## ■ Depth-first Search

You have solved 20 / 90 problems.

## 

| ~                    | 104             | Maximum Depth of Binary Tree (/problems/maximum-depth-of-binary-tree)   | 58.1% | Easy   |
|----------------------|-----------------|---|-------|--------|
|                      | 200             | Number of Islands (/problems/number-of-islands)   | 39.2% | Medium |
| ~                    | 100             | Same Tree (/problems/same-tree)   | 48.9% | Easy   |
| <b>~</b>             | 108             | Convert Sorted Array to Binary Search Tree (/problems/convert-sorted-array-to-binary-search-tree)                               | 48.0% | Easy   |
| ~                    | 110             | Balanced Binary Tree (/problems/balanced-binary-tree)   | 39.8% | Easy   |
| ~                    | 695             | Max Area of Island (/problems/max-area-of-island)   | 54.5% | Medium |
| ~                    | 101             | Symmetric Tree (/problems/symmetric-tree)   | 42.0% | Easy   |
|                      | 301             | Remove Invalid Parentheses (/problems/remove-invalid-parentheses)   | 37.5% | Hard   |
| <b>~</b>             | 124             | Binary Tree Maximum Path Sum (/problems/binary-tree-maximum-path-sum)   | 28.7% | Hard   |
|                      | 105             | Construct Binary Tree from Preorder and Inorder Traversal (/problems/construct-binary-tree-from-preorder-and-inorder-traversal) | 38.2% | Medium |
|                      | 99              | Recover Binary Search Tree (/problems/recover-binary-search-tree)   | 33.2% | Hard   |
| <b>~</b>             | 116             | Populating Next Right Pointers in Each Node (/problems/populating-next-right-pointers-in-each-node)                             | 36.5% | Medium |
| ~                    | 114             | Flatten Binary Tree to Linked List (/problems/flatten-binary-tree-to-linked-list)   | 40.0% | Medium |
|                      | 394             | Decode String (/problems/decode-string)   | 43.1% | Medium |
| <b>~</b>             | 109             | Convert Sorted List to Binary Search Tree (/problems/convert-sorted-list-to-binary-search-tree)                                 | 38.6% | Medium |
|                      | 339             | Nested List Weight Sum (/problems/nested-list-weight-sum) <b>௴</b>  | 66.3% | Easy   |
| ~                    | 257             | Binary Tree Paths (/problems/binary-tree-paths)   | 44.2% | Easy   |
|                      | 547             | Friend Circles (/problems/friend-circles)   | 51.5% | Medium |
| <b>~</b>             | 111             | Minimum Depth of Binary Tree (/problems/minimum-depth-of-binary-tree)   | 34.5% | Easy   |
|                      | 133             | Clone Graph (/problems/clone-graph)   | 25.1% | Medium |
| <b>✓</b> sps://leeto | 199<br>code.com | Binary Tree Right Side View (/problems/binary-tree-right-side-view)   | 45.6% | Medium |

| <b>~</b>   | 112 | Path Sum (/problems/path-sum)   | 36.5% | Easy        |
|------------|-----|---|-------|-------------|
|            | 690 | Employee Importance (/problems/employee-importance)   | 52.4% | Easy        |
| <b>~</b>   | 337 | House Robber III (/problems/house-robber-iii)   | 46.5% | Medium      |
|            | 207 | Course Schedule (/problems/course-schedule)   | 35.8% | Medium      |
|            | 106 | Construct Binary Tree from Inorder and Postorder Traversal (/problems/construct-binary-tree-from-inorder-and-postorder-traversal) | 37.0% | Medium      |
|            | 329 | Longest Increasing Path in a Matrix (/problems/longest-increasing-path-in-a-matrix)   | 38.7% | Hard        |
| <b>~</b>   | 98  | Validate Binary Search Tree (/problems/validate-binary-search-tree)   | 24.8% | Medium      |
|            | 679 | 24 Game (/problems/24-game)   | 40.7% | Hard        |
|            | 743 | Network Delay Time (/problems/network-delay-time)   | 38.4% | <b>Easy</b> |
|            | 130 | Surrounded Regions (/problems/surrounded-regions)   | 21.5% | Medium      |
|            | 542 | 01 Matrix (/problems/01-matrix)   | 34.0% | Medium      |
|            | 332 | Reconstruct Itinerary (/problems/reconstruct-itinerary)   | 30.2% | Medium      |
| <b>~</b>   | 113 | Path Sum II (/problems/path-sum-ii)   | 38.5% | Medium      |
| <b>~</b>   | 117 | Populating Next Right Pointers in Each Node II (/problems/populating-next-right-pointers-in-each-node-ii)                         | 33.3% | Medium      |
|            | 364 | Nested List Weight Sum II (/problems/nested-list-weight-sum-ii)   | 55.7% | Medium      |
|            | 417 | Pacific Atlantic Water Flow (/problems/pacific-atlantic-water-flow)   | 36.0% | Medium      |
|            | 546 | Remove Boxes (/problems/remove-boxes)   | 36.9% | Hard        |
|            | 834 | Sum of Distances in Tree (/problems/sum-of-distances-in-tree)   | 36.3% | Hard        |
|            | 638 | Shopping Offers (/problems/shopping-offers)   | 47.1% | Medium      |
|            | 489 | Robot Room Cleaner (/problems/robot-room-cleaner)   | 59.6% | Hard        |
|            | 753 | Cracking the Safe (/problems/cracking-the-safe)   | 43.5% | Hard        |
|            | 494 | Target Sum (/problems/target-sum)   | 44.5% | Medium      |
|            | 733 | Flood Fill (/problems/flood-fill)   | 48.8% | Easy        |
|            | 513 | Find Bottom Left Tree Value (/problems/find-bottom-left-tree-value)   | 57.3% | Medium      |
| na://laata | 947 | Most Stones Removed with Same Row or Column (/problems/most-stones-   | 51.0% | Medium      |

