■ Design

You have solved 2 / 38 problems.

	146	LRU Cache (/problems/lru-cache)	22.8%	Hard
	155	Min Stack (/problems/min-stack)	34.5%	Easy
~	173	Binary Search Tree Iterator (/problems/binary-search-tree-iterator)	45.5%	Medium
~	297	Serialize and Deserialize Binary Tree (/problems/serialize-and-deserialize-binary-tree)	38.2%	Hard
	341	Flatten Nested List Iterator (/problems/flatten-nested-list-iterator)	45.7%	Medium
	232	Implement Queue using Stacks (/problems/implement-queue-using-stacks)	40.9%	Easy
	208	Implement Trie (Prefix Tree) (/problems/implement-trie-prefix-tree)	35.4%	Medium
	295	Find Median from Data Stream (/problems/find-median-from-data-stream)	33.4%	Hard
	380	Insert Delete GetRandom O(1) (/problems/insert-delete-getrandom-o1)	41.4%	Medium
	346	Moving Average from Data Stream (/problems/moving-average-from-data-stream)	63.7%	Easy
	225	Implement Stack using Queues (/problems/implement-stack-using-queues)	37.0%	Easy
	348	Design Tic-Tac-Toe (/problems/design-tic-tac-toe)	47.6%	Medium
	284	Peeking Iterator (/problems/peeking-iterator)	38.2%	Medium
	460	LFU Cache (/problems/lfu-cache)	27.3%	Hard
	362	Design Hit Counter (/problems/design-hit-counter)	57.1%	Medium
	281	Zigzag Iterator (/problems/zigzag-iterator)	54.8%	Medium
	251	Flatten 2D Vector (/problems/flatten-2d-vector) ■	43.0%	Medium
	244	Shortest Word Distance II (/problems/shortest-word-distance-ii)	44.6%	Medium
	432	All O`one Data Structure (/problems/all-oone-data-structure)	28.6%	Hard
	642	Design Search Autocomplete System (/problems/design-search-autocomplete-system)	34.2%	Hard
	706	Design HashMap (/problems/design-hashmap)	51.6%	Easy

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170	Two Sum III - Data structure design (/problems/two-sum-iii-data-structure-design) ■	28.8%	Easy
211	Add and Search Word - Data structure design (/problems/add-and-search-word-data-structure-design)	28.2%	Medium
716	Max Stack (/problems/max-stack)	38.3%	Easy
635	Design Log Storage System (/problems/design-log-storage-system)	51.4%	Medium
355	Design Twitter (/problems/design-twitter)	26.5%	Medium
381	Insert Delete GetRandom O(1) - Duplicates allowed (/problems/insert-delete-getrandom-o1-duplicates-allowed)	30.8%	Hard
359	Logger Rate Limiter (/problems/logger-rate-limiter)	63.1%	Easy
707	Design Linked List (/problems/design-linked-list)	20.7%	Easy
379	Design Phone Directory (/problems/design-phone-directory) ■	38.9%	Medium
288	Unique Word Abbreviation (/problems/unique-word-abbreviation)	19.2%	Medium
705	Design HashSet (/problems/design-hashset)	46.8%	Easy
588	Design In-Memory File System (/problems/design-in-memory-file-system)	37.2%	Hard
622	Design Circular Queue (/problems/design-circular-queue)	37.4%	Medium
631	Design Excel Sum Formula (/problems/design-excel-sum-formula)	28.4%	Hard
353	Design Snake Game (/problems/design-snake-game) ■	29.0%	Medium
641	Design Circular Deque (/problems/design-circular-deque)	48.9%	Medium
604	Design Compressed String Iterator (/problems/design-compressed-string-iterator) ■	33.9%	Easy