


# Data Structure

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

During the computer programming process, identifying and using the appropriate data structure is an important task as it can improve the overall efficiency of the algorithm. In large-scale systems, choosing the most suitable data structure directly impacts the difficulty of program design and the final quality and performance.

Collapse 



## Data Structure II

Easy

Medium

Hard

0

0

0

11

37

2

1 / 21

day

## Day 1 Array

136. Single Number

Easy

Array

Bit Manipulation

Acceptance 69.8%

Start Now >>

169. Majority Element

Easy

Array

Hash Table

Divide and Conquer

Sorting

Counting

Acceptance 63.6%

Start Now >>

15. 3Sum

Medium

Array

Two Pointers

Sorting

Acceptance 31.8%

Start Now >>

## Day 2 Array

75. Sort Colors


Medium

Array

Two Pointers

Sorting

Acceptance 56.3%

Locked 


56. Merge Intervals

Medium

Array

Sorting

Acceptance 45.5%

Locked 

706. Design HashMap

Easy

Array


Hash Table

Linked List

Design

Hash Function

Acceptance 65.2%

Locked 

### Day 3 Array

#### 119. Pascal's Triangle II

Easy

Array Dynamic Programming

Acceptance 58.9%

Locked 

#### 48. Rotate Image

Medium

Array Math Matrix

Acceptance 68.2%

Locked 

#### 59. Spiral Matrix II

Medium

Array Matrix Simulation

Acceptance 65.9%

Locked 

### Day 4 Array

#### 240. Search a 2D Matrix II

Medium

Array Binary Search Divide and Conquer Matrix

Acceptance 50.2%

Locked 

#### 435. Non-overlapping Intervals

Medium

Array Dynamic Programming Greedy Sorting

Acceptance 49.3%

Locked 

### Day 5 Array

#### 334. Increasing Triplet Subsequence

Medium

Array Greedy

Acceptance 41.7%

Locked 

#### 238. Product of Array Except Self

Medium

Array Prefix Sum

Acceptance 64.4%

Locked 

#### 560. Subarray Sum Equals K

Medium

Array Hash Table Prefix Sum

Acceptance 44.2%

Locked 

### Day 6 String

#### 415. Add Strings

Easy

Math String Simulation

Acceptance 52.5%

Locked 

#### 409. Longest Palindrome

Easy

Hash TableStringGreedy

Acceptance 54.4%

Locked

Day 7 String

290. Word Pattern

Hash TableString

Acceptance 40.3%

Easy

Locked

763. Partition Labels

Hash TableTwo PointersStringGreedy

Acceptance 79.7%

Medium

Locked

Day 8 String

49. Group Anagrams

ArrayHash TableStringSorting

Acceptance 65.3%

Medium

Locked

43. Multiply Strings

MathStringSimulation

Acceptance 38.4%

Medium

Locked

Day 9 String

187. Repeated DNA Sequences

Hash TableStringBit ManipulationSliding WindowRolling HashHash Function

Acceptance 45.7%

Medium

Locked

5. Longest Palindromic Substring

StringDynamic Programming

Acceptance 32.3%

Medium

Locked

Day 10 Linked List

2. Add Two Numbers

Linked ListMathRecursion

Acceptance 39.3%

Medium

Locked

142. Linked List Cycle II

Hash TableLinked ListTwo Pointers

Acceptance 45.5%

Medium

Locked

Day 11 Linked List

160. Intersection of Two Linked Lists	Easy
Hash Table   Linked List   Two Pointers	
Acceptance 52.4%	Locked 🔒
82. Remove Duplicates from Sorted List II	Medium
Linked List   Two Pointers	
Acceptance 45.0%	Locked 🔒

Day 12   **Linked List**

24. Swap Nodes in Pairs	Medium
Linked List   Recursion	
Acceptance 59.8%	Locked 🔒
707. Design Linked List	Medium
Linked List   Design	
Acceptance 27.3%	Locked 🔒

Day 13   **Linked List**

25. Reverse Nodes in k-Group	Hard
Linked List   Recursion	
Acceptance 52.6%	Locked 🔒
143. Reorder List	Medium
Linked List   Two Pointers   Stack   Recursion	
Acceptance 49.9%	Locked 🔒

Day 14   **Stack / Queue**

155. Min Stack	Medium
Stack   Design	
Acceptance 51.2%	Locked 🔒
1249. Minimum Remove to Make Valid Parentheses	Medium
String   Stack	
Acceptance 65.6%	Locked 🔒
1823. Find the Winner of the Circular Game	Medium
Array   Math   Recursion   Queue   Simulation	
Acceptance 77.1%	Locked 🔒

Day 15   **Tree**

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108. Convert Sorted Array to Binary Search Tree	Easy
Array   Divide and Conquer   Tree   Binary Search Tree   Binary Tree	
Acceptance 68.3%	Locked
105. Construct Binary Tree from Preorder and Inorder Traversal	Medium
Array   Hash Table   Divide and Conquer   Tree   Binary Tree	
Acceptance 60.0%	Locked
103. Binary Tree Zigzag Level Order Traversal	Medium
Tree   Breadth-First Search   Binary Tree	
Acceptance 54.6%	Locked

Day 16   Tree

199. Binary Tree Right Side View	Medium
Tree   Depth-First Search   Breadth-First Search   Binary Tree	
Acceptance 60.9%	Locked
113. Path Sum II	Medium
Backtracking   Tree   Depth-First Search   Binary Tree	
Acceptance 55.0%	Locked
450. Delete Node in a BST	Medium
Tree   Binary Search Tree   Binary Tree	
Acceptance 49.6%	Locked

Day 17   Tree

230. Kth Smallest Element in a BST	Medium
Tree   Depth-First Search   Binary Search Tree   Binary Tree	
Acceptance 68.7%	Locked
173. Binary Search Tree Iterator	Medium
Stack   Tree   Design   Binary Search Tree   Binary Tree   Iterator	
Acceptance 68.4%	Locked

Day 18   Tree

236. Lowest Common Ancestor of a Binary Tree	Medium
Tree   Depth-First Search   Binary Tree	
Acceptance 57.4%	Locked
297. Serialize and Deserialize Binary Tree	Hard
String   Tree   Depth-First Search   Breadth-First Search   Design   Binary Tree	

Acceptance 54.5%

Locked 

## Day 19 Graph

997. Find the Town Judge

Easy

Array Hash Table Graph

Acceptance 49.5%

Locked 

1557. Minimum Number of Vertices to Reach All Nodes

Medium

Graph

Acceptance 79.4%

Locked 

841. Keys and Rooms

Medium

Depth-First Search Breadth-First Search Graph

Acceptance 69.8%

Locked 

## Day 20 Heap (Priority Queue)

215. Kth Largest Element in an Array

Medium

Array Divide and Conquer Sorting Heap (Priority Queue) Quickselect

Acceptance 65.3%

Locked 

347. Top K Frequent Elements

Medium

Array Hash Table Divide and Conquer Sorting Heap (Priority Queue) Bucket Sort

Acceptance 64.9%

Locked 

## Day 21 Heap (Priority Queue)

451. Sort Characters By Frequency

Medium

Hash Table String Sorting Heap (Priority Queue) Bucket Sort Counting

Acceptance 68.3%

Locked 

973. K Closest Points to Origin

Medium

Array Math Divide and Conquer Geometry Sorting Heap (Priority Queue)

Acceptance 65.9%

Locked