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|           |     | removed-with-same-row-or-column)  |       |        |
| <b>~</b>  | 129 | Sum Root to Leaf Numbers (/problems/sum-root-to-leaf-numbers)                               | 40.5% | Medium |
|           | 529 | Minesweeper (/problems/minesweeper)   | 51.1% | Medium |
|           | 872 | Leaf-Similar Trees (/problems/leaf-similar-trees)   | 61.2% | Easy   |
|           | 924 | Minimize Malware Spread (/problems/minimize-malware-spread)                                 | 37.3% | Hard   |
|           | 210 | Course Schedule II (/problems/course-schedule-ii)   | 32.7% | Medium |
|           | 664 | Strange Printer (/problems/strange-printer)   | 34.9% | Hard   |
|           | 749 | Contain Virus (/problems/contain-virus)   | 40.6% | Hard   |
|           | 559 | Maximum Depth of N-ary Tree (/problems/maximum-depth-of-n-ary-tree)                         | 63.1% | Easy   |
|           | 515 | Find Largest Value in Each Tree Row (/problems/find-largest-value-in-each-tree-row)         | 56.7% | Medium |
|           | 897 | Increasing Order Search Tree (/problems/increasing-order-search-tree)                       | 60.0% | Easy   |
| ~         | 366 | Find Leaves of Binary Tree (/problems/find-leaves-of-binary-tree)                           | 63.0% | Medium |
|           | 785 | Is Graph Bipartite? (/problems/is-graph-bipartite)  | 41.3% | Medium |
|           | 778 | Swim in Rising Water (/problems/swim-in-rising-water)                                       | 45.8% | Hard   |
|           | 863 | All Nodes Distance K in Binary Tree (/problems/all-nodes-distance-k-in-binary-tree)         | 44.3% | Medium |
|           | 721 | Accounts Merge (/problems/accounts-merge)   | 37.7% | Medium |
|           | 430 | Flatten a Multilevel Doubly Linked List (/problems/flatten-a-multilevel-doubly-linked-list) | 38.1% | Medium |
|           | 928 | Minimize Malware Spread II (/problems/minimize-malware-spread-ii)                           | 37.9% | Hard   |
|           | 711 | Number of Distinct Islands II (/problems/number-of-distinct-islands-ii)                     | 44.4% | Hard   |
|           | 472 | Concatenated Words (/problems/concatenated-words)   | 32.5% | Hard   |
|           | 491 | Increasing Subsequences (/problems/increasing-subsequences)                                 | 40.9% | Medium |
|           | 841 | Keys and Rooms (/problems/keys-and-rooms)   | 58.2% | Medium |
|           | 694 | Number of Distinct Islands (/problems/number-of-distinct-islands)                           | 48.5% | Medium |
|           | 261 | Graph Valid Tree (/problems/graph-valid-tree) ■   | 39.2% | Medium |
|           | 490 | The Maze (/problems/the-maze) ■   | 45.5% | Medium |
| s·//leet/ | 737 | Sentence Similarity II (/problems/sentence-similarity-ii)                                   | 41.8% | Medium |

| 756 | Pyramid Transition Matrix (/problems/pyramid-transition-matrix)   | 49.0% | Medium |
|-----|---|-------|--------|
| 959 | Regions Cut By Slashes (/problems/regions-cut-by-slashes)   | 60.8% | Medium |
| 323 | Number of Connected Components in an Undirected Graph (/problems/number-of-connected-components-in-an-undirected-graph) | 50.6% | Medium |
| 685 | Redundant Connection II (/problems/redundant-connection-ii)   | 29.3% | Hard   |
| 488 | Zuma Game (/problems/zuma-game)   | 36.9% | Hard   |
| 576 | Out of Boundary Paths (/problems/out-of-boundary-paths)   | 31.0% | Medium |
| 439 | Ternary Expression Parser (/problems/ternary-expression-parser)   | 52.5% | Medium |
| 473 | Matchsticks to Square (/problems/matchsticks-to-square)   | 35.3% | Medium |
| 802 | Find Eventual Safe States (/problems/find-eventual-safe-states)   | 41.7% | Medium |
| 827 | Making A Large Island (/problems/making-a-large-island)   | 41.3% | Hard   |
| 505 | The Maze II (/problems/the-maze-ii) ■   | 41.2% | Medium |
| 514 | Freedom Trail (/problems/freedom-trail)   | 39.7% | Hard   |
| 934 | Shortest Bridge (/problems/shortest-bridge)   | 42.4% | Medium |
| 886 | Possible Bipartition (/problems/possible-bipartition)   | 39.5% | Medium |
| 839 | Similar String Groups (/problems/similar-string-groups)   | 33.0% | Hard   |
| 533 | Lonely Pixel II (/problems/lonely-pixel-ii) <b>←</b>  | 45.8% | Medium |
| 531 | Lonely Pixel I (/problems/lonely-pixel-i) ■   | 56.8% | Medium |
| 499 | The Maze III (/problems/the-maze-iii) ■   | 35.7% | Hard   |
| 851 | Loud and Rich (/problems/loud-and-rich)   | 45.6% | Medium |