


# Depth-first Search

You have solved **20 / 90** problems.

## ☐ Show problem tags

- ✓ 104 [Maximum Depth of Binary Tree \(/problems/maximum-depth-of-binary-tree\)](/problems/maximum-depth-of-binary-tree/)
- 200 [Number of Islands \(/problems/number-of-islands\)](/problems/number-of-islands/)
- ✓ 100 [Same Tree \(/problems/same-tree\)](/problems/same-tree/)
- ✓ 108 [Convert Sorted Array to Binary Search Tree \(/problems/convert-sorted-array-to-binary-search-tree\)](/problems/convert-sorted-array-to-binary-search-tree/)
- ✓ 110 [Balanced Binary Tree \(/problems/balanced-binary-tree\)](/problems/balanced-binary-tree/)
- ✓ 695 [Max Area of Island \(/problems/max-area-of-island\)](/problems/max-area-of-island/)
- ✓ 101 [Symmetric Tree \(/problems/symmetric-tree\)](/problems/symmetric-tree/)
- 301 [Remove Invalid Parentheses \(/problems/remove-invalid-parentheses\)](/problems/remove-invalid-parentheses/)
- ✓ 124 [Binary Tree Maximum Path Sum \(/problems/binary-tree-maximum-path-sum\)](/problems/binary-tree-maximum-path-sum/)
- 105 [Construct Binary Tree from Preorder and Inorder Traversal \(/problems/construct-binary-tree-from-preorder-and-inorder-traversal\)](/problems/construct-binary-tree-from-preorder-and-inorder-traversal/)
- 99 [Recover Binary Search Tree \(/problems/recover-binary-search-tree\)](/problems/recover-binary-search-tree/)
- ✓ 116 [Populating Next Right Pointers in Each Node \(/problems/populating-next-right-pointers-in-each-node\)](/problems/populating-next-right-pointers-in-each-node/)
- ✓ 114 [Flatten Binary Tree to Linked List \(/problems/flatten-binary-tree-to-linked-list\)](/problems/flatten-binary-tree-to-linked-list/)
- 394 [Decode String \(/problems/decode-string\)](/problems/decode-string/)
- ✓ 109 [Convert Sorted List to Binary Search Tree \(/problems/convert-sorted-list-to-binary-search-tree\)](/problems/convert-sorted-list-to-binary-search-tree/)
- 339 [Nested List Weight Sum \(/problems/nested-list-weight-sum\)](/problems/nested-list-weight-sum/) 
- ✓ 257 [Binary Tree Paths \(/problems/binary-tree-paths\)](/problems/binary-tree-paths/)
- 547 [Friend Circles \(/problems/friend-circles\)](/problems/friend-circles/)
- ✓ 111 [Minimum Depth of Binary Tree \(/problems/minimum-depth-of-binary-tree\)](/problems/minimum-depth-of-binary-tree/)
- 133 [Clone Graph \(/problems/clone-graph\)](/problems/clone-graph/)
- ✓ 199 [Binary Tree Right Side View \(/problems/binary-tree-right-side-view\)](/problems/binary-tree-right-side-view/)

- ✓ 112 Path Sum (/problems/path-sum)
- 690 Employee Importance (/problems/employee-importance)
- ✓ 337 House Robber III (/problems/house-robber-iii)
- 207 Course Schedule (/problems/course-schedule)
- 106 Construct Binary Tree from Inorder and Postorder Traversal (/problems/construct-binary-tree-from-inorder-and-postorder-traversal)
- 329 Longest Increasing Path in a Matrix (/problems/longest-increasing-path-in-a-matrix)
- ✓ 98 Validate Binary Search Tree (/problems/validate-binary-search-tree)
- 679 24 Game (/problems/24-game)
- 743 Network Delay Time (/problems/network-delay-time)
- 130 Surrounded Regions (/problems/surrounded-regions)
- 542 01 Matrix (/problems/01-matrix)
- 332 Reconstruct Itinerary (/problems/reconstruct-itinerary)
- ✓ 113 Path Sum II (/problems/path-sum-ii)
- ✓ 117 Populating Next Right Pointers in Each Node II (/problems/populating-next-right-pointers-in-each-node-ii)
- 364 Nested List Weight Sum II (/problems/nested-list-weight-sum-ii) 🔒
- 417 Pacific Atlantic Water Flow (/problems/pacific-atlantic-water-flow)
- 546 Remove Boxes (/problems/remove-boxes)
- 834 Sum of Distances in Tree (/problems/sum-of-distances-in-tree)
- 638 Shopping Offers (/problems/shopping-offers)
- 489 Robot Room Cleaner (/problems/robot-room-cleaner) 🔒
- 753 Cracking the Safe (/problems/cracking-the-safe)
- 494 Target Sum (/problems/target-sum)
- 733 Flood Fill (/problems/flood-fill)
- 513 Find Bottom Left Tree Value (/problems/find-bottom-left-tree-value)
- 947 Most Stones Removed with Same Row or Column (/problems/most-stones-

removed-with-same-row-or-column)

