	Implement strStr() (/problems/implement-strstr)	Two Pointers (/tag/two-pointers) String (/tag/string) String Matching (/tag/string-matching)	35.6%	Easy
29	Divide Two Integers (/problems/divide-two-integers)	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.1%	Medium
30	Substring with Concatenation of All Words (/problems/substring-with-concatenation-of-all-words)	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	27.8%	Hard
31	Next Permutation (/problems/next-permutation)	Array (/tag/array) Two Pointers (/tag/two-pointers)	35.3%	Medium
32	Longest Valid Parenthesis (/problems/longest-valid-parenthesis)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)	31.1%	Hard
33	Search in Rotated Sorted Array (/problems/search-in-rotated-sorted-array)	Array (/tag/array) Binary Search (/tag/binary-search)	37.4%	Medium
34	Find First and Last Position of Element in Sorted Array (/problems/find-first-and-last-position-of-element-in-sorted-array)	Array (/tag/array) Binary Search (/tag/binary-search)	39.6%	Medium
35	Search Insert Position (/problems/search-insert-position)	Array (/tag/array) Binary Search (/tag/binary-search)	42.5%	Easy

#	Title	Tags	Acceptance	Difficulty
36	Valid Sudoku (/problems/valid-sudoku)	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	54.4%	Medium
37	Sudoku Solver (/problems/sudoku-solver)	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	53.0%	Hard
38	Count and Say (/problems/count-and-say)	String (/tag/string)	48.2%	Medium
39	Combination Sum (/problems/combination-sum)	Array (/tag/array) Backtracking (/tag/backtracking)	64.6%	Medium
41	First Missing Positive (/problems/first-missing-positive)	Array (/tag/array) Hash Table (/tag/hash-table)	35.7%	Hard
42	Trapping Rain Water (/problems/trapping-rain-water)	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	55.7%	Hard
43	Multiply Strings (/problems/multiply-strings)	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	37.3%	Medium
44	Wildcard Matching (/problems/wildcard-matching)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion)	26.4%	Hard
45	Jump Game II (/problems/jump-game-ii)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	36.4%	Medium
46	Permutations (/problems/permutations)	Array (/tag/array) Backtracking (/tag/backtracking)	71.4%	Medium
48	Rotate Image (/problems/rotate-image)	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	65.6%	Medium
49	Group Anagrams (/problems/group-anagrams)	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	63.4%	Medium
50	Pow(x, n) (/problems/powxrn)	Math (/tag/math) Recursion (/tag/recursion)	32.1%	Medium
51	N-Queens (/problems/nqueens)	Array (/tag/array) Backtracking (/tag/backtracking)	56.3%	Hard
53	Maximum Subarray (/problems/maximum-subarray)	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming)	49.4%	Easy
54	Spiral Matrix (/problems/spiral-matrix)	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	40.5%	Medium
55	Jump Game (/problems/jump-game)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	37.4%	Medium
56	Merge Intervals (/problems/merge-intervals)	Array (/tag/array) Sorting (/tag/sorting)	44.4%	Medium

#	Title	Tags	Acceptance	Difficulty
57	Insert Interval (/problems/insert-interval)	Array (/tag/array)	37.1%	Medium
59	Spiral Matrix II (/problems/spiral-matrix-ii)	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	61.7%	Medium
62	Unique Paths (/problems/unique-paths)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics)	59.4%	Medium
63	Unique Paths II (/problems/unique-paths-ii)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	37.2%	Medium
64	Minimum Path Sum (/problems/minimum-path-sum)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	58.9%	Medium
66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	42.5%	Easy
67	Add Binary (/problems/add-binary)	Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	50.1%	Easy
68	Text Justification (/problems/text-justification)	Array (/tag/array) String (/tag/string) Simulation (/tag/simulation)	34.3%	Hard
69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	36.3%	Easy
70	Climbing Stairs (/problems/climbing-stairs)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)	50.7%	Easy
71	Simplify Path (/problems/simplify-path)	String (/tag/string) Stack (/tag/stack)	37.4%	Medium
72	Edit Distance (/problems/edit-distance)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.2%	Hard
74	Search a 2D Matrix (/problems/search-a-2d-matrix)	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix)	42.4%	Medium
76	Minimum Window Substring (/problems/minimum-window-substring)	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	38.6%	Hard
77	Combinations (/problems/combinations)	Array (/tag/array) Backtracking (/tag/backtracking)	62.9%	Medium
78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	70.5%	Medium
79	Word Search (/problems/word-search)	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	39.4%	Medium
83	Remove Duplicates from Sorted List (/problems/remove-duplicates-from-sorted-list)	Linked List (/tag/linked-list)	48.6%	Easy

#	Title	Tags	Acceptance	Difficulty
84	Largest Rectangle in Histogram	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	40.4%	Hard
85	Maximal Rectangle (/problems/practice)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Matrix (/tag/matrix) Monotonic Stack (/tag/monotonic-stack)	42.3%	Hard
91	Decode Ways (/problems/practice)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	29.7%	Medium
92	Reverse Linked List II (/problems/practice)	Linked List (/tag/linked-list)	43.1%	Medium
93	Restore IP Addresses (/problems/practice)	String (/tag/string) Backtracking (/tag/backtracking)	41.1%	Medium
✓ 94	Binary Tree Inorder Traversal (/problems/practice)	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	70.0%	Easy
97	Interleaving String (/problems/practice)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	34.5%	Medium
✓ 98	Validate Binary Search Tree (/problems/practice)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	30.2%	Medium
99	Recover Binary Search Tree (/problems/practice)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	45.8%	Medium
100	Same Tree (/problems/practice)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	55.2%	Easy
101	Symmetric Tree (/problems/practice)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	51.1%	Easy
102	Binary Tree Level Order Traversal (/problems/practice)	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	60.3%	Medium
103	Binary Tree Zigzag Level Order Traversal (/problems/practice)	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	53.0%	Medium

#	Title	Tags	Acceptance	Difficulty
104	Maximum Depth of Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	71.4%	Easy
105	Construct Binary Tree from Preorder and Inorder Traversal	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	56.8%	Medium
106	Construct Binary Tree from Preorder and Postorder Traversal	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	54.6%	Medium
110	Balanced Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	46.4%	Easy
113	Path Sum II	Backtracking (/tag/backtracking) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.4%	Medium
114	Flatten Binary Tree	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	57.0%	Medium
115	Distinct Subsequences	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	42.0%	Hard
116	Populating Next Right Pointers in Each Node	Linked List (/tag/linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	55.9%	Medium
117	Populating Next Right Pointers in Each Node II	Linked List (/tag/linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	45.8%	Medium
118	Pascal's Triangle	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.0%	Easy
120	Triangle	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	50.0%	Medium
121	Best Time to Buy and Sell Stock	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.8%	Easy

#	Title	Tags	Acceptance	Difficulty
122	Best Time to Buy and Sell Stock II (/problems/best-time-to-buy-and-sell-stock-ii)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	61.5%	Medium
123	Best Time to Buy and Sell Stock III (/problems/best-time-to-buy-and-sell-stock-iii)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	42.7%	Hard
124	Binary Tree Maximum Path Sum (/problems/binary-tree-maximum-path-sum)	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	37.3%	Hard
✓ 126	Word Ladder II (/problems/word-ladder-ii)	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	26.6%	Hard
127	Word Ladder (/problem/word-ladder)	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	35.0%	Hard
128	Longest Consecutive Subsequence (/problems/longest-consecutive-subsequence)	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	48.4%	Medium
129	Sum Root to Leaf Number (/problems/sum-root-to-leaf-number)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	56.1%	Medium
130	Surrounded Regions (/problems/surrounded-regions)	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)	33.4%	Medium
131	Palindrome Partitioning (/problems/palindrome-partitioning)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	58.6%	Medium
133	Clone Graph (/problems/clone-graph)	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	45.5%	Medium
134	Gas Station (/problems/gas-station)	Array (/tag/array) Greedy (/tag/greedy)	44.3%	Medium
135	Candy (/problems/candy)	Array (/tag/array) Greedy (/tag/greedy)	36.6%	Hard
136	Single Number (/problems/single-number)	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	69.0%	Easy
137	Single Number II (/problems/single-number-ii)	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	56.2%	Medium

