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 calculati... Expand ⌄

Algorithm I

Algorithm I

Easy	Medium	Hard
0	0	0
17	14	0

1 / 14
day

Day 1 **Binary Search**

704. Binary Search
Easy

Array   Binary Search

Acceptance 55.2%
Start Now »

278. First Bad Version
Easy

Binary Search   Interactive

Acceptance 42.8%
Start Now »

35. Search Insert Position
Easy

Array   Binary Search

Acceptance 42.0%
Start Now »

Day 2 **Two Pointers**

977. Squares of a Sorted Array
Easy

Array   Two Pointers   Sorting

Acceptance 71.9%
Locked

189. Rotate Array
Medium

Array   Math   Two Pointers

Acceptance 39.1%
Locked

Day 3 **Two Pointers**

283. Move Zeroes
Easy

Acceptance 61.2%   Locked

167. Two Sum II - Input Array Is Sorted   Medium

Array   Two Pointers   Binary Search

Acceptance 59.9%   Locked

Day 4   Two Pointers

344. Reverse String   Easy

Two Pointers   String

Acceptance 75.9%   Locked

557. Reverse Words in a String III   Easy

Two Pointers   String

Acceptance 80.0%   Locked

Day 5   Two Pointers

876. Middle of the Linked List   Easy

Linked List   Two Pointers

Acceptance 73.6%   Locked

19. Remove Nth Node From End of List   Medium

Linked List   Two Pointers

Acceptance 39.2%   Locked

Day 6   Sliding Window

3. Longest Substring Without Repeating Characters   Medium

Hash Table   String   Sliding Window

Acceptance 33.7%   Locked

567. Permutation in String   Medium

Hash Table   Two Pointers   String   Sliding Window

Acceptance 44.0%   Locked

Day 7   Breadth-First Search / Depth-First Search

733. Flood Fill   Easy

Acceptance 60.0%

Locked🔒

695. Max Area of Island

Medium

Array   Depth-First Search   Breadth-First Search   Union Find   Matrix

Acceptance 71.6%

Locked🔒

Day 8   **Breadth-First Search / Depth-First Search**

617. Merge Two Binary Trees

Easy

Tree   Depth-First Search   Breadth-First Search   Binary Tree

Acceptance 78.4%

Locked🔒

116. Populating Next Right Pointers in Each Node

Medium

Linked List   Tree   Depth-First Search   Breadth-First Search   Binary Tree

Acceptance 59.0%

Locked🔒

Day 9   **Breadth-First Search / Depth-First Search**

542. 01 Matrix

Medium

Array   Dynamic Programming   Breadth-First Search   Matrix

Acceptance 44.0%

Locked🔒

994. Rotting Oranges

Medium

Array   Breadth-First Search   Matrix

Acceptance 52.3%

Locked🔒

Day 10   **Recursion / Backtracking**

21. Merge Two Sorted Lists

Easy

Linked List   Recursion

Acceptance 61.5%

Locked🔒

206. Reverse Linked List

Easy

Linked List   Recursion

Acceptance 72.0%

Locked🔒

Day 11   **Recursion / Backtracking**

77. Combinations

Medium

Backtracking

Acceptance 65.7%   Locked

46. Permutations   Medium

Array   Backtracking

Acceptance 74.2%   Locked

784. Letter Case Permutation   Medium

String   Backtracking   Bit Manipulation

Acceptance 73.3%   Locked

Day 12   Dynamic Programming

70. Climbing Stairs   Easy

Math   Dynamic Programming   Memoization

Acceptance 51.6%   Locked

198. House Robber   Medium

Array   Dynamic Programming

Acceptance 48.4%   Locked

120. Triangle   Medium

Array   Dynamic Programming

Acceptance 53.6%   Locked

Day 13   Bit Manipulation

231. Power of Two   Easy

Math   Bit Manipulation   Recursion

Acceptance 45.5%   Locked

191. Number of 1 Bits   Easy

Divide and Conquer   Bit Manipulation

Acceptance 64.0%   Locked

Day 14   Bit Manipulation

190. Reverse Bits   Easy

Divide and Conquer   Bit Manipulation

Acceptance 51.4%   Locked

136. Single Number

Easy

Array   Bit Manipulation

Acceptance 69.9%

Locked