- ✓ 129 Sum Root to Leaf Numbers (/problems/sum-root-to-leaf-numbers)
- 529 Minesweeper (/problems/minesweeper)
- 872 Leaf-Similar Trees (/problems/leaf-similar-trees)
- 924 Minimize Malware Spread (/problems/minimize-malware-spread)
- 210 Course Schedule II (/problems/course-schedule-ii)
- 664 Strange Printer (/problems/strange-printer)
- 749 Contain Virus (/problems/contain-virus)
- 559 Maximum Depth of N-ary Tree (/problems/maximum-depth-of-n-ary-tree)
- 515 Find Largest Value in Each Tree Row (/problems/find-largest-value-in-each-tree-row)
- 897 Increasing Order Search Tree (/problems/increasing-order-search-tree)
- ✓ 366 Find Leaves of Binary Tree (/problems/find-leaves-of-binary-tree) 🔒
- 785 Is Graph Bipartite? (/problems/is-graph-bipartite)
- 778 Swim in Rising Water (/problems/swim-in-rising-water)
- 863 All Nodes Distance K in Binary Tree (/problems/all-nodes-distance-k-in-binary-tree)
- 721 Accounts Merge (/problems/accounts-merge)
- 430 Flatten a Multilevel Doubly Linked List (/problems/flatten-a-multilevel-doubly-linked-list)
- 928 Minimize Malware Spread II (/problems/minimize-malware-spread-ii)
- 711 Number of Distinct Islands II (/problems/number-of-distinct-islands-ii) 🔒
- 472 Concatenated Words (/problems/concatenated-words)
- 491 Increasing Subsequences (/problems/increasing-subsequences)
- 841 Keys and Rooms (/problems/keys-and-rooms)
- 694 Number of Distinct Islands (/problems/number-of-distinct-islands) 🔒
- 261 Graph Valid Tree (/problems/graph-valid-tree) 🔒
- 490 The Maze (/problems/the-maze) 🔒
- 737 Sentence Similarity II (/problems/sentence-similarity-ii) 🔒

- 756 [Pyramid Transition Matrix \(/problems/pyramid-transition-matrix\)](/problems/pyramid-transition-matrix)
- 959 [Regions Cut By Slashes \(/problems/regions-cut-by-slashes\)](/problems/regions-cut-by-slashes)
- 323 [Number of Connected Components in an Undirected Graph \(/problems/number-of-connected-components-in-an-undirected-graph\)](/problems/number-of-connected-components-in-an-undirected-graph) 🔒
- 685 [Redundant Connection II \(/problems/redundant-connection-ii\)](/problems/redundant-connection-ii)
- 488 [Zuma Game \(/problems/zuma-game\)](/problems/zuma-game)
- 576 [Out of Boundary Paths \(/problems/out-of-boundary-paths\)](/problems/out-of-boundary-paths)
- 439 [Ternary Expression Parser \(/problems/ternary-expression-parser\)](/problems/ternary-expression-parser) 🔒
- 473 [Matchsticks to Square \(/problems/matchsticks-to-square\)](/problems/matchsticks-to-square)
- 802 [Find Eventual Safe States \(/problems/find-eventual-safe-states\)](/problems/find-eventual-safe-states)
- 827 [Making A Large Island \(/problems/making-a-large-island\)](/problems/making-a-large-island)
- 505 [The Maze II \(/problems/the-maze-ii\)](/problems/the-maze-ii) 🔒
- 514 [Freedom Trail \(/problems/freedom-trail\)](/problems/freedom-trail)
- 934 [Shortest Bridge \(/problems/shortest-bridge\)](/problems/shortest-bridge)
- 886 [Possible Bipartition \(/problems/possible-bipartition\)](/problems/possible-bipartition)
- 839 [Similar String Groups \(/problems/similar-string-groups\)](/problems/similar-string-groups)
- 533 [Lonely Pixel II \(/problems/lonely-pixel-ii\)](/problems/lonely-pixel-ii) 🔒
- 531 [Lonely Pixel I \(/problems/lonely-pixel-i\)](/problems/lonely-pixel-i) 🔒
- 499 [The Maze III \(/problems/the-maze-iii\)](/problems/the-maze-iii) 🔒
- 851 [Loud and Rich \(/problems/loud-and-rich\)](/problems/loud-and-rich)