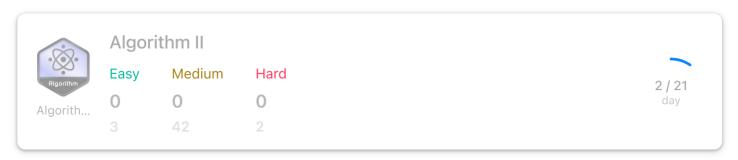
Algorithm

In mathematics and computer science, an algorithm is defined as a process or set of rules to be followed in calculations or other problem-solving operations. This practical method is often used in c... Expand ×



Day 1 Binary Search

34. Find First and Last Position of Element in Sorted Array	Medium
Array Binary Search Acceptance 41.2%	Start Now »
33. Search in Rotated Sorted Array	Medium
Array Binary Search Acceptance 38.3%	Start Now»
74. Search a 2D Matrix	Medium
Array Binary Search Matrix	
Acceptance 46.1%	Start Now »

Day 2 Binary Search

153. Find Minimum in Rotated Sorted Array	Medium
Array Binary Search	
Acceptance 48.3%	Start Now >>
162. Find Peak Element	Medium
Array Binary Search	
Acceptance 46.1%	Start Now >>

Day 3 Two Pointers

82. Remove Duplicates from Sorted List II	Medium
Linked List Two Pointers	
Acceptance 45.0%	
15. 3Sum	Medium

_ _ .

Acceptance 31.8%

Locked 2

Day 4 Two Pointers

844. Backspace String Compare	Easy
Acceptance 48.0%	
986. Interval List Intersections	Medium
Acceptance 71.3%	
11. Container With Most Water	Medium
Acceptance 54.1%	Locked 🖰

Day 5 Sliding Window

438. Find All Anagrams in a String	Medium
Acceptance 48.8%	
713. Subarray Product Less Than K	Medium
Acceptance 44.6%	
209. Minimum Size Subarray Sum	Medium
Acceptance 44.1%	Locked 🖰

Day 6 Breadth-First Search / Depth-First Search

200. Number of Islands	Medium
Array Depth-First Search Breadth-First Search Union Find Matrix	
Acceptance 55.1%	Locked 🖰
547. Number of Provinces	Medium
Depth-First Search Union Find Graph	
Acceptance 63.0%	Locked 🖰

Day 7 Breadth-First Search / Depth-First Search

117. Populati	ng Next	Right Pointers in Ea	ch Node II	Medium
Linked List		Depth-First Search	Breadth-First Search	

Acceptance 49.1%	Locked ≙
572. Subtree of Another Tree	Easy
Tree Depth-First Search String Matching Binary Tree Hash Function	on
Acceptance 45.7%	Locked 🖰

Day 8 Breadth-First Search / Depth-First Search

1091. Shortest Path in Binary Matrix	Medium
Array Breadth-First Search Matrix	
Acceptance 44.5%	
130. Surrounded Regions	Medium
Array Depth-First Search Breadth-First Search Union Find Matrix	
Acceptance 35.2%	
797. All Paths From Source to Target	Medium
Backtracking Depth-First Search Breadth-First Search Graph	
Acceptance 81.3%	Locked 🖰

Day 9 Recursion / Backtracking

78. Subsets	Medium
Array Backtracking Bit Manipulation	
Acceptance 73.0%	
90. Subsets II	Medium
Array Backtracking Bit Manipulation	
Acceptance 54.6%	Locked 🖰

Day 10 Recursion / Backtracking

47. Permutations II	Medium
Array Backtracking	
Acceptance 56.2% 39. Combination Sum	Medium
Acceptance 66.9%	
40. Combination Sum II Array Backtracking	Medium
Acceptance 53.0%	

B 44 B 1 1B 11 11

Day 11 Recursion / Backtracking

17. Letter Combinations of a Phone Number	Medium
Hash Table String Backtracking	
Acceptance 55.0%	
22. Generate Parentheses	Medium
Acceptance 71.2%	
79. Word Search	Medium
Array Backtracking Matrix	
Acceptance 40.0%	Locked 🖰

Day 12 Dynamic Programming

213. House Robber II	Medium
Acceptance 40.4%	
55. Jump Game	Medium
Acceptance 38.2%	Locked 🖺

Day 13 Dynamic Programming

45. Jump Game II	Medium
Array Dynamic Programming Greedy	
Acceptance 38.1%	
62. Unique Paths	Medium
Math Dynamic Programming Combinatorics	
Acceptance 61.7%	Locked 🖰

Day 14 Dynamic Programming

5. Longest Palindromic Substring	Medium
String Dynamic Programming	
Acceptance 32.3%	Locked 🖰
413. Arithmetic Slices	Medium
Array Dynamic Programming	
Acceptance 64.9%	Locked 🖺

Day 15 Dynamic Programming

91. Decode Ways	Medium
String Dynamic Programming	
Acceptance 31.0%	Locked 🖰
139. Word Break	Medium
Hash Table String Dynamic Programming Trie Memoization	
Acceptance 45.1%	Locked 🖰

Day 16 Dynamic Programming

300. Longest Increasing Subsequence	Medium
Acceptance 51.1%	
673. Number of Longest Increasing Subsequence	Medium
Array Dynamic Programming Binary Indexed Tree Segment Tree	
Acceptance 41.7%	Locked ≜

Day 17 Dynamic Programming

1143. Longest Common Subsequence	Medium
Acceptance 58.9%	
583. Delete Operation for Two Strings	Medium
Acceptance 58.9%	Locked 🖰

Day 18 Dynamic Programming

72. Edit Distance	Hard
Acceptance 52.0%	
322. Coin Change	Medium
Array Dynamic Programming Breadth-First Search	
Acceptance 41.1%	
343. Integer Break	Medium
Math Dynamic Programming	
Acceptance 54.9%	

Day 19 Bit Manipulation

201. Bitwise AND of Numbers Range

Bit Manipulation

Acceptance 42.1%

Locked

Day 20 Others

384. Shuffle an Array

Array Math Randomized

Acceptance 57.4%

Medium

Locked △

Day 21 Others

202. Happy Number	Easy
Hash Table Math Two Pointers	
Acceptance 54.0%	
149. Max Points on a Line	Hard
Array Hash Table Math Geometry	
Acceptance 21.3%	Locked