#	Title	Tags	Acceptance	Difficulty
138	Copy List with Random ...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	46.2%	Medium
139	Word Break (/problems/...)	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie) Memoization (/tag/memoization)	44.1%	Medium
140	Word Break II (/problem...)	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)	41.1%	Hard
141	Linked List Cycle (/prob...)	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	45.0%	Easy
143	Reorder List (/problems...)	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	46.7%	Medium
144	Binary Tree Preorder Tr...	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	61.7%	Easy
146	LRU Cache (/problems/l...)	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	39.3%	Medium
149	Max Points on a Line (/...)	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry)	20.0%	Hard
150	Evaluate Reverse Polish...	Array (/tag/array) Math (/tag/math) Stack (/tag/stack)	41.6%	Medium
151	Reverse Words in a Stri...	Two Pointers (/tag/two-pointers) String (/tag/string)	27.8%	Medium
152	Maximum Product Sub...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	34.4%	Medium
154	Find Minimum in Rotated...	Array (/tag/array) Binary Search (/tag/binary-search)	43.2%	Hard
155	Min Stack (/problems/m...)	Stack (/tag/stack) Design (/tag/design)	49.6%	Easy
157	Read N Characters Giv... ▀	String (/tag/string) Simulation (/tag/simulation) Interactive (/tag/interactive)	40.0%	Easy
158	Read N Characters Giv... ▀	String (/tag/string) Simulation (/tag/simulation) Interactive (/tag/interactive)	40.4%	Hard
160	Intersection of Two Link...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	49.0%	Easy

#	Title	Tags	Acceptance	Difficulty
161	One Edit Distance (/problems...)	Two Pointers (/tag/two-pointers) String (/tag/string)	33.9%	Medium
162	Find Peak Element (/problems...)	Array (/tag/array) Binary Search (/tag/binary-search)	45.6%	Medium
163	Missing Ranges (/problems...)	Array (/tag/array)	30.8%	Easy
167	Two Sum II - Input Arra...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	58.2%	Medium
168	Excel Sheet Column Titl...	Math (/tag/math) String (/tag/string)	33.5%	Easy
169	Majority Element (/problems...)	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Counting (/tag/counting)	62.1%	Easy
173	Binary Search Tree Iter...	Stack (/tag/stack) Tree (/tag/tree) Design (/tag/design) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) Iterator (/tag/iterator)	64.9%	Medium
174	Dungeon Game (/problems...)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	36.2%	Hard
175	Combine Two Tables (/...)	Database (/tag/database)	69.2%	Easy
176	Second Highest Salary ...	Database (/tag/database)	35.0%	Medium
177	Nth Highest Salary (/pr...)	Database (/tag/database)	35.7%	Medium
179	Largest Number (/problems...)	String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting)	32.5%	Medium
181	Employees Earning Mor...	Database (/tag/database)	65.5%	Easy
187	Repeated DNA Sequenc...	Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Sliding Window (/tag/sliding-window) Rolling Hash (/tag/rolling-hash) Hash Function (/tag/hash-function)	44.1%	Medium
188	Best Time to Buy and S...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	33.0%	Hard
189	Rotate Array (/problem...)	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers)	38.3%	Medium
190	Reverse Bits (/problems...)	Divide and Conquer (/tag/divide-and-conquer) Bit Manipulation (/tag/bit-manipulation)	47.6%	Easy
191	Number of 1 Bits (/prob...)	Bit Manipulation (/tag/bit-manipulation)	58.9%	Easy

#	Title	Tags	Acceptance	Difficulty
192	Word Frequency (/problem)	Shell (/tag/shell)	25.6%	Medium
198	House Robber (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	46.5%	Medium
200	Number of Islands (/problem)	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)	53.1%	Medium
202	Happy Number (/problem)	Hash Table (/tag/hash-table) Math (/tag/math) Two Pointers (/tag/two-pointers)	52.8%	Easy
205	Isomorphic Strings (/problem)	Hash Table (/tag/hash-table) String (/tag/string)	41.9%	Easy
206	Reverse Linked List (/problem)	Linked List (/tag/linked-list) Recursion (/tag/recursion)	69.5%	Easy
207	Course Schedule (/problem)	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	44.9%	Medium
208	Implement Trie (Prefix Tree) (/problem)	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	57.2%	Medium
209	Minimum Size Subarray Sum Greater than or Equal to K (/problem)	Array (/tag/array) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	42.6%	Medium
210	Course Schedule II (/problem)	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	46.0%	Medium
211	Design Add and Search Words (/problem)	String (/tag/string) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Trie (/tag/trie)	44.0%	Medium
212	Word Search II (/problem)	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	38.4%	Hard
213	House Robber II (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	39.5%	Medium
215	Kth Largest Element in a Stream (/problem)	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	62.7%	Medium

#	Title	Tags	Acceptance	Difficulty
216	Combination Sum III (/problem)	Array (/tag/array) Backtracking (/tag/backtracking)	63.5%	Medium
217	Contains Duplicate (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	60.2%	Easy
218	The Skyline Problem (/problem)	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) Ordered Set (/tag/ordered-set)	38.4%	Hard
219	Contains Duplicate II (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window)	40.5%	Easy
220	Contains Duplicate III (/problem)	Array (/tag/array) Sliding Window (/tag/sliding-window) Sorting (/tag/sorting) Bucket Sort (/tag/bucket-sort) Ordered Set (/tag/ordered-set)	21.7%	Medium
221	Maximal Square (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	43.0%	Medium
222	Count Complete Tree Number (/problem)	Binary Search (/tag/binary-search) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	54.5%	Medium
224	Basic Calculator (/problem)	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	40.2%	Hard
226	Invert Binary Tree (/problem)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	70.9%	Easy
227	Basic Calculator II (/problem)	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	41.2%	Medium
228	Summary Ranges (/problem)	Array (/tag/array)	44.6%	Easy
229	Majority Element II (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) Counting (/tag/counting)	41.7%	Medium
231	Power of Two (/problem)	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Recursion (/tag/recursion)	44.8%	Easy
233	Number of Digit One (/problem)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	33.2%	Hard

#	Title	Tags	Acceptance	Difficulty
234	Palindrome Linked List ...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	45.8%	Easy
235	Lowest Common Ances...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	56.2%	Easy
236	Lowest Common Ances...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	54.4%	Medium
238	Product of Array Excep...	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	63.6%	Medium
239	Sliding Window Maximu...	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	46.1%	Hard
240	Search a 2D Matrix II (/...)	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Matrix (/tag/matrix)	47.8%	Medium
241	Different Ways to Add P...	Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	61.0%	Medium
242	Valid Anagram (/proble...	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	61.0%	Easy
246	Strobogrammatic Num...	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string)	47.4%	Easy
247	Strobogrammatic Num...	Array (/tag/array) String (/tag/string) Recursion (/tag/recursion)	50.1%	Medium
248	Strobogrammatic Num...	Array (/tag/array) String (/tag/string) Recursion (/tag/recursion)	41.2%	Hard
249	Group Shifted Strings (/...)	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	62.7%	Medium
250	Count Univalue Subtree...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	54.7%	Medium
252	Meeting Rooms (/probl...	Array (/tag/array) Sorting (/tag/sorting)	56.6%	Easy

#	Title	Tags	Acceptance	Difficulty
253	Meeting Rooms II (/problems/meeting-rooms-ii)	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	49.3%	Medium
257	Binary Tree Paths (/problems/binary-tree-paths)	String (/tag/string) Backtracking (/tag/backtracking) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	57.8%	Easy
258	Add Digits (/problems/add-digits)	Math (/tag/math) Simulation (/tag/simulation) Number Theory (/tag/number-theory)	62.1%	Easy
259	3Sum Smaller (/problems/3sum-smaller)	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	50.2%	Medium
260	Single Number III (/problems/single-number-iii)	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	67.0%	Medium
261	Graph Valid Tree (/problems/graph-valid-tree)	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	45.4%	Medium
267	Palindrome Permutation II (/problems/palindrome-permutation-ii)	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	39.3%	Medium
268	Missing Number (/problems/missing-number)	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	58.8%	Easy
269	Alien Dictionary (/problems/alien-dictionary)	Array (/tag/array) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	34.6%	Hard
270	Closest Binary Search Tree (/problems/closest-binary-search-tree)	Binary Search (/tag/binary-search) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	53.2%	Easy
271	Encode and Decode String (/problems/encode-and-decode-string)	Array (/tag/array) String (/tag/string) Design (/tag/design)	36.8%	Medium
273	Integer to English Word Representation (/problems/integer-to-english-word-representation)	Math (/tag/math) String (/tag/string) Recursion (/tag/recursion)	29.4%	Hard
274	H-Index (/problems/h-index)	Array (/tag/array) Sorting (/tag/sorting) Counting Sort (/tag/counting-sort)	37.4%	Medium

