◀ Back to Study Plan

Algorithm

In mathematics and computer science, an algorithm is defined as a process or set of rules to be followed in calculations or other problem-solving operations. This practical method is often used in c... Expand ⌄

Algorithm I

	Easy	Medium	Hard
	0	0	0
Algorith...	18	13	0

1 / 14
day

Day 1   Binary Search

704. Binary Search   Easy

Array   Binary Search

Acceptance 54.6%   Start Now »

278. First Bad Version   Easy

Binary Search   Interactive

Acceptance 40.9%   Start Now »

35. Search Insert Position   Easy

Array   Binary Search

Acceptance 42.5%   Start Now »

Day 2   Two Pointers

977. Squares of a Sorted Array   Easy

Array   Two Pointers   Sorting

Acceptance 71.5%   Locked 🔒

189. Rotate Array   Medium

Array   Math   Two Pointers

Acceptance 38.2%   Locked 🔒

283. Move Zeroes   Easy

Array   Two Pointers

Acceptance 60.1%   Locked 🔒

167. Two Sum II - Input Array Is Sorted   Easy

Array   Two Pointers   Binary Search

Acceptance 58.1%   Locked 🔒

Day 4   Two Pointers

344. Reverse String   Easy

Two Pointers   String   Recursion

Acceptance 73.5%   Locked 🔒

557. Reverse Words in a String III   Easy

Two Pointers   String

Acceptance 77.3%   Locked 🔒

Day 5   Two Pointers

876. Middle of the Linked List   Easy

Linked List   Two Pointers

Acceptance 72.0%   Locked 🔒

19. Remove Nth Node From End of List   Medium

Linked List   Two Pointers

Acceptance 37.7%   Locked 🔒

Day 6   Sliding Window

3. Longest Substring Without Repeating Characters   Medium

Hash Table   String   Sliding Window

Acceptance 32.8%   Locked 🔒

567. Permutation in String   Medium

Hash Table   Two Pointers   String   Sliding Window

Acceptance 44.1%   Locked 🔒

Day 7   Breadth-First Search / Depth-First Search

Acceptance 57.5%

Locked 🔒

695. Max Area of Island

Medium

Array   Depth-First Search   Breadth-First Search   Union Find   Matrix

Acceptance 68.8%

Locked 🔒

Day 8   Breadth-First Search / Depth-First Search

617. Merge Two Binary Trees

Easy

Tree   Depth-First Search   Breadth-First Search   Binary Tree

Acceptance 77.4%

Locked 🔒

116. Populating Next Right Pointers in Each Node

Medium

Tree   Depth-First Search   Breadth-First Search   Binary Tree

Acceptance 55.5%

Locked 🔒

Day 9   Breadth-First Search / Depth-First Search

542. 01 Matrix

Medium

Array   Dynamic Programming   Breadth-First Search   Matrix

Acceptance 43.4%

Locked 🔒

994. Rotting Oranges

Medium

Array   Breadth-First Search   Matrix

Acceptance 51.5%

Locked 🔒

Day 10   Recursion / Backtracking

21. Merge Two Sorted Lists

Easy

Linked List   Recursion

Acceptance 59.2%

Locked 🔒

206. Reverse Linked List

Easy

Linked List   Recursion

Acceptance 69.3%

Locked 🔒

Day 11   Recursion / Backtracking

77. Combinations

Medium

☰   🔔

Acceptance 62.6%

46. Permutations   Medium

Array   Backtracking

Acceptance 71.1%   Locked 🔒

784. Letter Case Permutation   Medium

String   Backtracking   Bit Manipulation

Acceptance 71.5%   Locked 🔒

Day 12   Dynamic Programming

70. Climbing Stairs   Easy

Math   Dynamic Programming   Memoization

Acceptance 50.6%   Locked 🔒

198. House Robber   Medium

Array   Dynamic Programming

Acceptance 46.3%   Locked 🔒

120. Triangle   Medium

Array   Dynamic Programming

Acceptance 49.8%   Locked 🔒

Day 13   Bit Manipulation

231. Power of Two   Easy

Math   Bit Manipulation   Recursion

Acceptance 44.7%   Locked 🔒

191. Number of 1 Bits   Easy

Bit Manipulation

Acceptance 58.6%   Locked 🔒

Day 14   Bit Manipulation

190. Reverse Bits   Easy

Divide and Conquer   Bit Manipulation

Acceptance 47.3%   Locked 🔒

Acceptance 68.4%
Locked 🔒

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