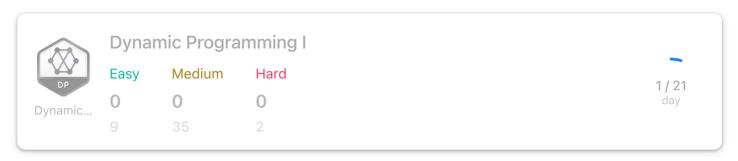
Dynamic Programming

Dynamic programming is both a mathematical optimization method and a computer programming method. In both contexts it refers to simplifying a complicated problem by breaking it down into simpler sub-problems in a recursive manner. While some decision problems cannot be taken apart this way, decisions that span several points in time do often break apart recursively.

Collapse



Day 1

509. Fibonacci Number	Easy
Math Dynamic Programming Recursion Memoization	
Acceptance 69.1%	Start Now »
1137. N-th Tribonacci Number	Easy
Math Dynamic Programming Memoization	
Acceptance 63.3%	Start Now >>

Day 2

70. Climbing Stairs	Easy
Math Dynamic Programming Memoization	
Acceptance 51.6%	
746. Min Cost Climbing Stairs	Easy
Acceptance 61.7%	Locked [△]

198. House Robber	Medium
Acceptance 48.2%	
213. House Robber II	Medium
Acceptance 40.4%	

740. De	lete and Earn	Medium
Accepta	nce 57.4%	Locked ≙

Day 4

55. Jump Game	Medium
Array Dynamic Programming Greedy	
Acceptance 38.2%	
45. Jump Game II	Medium
Array Dynamic Programming Greedy	
Acceptance 38.1%	Locked 🖰

Day 5

53. Maximum Subarray	Medium
Acceptance 49.8%	
918. Maximum Sum Circular Subarray	Medium
Array Divide and Conquer Dynamic Programming Queue	Monotonic Queue
Acceptance 37.8%	

Day 6

152. Maximum Product Subarray	Medium
Array Dynamic Programming	
Acceptance 34.8%	
1567. Maximum Length of Subarray With Positive Product	Medium
Acceptance 43.5%	

1014. Best Sightseeing Pair	Medium
Acceptance 59.4%	
121. Best Time to Buy and Sell Stock	Easy
Acceptance 54.4%	Locked <u>≙</u>
122. Best Time to Buy and Sell Stock II	Medium

Array Dynamic Programming Greedy

Acceptance 62.8%

Day 8

309. Best Time to Buy and Sell Stock with Cooldown	Medium
Array Dynamic Programming	
Acceptance 53.8%	
714. Best Time to Buy and Sell Stock with Transaction Fee	Medium
Array Dynamic Programming Greedy	
Acceptance 63.6%	Locked ≜

Day 9

139. Word Break	Medium
Hash Table String Dynamic Programming Trie Memoization	
Acceptance 45.1%	
42. Trapping Rain Water	Hard
Array Two Pointers Dynamic Programming Stack Monotonic Stack	
Acceptance 57.6%	Locked 🖰

Day 10

413. Arithmetic Slices	Medium
Array Dynamic Programming	
Acceptance 64.9%	
91. Decode Ways	Medium
String Dynamic Programming	
Acceptance 31.0%	Locked <u></u>

264. Ugly Number II	Medium
Hash Table Math Dynamic Programming Heap (Priority Queue)	
Acceptance 45.9%	
96. Unique Binary Search Trees	Medium
Math Dynamic Programming Tree Binary Search Tree Binary Tree	
Acceptance 58.9%	

118. Pascal's Triangle	Easy
Array Dynamic Programming	
Acceptance 67.9%	Locked △
119. Pascal's Triangle II	Easy
Array Dynamic Programming	
Acceptance 58.9%	Locked △

Day 13

931. Minimum Falling Path Sum	Medium
Array Dynamic Programming Matrix	
Acceptance 68.1%	
120. Triangle	Medium
Array Dynamic Programming	
Acceptance 53.4%	Locked 🖰

Day 14

1314. Matrix Block Sum	Medium
Array Matrix Prefix Sum	
Acceptance 75.4%	
304. Range Sum Query 2D - Immutable	Medium
Array Design Matrix Prefix Sum	
Acceptance 51.6%	Locked △

Day 15

62. Unique Paths	Medium
Math Dynamic Programming Combinatorics	
Acceptance 61.7%	
63. Unique Paths II	Medium
Array Dynamic Programming Matrix	
Acceptance 38.9%	Locked 🖰

64. Minimum Path Sum	Medium
Array Dynamic Programming Matrix	
Acceptance 60.2%	

221. Maximal Square	Medium
Array Dynamic Programming Matrix	
Acceptance 44.1%	Locked 🖰

Day 17

5. Longest Palindromic Substring	Medium
String Dynamic Programming	
Acceptance 32.3%	
516. Longest Palindromic Subsequence	Medium
String Dynamic Programming	
Acceptance 60.3%	Locked 🖰

Day 18

300. Longest Increasing Subsequence	Medium
Acceptance 51.2%	
376. Wiggle Subsequence	Medium
Acceptance 48.1%	Locked 🖰

Day 19

392. Is Subsequence	Easy
Acceptance 50.1%	
1143. Longest Common Subsequence	Medium
Acceptance 58.9%	
72. Edit Distance	Hard
Acceptance 52.0%	Locked <u></u>

322. Coin Change		Medium
Array Dynamic Programming	Breadth-First Search	
Acceptance 41.1%		Locked <u></u>
518. Coin Change 2		Medium

Array Dynamic Programming

Acceptance 59.1%

377. Combination Sum IV	Medium
Array Dynamic Programming	
Acceptance 51.8%	
343. Integer Break	Medium
Math Dynamic Programming	
Acceptance 54.9%	
279. Perfect Squares	Medium
Math Dynamic Programming Breadth-First Search	
Acceptance 52.2%	Locked