#	Title	Tags	Acceptance	Difficulty
278	First Bad Version (/problems/first-bad-version)	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	41.0%	Easy
279	Perfect Squares (/problems/perfect-squares)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	51.6%	Medium
280	Wiggle Sort (/problems/wiggle-sort)	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	65.8%	Medium
282	Expression Add Operator (/problems/expression-add-operator)	Math (/tag/math) String (/tag/string) Backtracking (/tag/backtracking)	39.1%	Hard
283	Move Zeroes (/problems/move-zeroes)	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.2%	Easy
284	Peeking Iterator (/problems/peeking-iterator)	Array (/tag/array) Design (/tag/design) Iterator (/tag/iterator)	53.3%	Medium
286	Walls and Gates (/problems/walls-and-gates)	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	58.8%	Medium
287	Find the Duplicate Number (/problems/find-the-duplicate-number)	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation)	58.4%	Medium
289	Game of Life (/problems/game-of-life)	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	62.2%	Medium
295	Find Median from Data Stream (/problems/find-median-from-data-stream)	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	50.0%	Hard
297	Serialize and Deserialize BST (/problems/serialize-and-deserialize-bst)	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Tree (/tag/binary-tree)	53.1%	Hard
298	Binary Tree Longest Consecutive Sequence (/problems/binary-tree-longest-consecutive-sequence)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.7%	Medium
299	Bulls and Cows (/problems/bulls-and-cows)	Hash Table (/tag/hash-table) String (/tag/string) Counting (/tag/counting)	46.8%	Medium
300	Longest Increasing Subsequence (/problems/longest-increasing-subsequence)	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	48.6%	Medium
301	Remove Invalid Parentheses (/problems/remove-invalid-parentheses)	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	46.6%	Hard

#	Title	Tags	Acceptance	Difficulty
302	Smallest Rectangle Enclosing a Query Range	Array (/tag/array) Binary Search (/tag/binary-search) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	55.9%	Hard
304	Range Sum Query 2D - Mutable	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	46.8%	Medium
305	Number of Islands II (/problem)	Array (/tag/array) Union Find (/tag/union-find)	39.3%	Hard
307	Range Sum Query - Mutable	Array (/tag/array) Design (/tag/design) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree)	38.5%	Medium
308	Range Sum Query 2D - Immutable	Array (/tag/array) Design (/tag/design) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Matrix (/tag/matrix)	40.6%	Hard
310	Minimum Height Trees	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	38.0%	Medium
312	Burst Balloons (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	56.1%	Hard
313	Super Ugly Number (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Heap (Priority Queue) (/tag/heap-priority-queue)	46.1%	Medium
315	Count of Smaller Numbers After Self	Array (/tag/array) Binary Search (/tag/binary-search) 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)	42.1%	Hard
316	Remove Duplicate Letters	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	41.3%	Medium
317	Shortest Distance from Point to Polygon	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	43.5%	Hard
322	Coin Change (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	39.7%	Medium

#	Title	Tags	Acceptance	Difficulty
324	Wiggle Sort II (/problem...)	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Quickselect (/tag/quickselect)	32.0%	Medium
326	Power of Three (/problem...)	Math (/tag/math) Recursion (/tag/recursion)	43.3%	Easy
329	Longest Increasing Path ...	Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort) Memoization (/tag/memoization)	49.1%	Hard
332	Reconstruct Itinerary (/...)	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Eulerian Circuit (/tag/eulerian-circuit)	39.9%	Hard
334	Increasing Triplet Subse...	Array (/tag/array) Greedy (/tag/greedy)	41.4%	Medium
336	Palindrome Pairs (/prob...)	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	36.1%	Hard
337	House Robber III (/probl...)	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.3%	Medium
338	Counting Bits (/problem...)	Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation)	72.6%	Easy
340	Longest Substring with ...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	47.1%	Medium
343	Integer Break (/problem...)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	53.6%	Medium
345	Reverse Vowels of a Stri...	Two Pointers (/tag/two-pointers) String (/tag/string)	46.7%	Easy
346	Moving Average from D...	Array (/tag/array) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	75.7%	Easy
347	Top K Frequent Elements ...	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)	64.4%	Medium
348	Design Tic-Tac-Toe (/pr...)	Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Matrix (/tag/matrix)	57.0%	Medium

#	Title	Tags	Acceptance	Difficulty
349	Intersection of Two Arrays II	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	68.4%	Easy
350	Intersection of Two Arrays	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	54.5%	Easy
353	Design Snake Game (/problem)	Array (/tag/array) Design (/tag/design) Queue (/tag/queue) Matrix (/tag/matrix)	37.8%	Medium
354	Russian Doll Envelopes	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	39.4%	Hard
358	Rearrange String k Distinct Characters	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	36.7%	Hard
359	Logger Rate Limiter (/problem)	Hash Table (/tag/hash-table) Design (/tag/design)	74.7%	Easy
360	Sort Transformed Array	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	52.8%	Medium
361	Bomb Enemy (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	49.7%	Medium
362	Design Hit Counter (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Design (/tag/design) Queue (/tag/queue)	67.0%	Medium
363	Max Sum of Rectangle in a Matrix	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix) Ordered Set (/tag/ordered-set)	40.1%	Hard
365	Water and Jug Problem	Math (/tag/math) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	33.6%	Medium
366	Find Leaves of Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	77.5%	Medium
367	Valid Perfect Square	Math (/tag/math) Binary Search (/tag/binary-search)	42.8%	Easy

#	Title	Tags	Acceptance	Difficulty
368	Largest Divisible Subse...	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	40.4%	Medium
373	Find K Pairs with Smalle...	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue)	38.9%	Medium
374	Guess Number Higher ...	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	48.3%	Easy
375	Guess Number Higher ...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Game Theory (/tag/game-theory)	45.1%	Medium
377	Combination Sum IV (/p...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	48.9%	Medium
378	Kth Smallest Element in...	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	59.2%	Medium
380	Insert Delete GetRando...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design) Randomized (/tag/randomized)	51.1%	Medium
383	Ransom Note (/problem...	Hash Table (/tag/hash-table) String (/tag/string) Counting (/tag/counting)	55.5%	Easy
384	Shuffle an Array (/probl...	Array (/tag/array) Math (/tag/math) Randomized (/tag/randomized)	56.7%	Medium
387	First Unique Character i...	Hash Table (/tag/hash-table) String (/tag/string) Queue (/tag/queue) Counting (/tag/counting)	56.6%	Easy
388	Longest Absolute File P...	String (/tag/string) Stack (/tag/stack) Depth-First Search (/tag/depth-first-search)	45.6%	Medium
389	Find the Difference (/pr...	Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	60.4%	Easy
391	Perfect Rectangle (/pro...	Array (/tag/array) Line Sweep (/tag/line-sweep)	31.9%	Hard
392	Is Subsequence (/probl...	Two Pointers (/tag/two-pointers) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.1%	Easy
394	Decode String (/proble...	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	55.9%	Medium

