




◀ Back to Study Plan



# Data Structure

In computer science, a data structure is a way to store and organize data.  
... Expand ↕



## Data Structure I

Easy

Medium

Hard

0

0

0

28

5

0

1 / 14

day

## Day 1 Array

### 217. Contains Duplicate

Array   Hash Table   Sorting

Acceptance 60.1%

Easy

Start Now >>

### 53. Maximum Subarray

Array   Divide and Conquer   Dynamic Programming

Acceptance 49.4%

Easy

Start Now >>

## Day 2 Array

### 1. Two Sum

Array   Hash Table

Acceptance 48.2%

Easy

Locked 🔒

### 88. Merge Sorted Array

Array   Two Pointers   Sorting

Acceptance 43.1%

Easy

Locked 🔒

## Day 3 Array

### 350. Intersection of Two Arrays II

Array   Hash Table   Two Pointers   Binary Search   Sorting

Easy

121. Best Time to Buy and Sell Stock

Easy

Array    Dynamic Programming

Acceptance 53.7%

Locked

Day 4   **Array**

566. Reshape the Matrix

Easy

Array    Matrix    Simulation

Acceptance 62.1%

Locked

118. Pascal's Triangle

Easy

Array    Dynamic Programming

Acceptance 62.6%

Locked

Day 5   **Array**

36. Valid Sudoku

Medium

Array    Hash Table    Matrix

Acceptance 54.3%

Locked

74. Search a 2D Matrix

Medium

Array    Binary Search    Matrix

Acceptance 42.2%

Locked

Day 6   **String**

387. First Unique Character in a String

Easy

Hash Table    String    Queue    Counting

Acceptance 56.4%

Locked

383. Ransom Note

Easy

Hash Table    String    Counting

Acceptance 55.4%

Locked

242. Valid Anagram

Easy

Hash Table    String    Sorting

Acceptance 60.9%

Locked

Day 7   **Linked List**

Hash Table

Linked List

Two Pointers

Acceptance 44.9%

Locked

21. Merge Two Sorted Lists

Easy

Linked List

Recursion

Acceptance 59.2%

Locked

203. Remove Linked List Elements

Easy

Linked List

Recursion

Acceptance 42.8%

Locked

Day 8 Linked List

206. Reverse Linked List

Easy

Linked List

Recursion

Acceptance 69.3%

Locked

83. Remove Duplicates from Sorted List

Easy

Linked List

Acceptance 48.5%

Locked

Day 9 Stack / Queue

20. Valid Parentheses

Easy

String

Stack

Acceptance 40.6%

Locked

232. Implement Queue using Stacks

Easy

Stack

Design

Queue

Acceptance 56.7%

Locked

Day 10 Tree

144. Binary Tree Preorder Traversal

Easy

Stack

Tree

Depth-First Search

Binary Tree

Acceptance 61.5%

Locked

94. Binary Tree Inorder Traversal

Easy

Stack

Tree

Depth-First Search


Binary Tree

145. Binary Tree Postorder Traversal

StackTreeDepth-First SearchBinary Tree

Acceptance 62.7%

Easy

Locked 

Day 11 Tree

102. Binary Tree Level Order Traversal

TreeBreadth-First SearchBinary Tree

Acceptance 60.1%

Medium


Locked 

104. Maximum Depth of Binary Tree

TreeDepth-First SearchBreadth-First SearchBinary Tree

Acceptance 70.9%

Easy


Locked 

101. Symmetric Tree

TreeDepth-First SearchBreadth-First SearchBinary Tree

Acceptance 50.9%

Easy

Locked 


Day 12 Tree

226. Invert Binary Tree

TreeDepth-First SearchBreadth-First SearchBinary Tree

Acceptance 70.7%

Easy


Locked 

112. Path Sum

TreeDepth-First SearchBreadth-First SearchBinary Tree

Acceptance 44.8%

Easy

Locked 


Day 13 Tree

700. Search in a Binary Search Tree

TreeBinary Search TreeBinary Tree

Acceptance 75.0%

Easy

Locked 

701. Insert into a Binary Search Tree

TreeBinary Search TreeBinary Tree

Acceptance 75.0%

Medium

Locked 

Day 14 Tree



Tree   Depth-First Search   Binary Search Tree   Binary Tree

Acceptance 30.1%

Locked

653. Two Sum IV - Input is a BST

Easy

Hash Table   Two Pointers   Tree   Depth-First Search   Breadth-First Search

Acceptance 58.5%

Locked

235. Lowest Common Ancestor of a Binary Search Tree

Easy

Tree   Depth-First Search   Binary Search Tree   Binary Tree

Acceptance 56.0%

Locked

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