#	Title	Tags	Acceptance	Difficulty
395	Longest Substring with ...	Hash Table (/tag/hash-table) String (/tag/string) Divide and Conquer (/tag/divide-and-conquer) Sliding Window (/tag/sliding-window)	44.4%	Medium
396	Rotate Function (/probl...)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	38.8%	Medium
398	Random Pick Index (/pr...)	Hash Table (/tag/hash-table) Math (/tag/math) Reservoir Sampling (/tag/reservoir-sampling) Randomized (/tag/randomized)	63.0%	Medium
399	Evaluate Division (/prob...)	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph) Shortest Path (/tag/shortest-path)	56.7%	Medium
400	Nth Digit (/problems/nt...)	Math (/tag/math) Binary Search (/tag/binary-search)	33.4%	Medium
403	Frog Jump (/problems/f...)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	42.8%	Hard
405	Convert a Number to H...	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	45.6%	Easy
406	Queue Reconstruction ...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	69.9%	Medium
407	Trapping Rain Water II (...)	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	46.6%	Hard
408	Valid Word Abbreviatio... n	Two Pointers (/tag/two-pointers) String (/tag/string)	34.1%	Easy
410	Split Array Largest Sum...	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	49.8%	Hard
412	Fizz Buzz (/problems/fi...)	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	66.1%	Easy
414	Third Maximum Number ...	Array (/tag/array) Sorting (/tag/sorting)	31.5%	Easy
415	Add Strings (/problems/...)	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	51.7%	Easy
416	Partition Equal Subset ...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	46.2%	Medium

#	Title	Tags	Acceptance	Difficulty
417	Pacific Atlantic Water Flow	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	47.9%	Medium
418	Sentence Screen Fitting	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Simulation (/tag/simulation)	35.2%	Medium
419	Battleships in a Board	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Matrix (/tag/matrix)	73.1%	Medium
424	Longest Repeating Character Substring	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	50.4%	Medium
432	All One Data Structure	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	35.3%	Hard
433	Minimum Genetic Mutation	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	45.7%	Medium
437	Path Sum III	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.0%	Medium
438	Find All Anagrams in a Sentence	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	47.9%	Medium
442	Find All Duplicates in a Sorted Array	Array (/tag/array) Hash Table (/tag/hash-table)	72.0%	Medium
443	String Compression	Two Pointers (/tag/two-pointers) String (/tag/string)	47.1%	Medium
444	Sequence Reconstruction	Array (/tag/array) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	24.5%	Medium
447	Number of Boomerangs	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math)	53.7%	Medium
448	Find All Numbers Disappeared in a Range	Array (/tag/array) Hash Table (/tag/hash-table)	58.8%	Easy
450	Delete Node in a BST	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	48.5%	Medium
451	Sort Characters By Frequency	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	67.3%	Medium

#	Title	Tags	Acceptance	Difficulty
452	Minimum Number of Ar...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	52.7%	Medium
459	Repeated Substring Pat...	String (/tag/string) String Matching (/tag/string-matching)	43.5%	Easy
460	LFU Cache (/problems/l...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	39.0%	Hard
461	Hamming Distance (/pr...	Bit Manipulation (/tag/bit-manipulation)	74.4%	Easy
463	Island Perimeter (/probl...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	68.7%	Easy
465	Optimal Account Balanc...	Array (/tag/array) Backtracking (/tag/backtracking)	48.7%	Hard
471	Encode String with Sho...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.7%	Hard
480	Sliding Window Median...	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue)	40.6%	Hard
490	The Maze (/problems/t...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	54.4%	Medium
493	Reverse Pairs (/problem...	Array (/tag/array) Binary Search (/tag/binary-search) 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)	29.6%	Hard
494	Target Sum (/problems/...)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	45.3%	Medium
498	Diagonal Traverse (/pro...	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	55.6%	Medium
499	The Maze III (/problems...	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)	44.7%	Hard

#	Title	Tags	Acceptance	Difficulty
501	Find Mode in Binary Se...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	46.7%	Easy
503	Next Greater Element II ...	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	61.5%	Medium
504	Base 7 (/problems/base...)	Math (/tag/math)	47.3%	Easy
505	The Maze II (/problems/...)	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)	51.0%	Medium
518	Coin Change 2 (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	56.6%	Medium
520	Detect Capital (/proble...	String (/tag/string)	55.7%	Easy
523	Continuous Subarray S...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Prefix Sum (/tag/prefix-sum)	26.9%	Medium
524	Longest Word in Diction...	Array (/tag/array) Two Pointers (/tag/two-pointers) String (/tag/string) Sorting (/tag/sorting)	50.8%	Medium
525	Contiguous Array (/pro...)	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	46.1%	Medium
532	K-diff Pairs in an Array (...)	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	39.8%	Medium
539	Minimum Time Difference...	Array (/tag/array) Math (/tag/math) String (/tag/string) Sorting (/tag/sorting)	53.7%	Medium
540	Single Element in a Sort...	Array (/tag/array) Binary Search (/tag/binary-search)	58.7%	Medium
542	01 Matrix (/problems/0...)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	43.4%	Medium
543	Diameter of Binary Tree...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.5%	Easy

#	Title	Tags	Acceptance	Difficulty
545	Boundary of Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	42.7%	Medium
547	Number of Provinces	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	62.5%	Medium
549	Binary Tree Longest Consecutive Sequence	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	48.5%	Medium
1730	Shortest Path to Get Food	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	54.3%	Medium
551	Student Attendance Record	String (/tag/string)	47.3%	Easy
552	Student Attendance Record	Dynamic Programming (/tag/dynamic-programming)	40.2%	Hard
557	Reverse Words in a String	Two Pointers (/tag/two-pointers) String (/tag/string)	77.7%	Easy
560	Subarray Sum Equals K	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	44.1%	Medium
562	Longest Line of Consecutive Consistent Characters	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	48.9%	Medium
564	Find the Closest Palindrome	Math (/tag/math) String (/tag/string)	21.0%	Hard
567	Permutation in String	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Sliding Window (/tag/sliding-window)	45.1%	Medium
568	Maximum Vacation Days	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	44.1%	Hard
581	Shortest Unsorted Continuous Subarray	Array (/tag/array) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Greedy (/tag/greedy) Sorting (/tag/sorting) Monotonic Stack (/tag/monotonic-stack)	34.0%	Medium
582	Kill Process	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)	66.3%	Medium
588	Design In-Memory File System	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	48.3%	Hard

#	Title	Tags	Acceptance	Difficulty
593	Valid Square (/problem...)	Math (/tag/math) Geometry (/tag/geometry)	43.8%	Medium
616	Add Bold Tag in String ... 🔒	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) String Matching (/tag/string-matching)	47.7%	Medium
621	Task Scheduler (/problem...)	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	54.2%	Medium
628	Maximum Product of T...	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting)	46.8%	Easy
631	Design Excel Sum Form... 🔒	Graph (/tag/graph) Design (/tag/design) Topological Sort (/tag/topological-sort)	40.2%	Hard
632	Smallest Range Coverin...	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sliding Window (/tag/sliding-window) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	57.8%	Hard
636	Exclusive Time of Funct...	Array (/tag/array) Stack (/tag/stack)	59.5%	Medium
642	Design Search Autocom... 🔒	String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	48.0%	Hard
647	Palindromic Substrings ...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	64.2%	Medium
652	Find Duplicate Subtree...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	55.4%	Medium
658	Find K Closest Element...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	44.2%	Medium
659	Split Array into Consec...	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	45.5%	Medium
660	Remove 9 (/problems/r... 🔒	Math (/tag/math)	55.2%	Hard

#	Title	Tags	Acceptance	Difficulty
662	Maximum Width of Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	39.6%	Medium
664	Strange Printer	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	45.1%	Hard
670	Maximum Swap	Math (/tag/math) Greedy (/tag/greedy)	47.2%	Medium
673	Number of Longest Increasing Subsequences	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree)	40.5%	Medium
676	Implement Magic Dictionary	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	56.4%	Medium
677	Map Sum Pairs	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	57.0%	Medium
679	24 Game	Array (/tag/array) Math (/tag/math) Backtracking (/tag/backtracking)	48.6%	Hard
680	ValidPalindrome II	Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	38.4%	Easy
682	Baseball Game	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	69.2%	Easy
684	Redundant Connection	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	60.9%	Medium
686	Repeated String Matching	String (/tag/string) String Matching (/tag/string-matching)	33.4%	Medium
687	Longest Univalue Path	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	39.1%	Medium
690	Employee Importance	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	63.3%	Medium
692	Top K Frequent Words	Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	54.2%	Medium

#	Title	Tags	Acceptance	Difficulty
695	Max Area of Island (/problems/max-area-of-island)	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)	68.9%	Medium
715	Range Module (/problems/range-module)	Design (/tag/design) Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)	43.3%	Hard
718	Maximum Length of Repeating Subsequence (/problems/maximum-length-of-repeating-subsequence)	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/sliding-window) Rolling Hash (/tag/rolling-hash) Hash Function (/tag/hash-function)	51.3%	Medium
719	Find K-th Smallest Pair Distance (/problems/find-kth-smallest-pair-distance)	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	34.6%	Hard
720	Longest Word in Dictionary (/problems/longest-word-in-dictionary)	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting)	50.8%	Medium
721	Accounts Merge (/problems/accounts-merge)	Array (/tag/array) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find)	55.4%	Medium
724	Find Pivot Index (/problems/find-pivot-index)	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	50.8%	Easy
726	Number of Atoms (/problems/number-of-atoms)	Hash Table (/tag/hash-table) String (/tag/string) Stack (/tag/stack) Sorting (/tag/sorting)	51.6%	Hard
727	Minimum Window Substring (/problems/minimum-window-substring)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/sliding-window)	42.9%	Hard
729	My Calendar I (/problems/my-calendar-i)	Design (/tag/design) Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)	55.0%	Medium
731	My Calendar II (/problems/my-calendar-ii)	Design (/tag/design) Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)	53.0%	Medium
732	My Calendar III (/problems/my-calendar-iii)	Design (/tag/design) Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)	66.1%	Hard
733	Flood Fill (/problems/flood-fill)	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	57.6%	Easy
735	Asteroid Collision (/problems/asteroid-collision)	Array (/tag/array) Stack (/tag/stack)	44.3%	Medium

#	Title	Tags	Acceptance	Difficulty
736	Parse Lisp Expression (...)	Hash Table (/tag/hash-table) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	51.1%	Hard
737	Sentence Similarity II (...)	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find)	47.8%	Medium
739	Daily Temperatures (/pr...)	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	66.8%	Medium
740	Delete and Earn (/probl...)	Array (/tag/array) Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming)	55.0%	Medium
741	Cherry Pickup (/proble...)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	36.2%	Hard
743	Network Delay Time (/p...)	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)	48.0%	Medium
745	Prefix and Suffix Searc...	String (/tag/string) Design (/tag/design) Trie (/tag/trie)	36.3%	Hard
746	Min Cost Climbing Stair...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.9%	Easy
752	Open the Lock (/proble...)	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	55.2%	Medium
753	Cracking the Safe (/pro...)	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Eulerian Circuit (/tag/eulerian-circuit)	54.3%	Hard
426	Convert Binary Search ...	Linked List (/tag/linked-list) 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) Doubly-Linked List (/tag/doubly-linked-list)	64.1%	Medium
759	Employee Free Time (/p...)	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	70.8%	Hard
429	N-ary Tree Level Order ...	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search)	68.6%	Medium

#	Title	Tags	Acceptance	Difficulty
428	Serialize and Deserialize N-ary Tree	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	64.0%	Hard
763	Partition Labels (/problems/partition-labels)	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	78.6%	Medium
427	Construct Quad Tree (/problems/construct-quad-tree)	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Matrix (/tag/matrix)	64.8%	Medium
766	Toeplitz Matrix (/problems/toeplitz-matrix)	Array (/tag/array) Matrix (/tag/matrix)	67.5%	Easy
767	Reorganize String (/problems/reorganize-string)	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	51.7%	Medium
770	Basic Calculator IV (/problems/basic-calculator-iv)	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	55.5%	Hard
771	Jewels and Stones (/problems/jewels-and-stones)	Hash Table (/tag/hash-table) String (/tag/string)	87.6%	Easy
700	Search in a Binary Search Tree (/problems/search-in-a-binary-search-tree)	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	75.1%	Easy
772	Basic Calculator III (/problems/basic-calculator-iii)	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	47.0%	Hard
702	Search in a Sorted Array (/problems/search-in-a-sorted-array)	Array (/tag/array) Binary Search (/tag/binary-search) Interactive (/tag/interactive)	70.5%	Medium
773	Sliding Puzzle (/problems/sliding-puzzle)	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	62.9%	Hard
776	Split BST (/problems/split-bst)	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Recursion (/tag/recursion) Binary Tree (/tag/binary-tree)	58.1%	Medium
704	Binary Search (/problems/binary-search)	Array (/tag/array) Binary Search (/tag/binary-search)	54.6%	Easy
777	Swap Adjacent in LR String (/problems/swap-adjacent-in-lr-string)	Two Pointers (/tag/two-pointers) String (/tag/string)	36.1%	Medium

#	Title	Tags	Acceptance	Difficult
778	Swim in Rising Water (/...)	Array (/tag/array) Binary Search (/tag/binary-search) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	58.3%	Hard
780	Reaching Points (/probl...)	Math (/tag/math)	31.4%	Hard
782	Transform to Chessboa...	Array (/tag/array) Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Matrix (/tag/matrix)	52.1%	Hard
785	Is Graph Bipartite? (/pr...)	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	50.0%	Medium
787	Cheapest Flights Within...	Dynamic Programming (/tag/dynamic-programming) 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)	36.3%	Medium
788	Rotated Digits (/proble...)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	57.3%	Medium
790	Domino and Tromino Til...	Dynamic Programming (/tag/dynamic-programming)	47.6%	Medium
792	Number of Matching Su...	Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting)	50.4%	Medium
794	Valid Tic-Tac-Toe State ...	Array (/tag/array) String (/tag/string)	35.1%	Medium
797	All Paths From Source t...	Backtracking (/tag/backtracking) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	80.7%	Medium
799	Champagne Tower (/pr...)	Dynamic Programming (/tag/dynamic-programming)	44.7%	Medium
801	Minimum Swaps To Ma...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	39.2%	Hard
803	Bricks Falling When Hit ...	Array (/tag/array) Union Find (/tag/union-find) Matrix (/tag/matrix)	33.5%	Hard
807	Max Increase to Keep C...	Array (/tag/array) Greedy (/tag/greedy) Matrix (/tag/matrix)	85.4%	Medium

#	Title	Tags	Acceptance	Difficulty
809	Expressive Words (/problems/809)	Array (/tag/array) Two Pointers (/tag/two-pointers) String (/tag/string)	46.3%	Medium
814	Binary Tree Pruning (/problems/814)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	71.0%	Medium
815	Bus Routes (/problems/815)	Array (/tag/array) Hash Table (/tag/hash-table) Breadth-First Search (/tag/breadth-first-search)	45.0%	Hard
818	Race Car (/problems/818)	Dynamic Programming (/tag/dynamic-programming)	41.8%	Hard
707	Design Linked List (/problems/707)	Linked List (/tag/linked-list) Design (/tag/design)	26.8%	Medium
708	Insert into a Sorted Circular List (/problems/708)	Linked List (/tag/linked-list)	34.1%	Medium
827	Making A Large Island (/problems/827)	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)	44.7%	Hard
833	Find And Replace in String (/problems/833)	Array (/tag/array) String (/tag/string) Sorting (/tag/sorting)	54.1%	Medium
834	Sum of Distances in Tree (/problems/834)	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Graph (/tag/graph)	52.7%	Hard
835	Image Overlap (/problems/835)	Array (/tag/array) Matrix (/tag/matrix)	61.3%	Medium
489	Robot Room Cleaner (/problems/489)	Backtracking (/tag/backtracking) Interactive (/tag/interactive)	75.3%	Hard
836	Rectangle Overlap (/problems/836)	Math (/tag/math) Geometry (/tag/geometry)	43.2%	Easy
837	New 21 Game (/problems/837)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/sliding-window) Probability and Statistics (/tag/probability-and-statistics)	36.0%	Medium
841	Keys and Rooms (/problems/841)	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	68.3%	Medium
843	Guess the Word (/problems/843)	Array (/tag/array) Math (/tag/math) String (/tag/string) Interactive (/tag/interactive) Game Theory (/tag/game-theory)	43.3%	Hard
844	Backspace String Comparison (/problems/844)	Two Pointers (/tag/two-pointers) String (/tag/string) Stack (/tag/stack) Simulation (/tag/simulation)	47.4%	Easy

#	Title	Tags	Acceptance	Difficulty
845	Longest Mountain in Array	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Enumeration (/tag/enumeration)	39.7%	Medium
846	Hand of Straights (/problems/hand-of-straight)	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting)	56.1%	Medium
847	Shortest Path Visiting All Cities	Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Bitmask (/tag/bitmask)	56.1%	Hard
849	Maximize Distance to Closest Person	Array (/tag/array)	47.4%	Medium
850	Rectangle Area II (/problems/rectangle-area-ii)	Array (/tag/array) Segment Tree (/tag/segment-tree) Line Sweep (/tag/line-sweep) Ordered Set (/tag/ordered-set)	53.2%	Hard
852	Peak Index in a Mountain Array	Array (/tag/array) Binary Search (/tag/binary-search)	71.1%	Easy
853	Car Fleet (/problems/car-fleet)	Array (/tag/array) Stack (/tag/stack) Sorting (/tag/sorting) Monotonic Stack (/tag/monotonic-stack)	47.7%	Medium
855	Exam Room (/problems/exam-room)	Design (/tag/design) Ordered Set (/tag/ordered-set)	43.5%	Medium
856	Score of Parentheses (/problems/score-of-parentheses)	String (/tag/string) Stack (/tag/stack)	65.5%	Medium
857	Minimum Cost to Hire K Workers	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	51.6%	Hard
862	Shortest Subarray with Sum at Least K	Array (/tag/array) Binary Search (/tag/binary-search) 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)	26.1%	Hard
710	Random Pick with Blacklist	Hash Table (/tag/hash-table) Math (/tag/math) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Randomized (/tag/randomized)	33.2%	Hard
871	Minimum Number of Remove Operations to Make a BST	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	35.5%	Hard
872	Leaf-Similar Trees (/problems/leaf-similar-trees)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	64.9%	Easy

#	Title	Tags	Acceptance	Difficulty
875	Koko Eating Bananas (/problems/...)	Array (/tag/array) Binary Search (/tag/binary-search)	54.6%	Medium
876	Middle of the Linked List (/problems/...)	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	72.1%	Easy
877	Stone Game (/problems/...)	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Game Theory (/tag/game-theory)	69.0%	Medium
528	Random Pick with Weighted Probability (/problems/...)	Math (/tag/math) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum) Randomized (/tag/randomized)	46.0%	Medium
884	Uncommon Words from Two Sentences (/problems/...)	Hash Table (/tag/hash-table) String (/tag/string)	65.3%	Easy
886	Possible Bipartition (/problems/...)	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	46.8%	Medium
889	Construct Binary Tree from Preorder and Inorder Traversal (/problems/...)	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	69.6%	Medium
894	All Possible Full Binary Trees (/problems/...)	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Recursion (/tag/recursion) Memoization (/tag/memoization) Binary Tree (/tag/binary-tree)	79.2%	Medium
900	RLE Iterator (/problems/...)	Array (/tag/array) Design (/tag/design) Counting (/tag/counting) Iterator (/tag/iterator)	58.4%	Medium
905	Sort Array By Parity (/problems/...)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	74.8%	Easy
907	Sum of Subarray Minimums (/problems/...)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	33.7%	Medium
909	Snakes and Ladders (/problems/...)	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	40.2%	Medium
918	Maximum Sum Circular Subarray (/problems/...)	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) Queue (/tag/queue) Monotonic Queue (/tag/monotonic-queue)	36.6%	Medium

#	Title	Tags	Acceptance	Difficulty
919	Complete Binary Tree I...	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Tree (/tag/binary-tree)	63.6%	Medium
920	Number of Music Playli...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics)	49.3%	Hard
925	Long Pressed Name (/p...)	Two Pointers (/tag/two-pointers) String (/tag/string)	35.0%	Easy
934	Shortest Bridge (/probl...)	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	52.2%	Medium
939	Minimum Area Rectangl...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry) Sorting (/tag/sorting)	53.4%	Medium
940	Distinct Subsequences ...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	44.1%	Hard
946	Validate Stack Sequenc...	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	65.3%	Medium
947	Most Stones Removed ...	Depth-First Search (/tag/depth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	56.2%	Medium
951	Flip Equivalent Binary T...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	66.6%	Medium
954	Array of Doubled Pairs ...	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting)	38.3%	Medium
963	Minimum Area Rectangl...	Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry)	54.4%	Medium
965	Univalued Binary Tree (/...)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	68.8%	Easy
968	Binary Tree Cameras (/...)	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	41.6%	Hard
969	Pancake Sorting (/probl...)	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting)	69.6%	Medium

#	Title	Tags	Acceptance	Difficulty
509	Fibonacci Number (/problem)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	68.1%	Easy
973	K Closest Points to Origin (/problem)	Array (/tag/array) Math (/tag/math) Divide and Conquer (/tag/divide-and-conquer) Geometry (/tag/geometry) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	66.0%	Medium
974	Subarray Sums Divisible by K (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	52.9%	Medium
975	Odd Even Jump (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) Ordered Set (/tag/ordered-set)	39.1%	Hard
977	Squares of a Sorted Array (/problem)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.5%	Easy
979	Distribute Coins in Binary Tree (/problem)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	71.2%	Medium
981	Time Based Key-Value Store (/problem)	Hash Table (/tag/hash-table) String (/tag/string) Binary Search (/tag/binary-search) Design (/tag/design)	52.8%	Medium
983	Minimum Cost For Tickets (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.8%	Medium
986	Interval List Intersection (/problem)	Array (/tag/array) Two Pointers (/tag/two-pointers)	70.8%	Medium
990	Satisfiability of Equality Constraints (/problem)	Array (/tag/array) String (/tag/string) Union Find (/tag/union-find) Graph (/tag/graph)	49.6%	Medium
994	Rotting Oranges (/problem)	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	51.5%	Medium
996	Number of Squareful Arrays (/problem)	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)	49.1%	Hard
997	Find the Town Judge (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Graph (/tag/graph)	50.0%	Easy

#	Title	Tags	Acceptance	Difficulty
1004	Max Consecutive Ones ...	Array (/tag/array) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	62.5%	Medium
1007	Minimum Domino Rotat...	Array (/tag/array) Greedy (/tag/greedy)	50.8%	Medium
1055	Shortest Way to Form S...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	58.2%	Medium
1057	Campus Bikes (/proble...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	57.8%	Medium
1011	Capacity To Ship Packa...	Array (/tag/array) Binary Search (/tag/binary-search) Greedy (/tag/greedy)	63.0%	Medium
1066	Campus Bikes II (/probl...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)	54.7%	Medium
1087	Brace Expansion (/probl...	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	64.3%	Medium
1088	Confusing Number II (/...	Math (/tag/math) Backtracking (/tag/backtracking)	46.5%	Hard
1022	Sum of Root To Leaf Bi...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	73.9%	Easy
1024	Video Stitching (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	50.0%	Medium
1101	The Earliest Moment W...	Array (/tag/array) Union Find (/tag/union-find)	64.6%	Medium
1025	Divisor Game (/problem...)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Brainteaser (/tag/brainteaser) Game Theory (/tag/game-theory)	66.5%	Easy
1028	Recover a Tree From Pr...	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	72.2%	Hard
1032	Stream of Characters (/...	Array (/tag/array) String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	51.3%	Hard

#	Title	Tags	Acceptance	Difficulty
1102	Path With Maximum Mi...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	52.4%	Medium
1136	Parallel Courses (/probl... n	Graph (/tag/graph) Topological Sort (/tag/topological-sort)	60.7%	Medium
1162	As Far from Land as Po...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	47.7%	Medium
1041	Robot Bounded In Circ...	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	55.6%	Medium
1042	Flower Planting With N...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	49.7%	Medium
1044	Longest Duplicate Subs...	String (/tag/string) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Rolling Hash (/tag/rolling-hash) Suffix Array (/tag/suffix-array) Hash Function (/tag/hash-function)	31.3%	Hard
1153	String Transforms Into ... n	Hash Table (/tag/hash-table) String (/tag/string)	35.5%	Hard
1166	Design File System (/pr... n	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	60.2%	Medium
1167	Minimum Cost to Conn...	Array (/tag/array) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	66.7%	Medium
1047	Remove All Adjacent D...	String (/tag/string) Stack (/tag/stack)	71.0%	Easy
1048	Longest String Chain (/... n	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	57.6%	Medium
1049	Last Stone Weight II (/p... n	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	50.6%	Medium
1197	Minimum Knight Moves... n	Breadth-First Search (/tag/breadth-first-search)	39.5%	Medium
1074	Number of Submatrices... n	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	66.2%	Hard

#	Title	Tags	Acceptance	Difficulty
1230	Toss Strange Coins (/problems/1230)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Probability and Statistics (/tag/probability-and-statistics)	52.4%	Medium
1089	Duplicate Zeros (/problems/1089)	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.1%	Easy
1092	Shortest Common Supersuffix (/problems/1092)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	55.6%	Hard
1091	Shortest Path in Binary Matrix (/problems/1091)	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	42.1%	Medium
1244	Design A Leaderboard (/problems/1244)	Hash Table (/tag/hash-table) Design (/tag/design) Sorting (/tag/sorting)	68.0%	Medium
1094	Car Pooling (/problems/1094)	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Simulation (/tag/simulation) Prefix Sum (/tag/prefix-sum)	58.7%	Medium
1095	Find in Mountain Array (/problems/1095)	Array (/tag/array) Binary Search (/tag/binary-search) Interactive (/tag/interactive)	35.9%	Hard
1096	Brace Expansion II (/problems/1096)	String (/tag/string) Backtracking (/tag/backtracking) Stack (/tag/stack) Breadth-First Search (/tag/breadth-first-search)	62.4%	Hard
1231	Divide Chocolate (/problems/1231)	Array (/tag/array) Binary Search (/tag/binary-search)	56.0%	Hard
1272	Remove Interval (/problems/1272)	Array (/tag/array)	60.7%	Medium
1114	Print in Order (/problems/1114)	Concurrency (/tag/concurrency)	68.2%	Easy
1108	Defanging an IP Address (/problems/1108)	String (/tag/string)	88.8%	Easy
1110	Delete Nodes And Return Forest (/problems/1110)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	69.2%	Medium
1124	Longest Well-Performing Subarray (/problems/1124)	Array (/tag/array) Hash Table (/tag/hash-table) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) Prefix Sum (/tag/prefix-sum)	34.1%	Medium
1287	Element Appearing More Than N /log N Times (/problems/1287)	Array (/tag/array)	59.5%	Easy
1129	Shortest Path with Alternating Node Types (/problems/1129)	Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	41.5%	Medium
1138	Alphabet Board Path (/problems/1138)	Hash Table (/tag/hash-table) String (/tag/string)	52.3%	Medium

#	Title	Tags	Acceptance	Difficulty
1140	Stone Game II (/problem)	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Game Theory (/tag/game-theory)	64.9%	Medium
1146	Snapshot Array (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Design (/tag/design)	37.0%	Medium
1143	Longest Common Subsequence (/problem)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	58.8%	Medium
1331	Rank Transform of an Array (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	58.4%	Easy
1632	Rank Transform of a Matrix (/problem)	Array (/tag/array) Greedy (/tag/greedy) Union Find (/tag/union-find) Graph (/tag/graph) Topological Sort (/tag/topological-sort) Matrix (/tag/matrix)	40.6%	Hard
1157	Online Majority Element (/problem)	Array (/tag/array) Binary Search (/tag/binary-search) Design (/tag/design) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree)	42.0%	Hard
1155	Number of Dice Rolls With Maximum Score (/problem)	Dynamic Programming (/tag/dynamic-programming)	47.6%	Medium
1187	Make Array Strictly Increasing With Transpositions (/problem)	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	44.6%	Hard
1483	Kth Ancestor of a Tree Node (/problem)	Binary Search (/tag/binary-search) 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)	33.3%	Hard
1200	Minimum Absolute Difference in a BST (/problem)	Array (/tag/array) Sorting (/tag/sorting)	69.8%	Easy
1202	Smallest String With Swaps (/problem)	Hash Table (/tag/hash-table) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find)	52.4%	Medium
1207	Unique Number of Occurrences (/problem)	Array (/tag/array) Hash Table (/tag/hash-table)	72.1%	Easy
1209	Remove All Adjacent Duplicate Characters (/problem)	String (/tag/string) Stack (/tag/stack)	56.1%	Medium
1706	Where Will the Ball Fall (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search) Matrix (/tag/matrix) Simulation (/tag/simulation)	66.2%	Medium

#	Title	Tags	Acceptance	Difficulty
1514	Path with Maximum Pro...	Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Shortest Path (/tag/shortest-path)	45.5%	Medium
1218	Longest Arithmetic Sub...	Array (/tag/array) Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming)	50.6%	Medium
1219	Path with Maximum Gol...	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	66.0%	Medium
1226	The Dining Philosopher...	Concurrency (/tag/concurrency)	58.9%	Medium
1233	Remove Sub-Folders fr...	Array (/tag/array) String (/tag/string) Trie (/tag/trie)	64.9%	Medium
1235	Maximum Profit in Job ...	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	50.8%	Hard
1240	Tiling a Rectangle with ...	Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	52.7%	Hard
1227	Airplane Seat Assignme...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Brainteaser (/tag/brainteaser) Probability and Statistics (/tag/probability-and-statistics)	63.8%	Medium
1691	Maximum Height by Sta...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	53.3%	Hard
1249	Minimum Remove to M...	String (/tag/string) Stack (/tag/stack)	65.2%	Medium
1252	Cells with Odd Values i...	Array (/tag/array) Math (/tag/math) Simulation (/tag/simulation)	78.5%	Easy
1254	Number of Closed Islan...	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)	63.0%	Medium
1255	Maximum Score Words ...	Array (/tag/array) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)	71.9%	Hard
1618	Maximum Font to Fit a ...	Array (/tag/array) String (/tag/string) Binary Search (/tag/binary-search) Interactive (/tag/interactive)	57.7%	Medium

#	Title	Tags	Acceptance	Difficulty
1263	Minimum Moves to Move a Box	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	48.1%	Hard
1275	Find Winner on a Tic Tac Toe Game	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix) Simulation (/tag/simulation)	55.2%	Easy
1277	Count Square Submatrices With All 1s	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	74.1%	Medium
1270	All People Report to the Same超人	Database (/tag/database)	88.1%	Medium
1284	Minimum Number of Flips to Make the Binary Grid	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	71.3%	Hard
1293	Shortest Path in a Grid With Obstacles and Wraparound Boundary	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	43.7%	Hard
1296	Divide Array in Sets of K Consecutive Numbers	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting)	56.4%	Medium
1344	Angle Between Hands of a Clock	Math (/tag/math)	62.8%	Medium
1345	Jump Game IV	Array (/tag/array) Hash Table (/tag/hash-table) Breadth-First Search (/tag/breadth-first-search)	44.4%	Hard
1325	Delete Leaves With a Given Value	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)	74.8%	Medium
1326	Minimum Number of Taps to Water All Plants	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	48.3%	Hard
1335	Minimum Difficulty of a Job Schedule	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	56.8%	Hard
1352	Product of the Last K Non-Zero Digits	Array (/tag/array) Math (/tag/math) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	47.4%	Medium
1353	Maximum Number of Eights in a Grid	Array (/tag/array) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	33.2%	Medium

#	Title	Tags	Acceptance	Difficulty
1366	Rank Teams by Votes (/...)	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Counting (/tag/counting)	58.6%	Medium
1368	Minimum Cost to Make ...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix) Shortest Path (/tag/shortest-path)	60.3%	Hard
1376	Time Needed to Inform ...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	57.9%	Medium
1377	Frog Position After T Se...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	36.2%	Hard
1381	Design a Stack With Inc...	Array (/tag/array) Stack (/tag/stack) Design (/tag/design)	77.1%	Medium
1397	Find All Good Strings (/...)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) String Matching (/tag/string-matching)	40.3%	Hard
1406	Stone Game III (/proble...	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Game Theory (/tag/game-theory)	60.3%	Hard
1411	Number of Ways to Pai...	Dynamic Programming (/tag/dynamic-programming)	61.8%	Hard
1417	Reformat The String (/p...	String (/tag/string)	56.5%	Easy
1423	Maximum Points You C...	Array (/tag/array) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	49.8%	Medium
1446	Consecutive Character...	String (/tag/string)	62.0%	Easy
1436	Destination City (/probl...	Hash Table (/tag/hash-table) String (/tag/string)	77.7%	Easy
1438	Longest Continuous Su...	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set) Monotonic Queue (/tag/monotonic-queue)	45.8%	Medium
1444	Number of Ways of Cut...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization) Matrix (/tag/matrix)	55.4%	Hard

#	Title	Tags	Acceptance	Difficulty
1478	Allocate Mailboxes (/problem)	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	55.5%	Hard
1477	Find Two Non-overlapping... (/problem)	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/sliding-window)	36.5%	Medium
1472	Design Browser History... (/problem)	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)	74.4%	Medium
1494	Parallel Courses II (/problem)	Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation) Graph (/tag/graph) Bitmask (/tag/bitmask)	31.3%	Hard
1480	Running Sum of 1d Arr... (/problem)	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	89.5%	Easy
1509	Minimum Difference Be... (/problem)	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	56.0%	Medium
1499	Max Value of Equation ... (/problem)	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	46.9%	Hard
1504	Count Submatrices Wit... (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Matrix (/tag/matrix) Monotonic Stack (/tag/monotonic-stack)	59.0%	Medium
1524	Number of Sub-arrays ... (/problem)	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Prefix Sum (/tag/prefix-sum)	43.7%	Medium
1525	Number of Good Ways ... (/problem)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation)	70.5%	Medium
1526	Minimum Number of In... (/problem)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	67.9%	Hard
1490	Clone N-ary Tree (/problem)	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	83.0%	Medium

#	Title	Tags	Acceptance	Difficulty
1512	Number of Good Pairs (...)	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Counting (/tag/counting)	87.9%	Easy
1531	String Compression II (...)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	37.5%	Hard
1539	Kth Missing Positive Nu...	Array (/tag/array) Binary Search (/tag/binary-search)	55.2%	Easy
1557	Minimum Number of Ve...	Graph (/tag/graph)	77.9%	Medium
1547	Minimum Cost to Cut a ...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	54.9%	Hard
1552	Magnetic Force Betwee...	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	53.7%	Medium
1553	Minimum Number of Da...	Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)	32.6%	Hard
1548	The Most Similar Path i... 	Dynamic Programming (/tag/dynamic-programming) Graph (/tag/graph)	57.2%	Hard
1588	Sum of All Odd Length ...	Array (/tag/array) Math (/tag/math) Prefix Sum (/tag/prefix-sum)	82.9%	Easy
1554	Strings Differ by One C... 	Hash Table (/tag/hash-table) String (/tag/string) Rolling Hash (/tag/rolling-hash) Hash Function (/tag/hash-function)	65.5%	Medium
1603	Design Parking System ...	Design (/tag/design) Simulation (/tag/simulation) Counting (/tag/counting)	87.2%	Easy
1570	Dot Product of Two Spa... 	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Design (/tag/design)	90.5%	Medium
1592	Rearrange Spaces Bet...	String (/tag/string)	44.0%	Easy
1728	Cat and Mouse II (/prob...)	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Memoization (/tag/memoization) Game Theory (/tag/game-theory)	40.2%	Hard
1610	Maximum Number of Vi...	Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry) Sliding Window (/tag/sliding-window) Sorting (/tag/sorting)	35.8%	Hard
1636	Sort Array by Increasin...	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	68.3%	Easy
1624	Largest Substring Betw...	Hash Table (/tag/hash-table) String (/tag/string)	59.3%	Easy

#	Title	Tags	Acceptance	Difficulty
1631	Path With Minimum Eff...	Array (/tag/array) Binary Search (/tag/binary-search) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	51.7%	Medium
1641	Count Sorted Vowel Str...	Dynamic Programming (/tag/dynamic-programming)	74.8%	Medium
1642	Furthest Building You C...	Array (/tag/array) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	44.8%	Medium
1650	Lowest Common Ances...	Hash Table (/tag/hash-table) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	77.5%	Medium
1673	Find the Most Competit...	Array (/tag/array) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	48.0%	Medium
1680	Concatenation of Cons...	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	52.6%	Medium
1765	Map of Highest Peak (/...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	59.5%	Medium
1740	Find Distance in a Binar...	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)	68.4%	Medium
1782	Count Pairs Of Nodes (/...	Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Graph (/tag/graph)	37.1%	Hard
1770	Maximum Score from P...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	35.4%	Medium
1776	Car Fleet II (/problems/...)	Array (/tag/array) Math (/tag/math) Stack (/tag/stack) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Stack (/tag/monotonic-stack)	52.6%	Hard
1793	Maximum Score of a G...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	51.1%	Hard
1778	Shortest Path in a Hidd...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Interactive (/tag/interactive)	42.0%	Medium

#	Title	Tags	Acceptance	Difficulty
1807	Evaluate the Bracket Pa...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	66.7%	Medium
1825	Finding MK Average (/p...)	Design (/tag/design) Queue (/tag/queue) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set)	32.9%	Hard
1834	Single-Threaded CPU (...)	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	40.2%	Medium
1859	Sorting the Sentence (/...)	String (/tag/string) Sorting (/tag/sorting)	84.6%	Easy
1855	Maximum Distance Bet...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Greedy (/tag/greedy)	48.8%	Medium
1877	Minimize Maximum Pair...	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting)	80.6%	Medium
1864	Minimum Number of S...	String (/tag/string) Greedy (/tag/greedy)	38.1%	Medium
1866	Number of Ways to Rea...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics)	55.3%	Hard
1870	Minimum Speed to Arri...	Array (/tag/array) Binary Search (/tag/binary-search)	34.9%	Medium
1882	Process Tasks Using Se...	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue)	36.8%	Medium
1888	Minimum Number of Fli...	String (/tag/string) Greedy (/tag/greedy)	36.1%	Medium
1910	Remove All Occurrence...	String (/tag/string)	71.7%	Medium
1884	Egg Drop With 2 Eggs a...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	70.2%	Medium
1928	Minimum Cost to Reach...	Dynamic Programming (/tag/dynamic-programming) Graph (/tag/graph)	37.0%	Hard
1929	Concatenation of Array ...	Array (/tag/array)	91.8%	Easy
1937	Maximum Number of P...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	34.8%	Medium
1948	Delete Duplicate Folder...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Hash Function (/tag/hash-function)	59.2%	Hard
1987	Number of Unique Goo...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	51.9%	Hard

#	Title	Tags	Acceptance	Difficulty
2007	Find Original Array From Duplicates	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting)	37.2%	Medium
1971	Find if Path Exists in Graph	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	50.4%	Easy
1996	The Number of Weak References to an Object	Array (/tag/array) Stack (/tag/stack) Greedy (/tag/greedy) Sorting (/tag/sorting) Monotonic Stack (/tag/monotonic-stack)	31.8%	Medium
2013	Detect Squares (/problems)	Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Counting (/tag/counting)	43.4%	Medium
2018	Check if Word Can Be Placed in a Crossword	Array (/tag/array) Matrix (/tag/matrix) Enumeration (/tag/enumeration)	47.2%	Medium
2030	Smallest K-Length Subsequence With All Distinct	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	38.8%	Hard
2034	Stock Price Fluctuation	Hash Table (/tag/hash-table) Design (/tag/design) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream) Ordered Set (/tag/ordered-set)	45.4%	Medium
2089	Find Target Indices After Rotation	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	81.0%	Easy
2092	Find All People With Shorter Height Than Me	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph) Sorting (/tag/sorting)	32.0%	Hard
2096	Step-By-Step Directions in Grid	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	47.1%	Medium
2115	Find All Possible Recipes From Ingredients	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	36.7%	Medium
2083	Substrings That Begin With and End With Certain Characters	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string) Counting (/tag/counting) Prefix Sum (/tag/prefix-sum)	69.1%	Medium
2103	Rings and Rods (/problems)	Hash Table (/tag/hash-table) String (/tag/string)	81.7%	Easy
2131	Longest Palindrome by Transformation	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Counting (/tag/counting)	37.5%	Medium

#	Title	Tags	Acceptance	Difficulty
2135	Count Words Obtained ...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	34.9%	Medium
2128	Remove All Ones With ...	Array (/tag/array) Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Matrix (/tag/matrix)	76.8%	Medium

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