

Graph Theory

A graph consists of an unordered set of vertices and edges that connect some subset of the vertices. The edges may be directed (only traversable in one direction), undirected, weighted (having some numerical cost associated with traversing the edge), or unweighted. By assigning values to the vertices, weights to the edges, and adjusting the graph's structure, we can use graphs to model many of the interactions in our daily lives.

Collapse



Graph Theory I

Easy

Medium

Hard

Graph T...

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1 / 14
day

Day 1 Matrix Related Problems

733. Flood Fill

Easy

Array Depth-First Search Breadth-First Search Matrix

Acceptance 59.6%

[Start Now >>](#)

200. Number of Islands

Medium

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

Acceptance 55.1%

[Start Now >>](#)

Day 2 Matrix Related Problems

695. Max Area of Island

Medium

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

Acceptance 71.4%

Locked

1254. Number of Closed Islands

Medium

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

Acceptance 64.0%

Locked

Day 3 Matrix Related Problems

1020. Number of Enclaves

Medium

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

Acceptance 64.1%

Locked

1905. Count Sub Islands

Medium

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

Acceptance 67.7%

Locked

Day 4 Matrix Related Problems

1162. As Far from Land as Possible

Medium

Array Dynamic Programming Breadth-First Search Matrix

Acceptance 48.4%

Locked 

417. Pacific Atlantic Water Flow

Medium

Array Depth-First Search Breadth-First Search Matrix

Acceptance 51.2%

Locked 

Day 5 Matrix Related Problems

1091. Shortest Path in Binary Matrix

Medium

Array Breadth-First Search Matrix

Acceptance 44.5%

Locked 

542. 01 Matrix

Medium

Array Dynamic Programming Breadth-First Search Matrix

Acceptance 44.0%

Locked 

Day 6 Matrix Related Problems

934. Shortest Bridge

Medium

Array Depth-First Search Breadth-First Search Matrix

Acceptance 53.6%

Locked 

1926. Nearest Exit from Entrance in Maze

Medium

Array Breadth-First Search Matrix

Acceptance 42.6%

Locked 

Day 7 Standard Traversal

797. All Paths From Source to Target

Medium

Backtracking Depth-First Search Breadth-First Search Graph

Acceptance 81.3%

Locked 

841. Keys and Rooms

Medium

Depth-First Search Breadth-First Search Graph

Acceptance 69.8%



Locked 

Day 8 Standard Traversal



547. Number of Provinces

Medium




Depth-First Search Breadth-First Search Union Find Graph

Acceptance 63.0%	Locked 
1319. Number of Operations to Make Network Connected	Medium
Depth-First Search Breadth-First Search Union Find Graph	
Acceptance 58.2%	Locked 




Day 9 Standard Traversal

1376. Time Needed to Inform All Employees	Medium
Tree Depth-First Search Breadth-First Search	
Acceptance 58.4%	Locked 
802. Find Eventual Safe States	Medium
Depth-First Search Breadth-First Search Graph Topological Sort	
Acceptance 53.9%	Locked 

Day 10 Standard Traversal

1129. Shortest Path with Alternating Colors	Medium
Breadth-First Search Graph	
Acceptance 42.6%	Locked 
1466. Reorder Routes to Make All Paths Lead to the City Zero	Medium
Depth-First Search Breadth-First Search Graph	
Acceptance 61.6%	Locked 
847. Shortest Path Visiting All Nodes	Hard
Dynamic Programming Bit Manipulation Breadth-First Search Graph Bitmask	
Acceptance 61.3%	Locked 

Day 11 Breadth-First Search

1306. Jump Game III	Medium
Array Depth-First Search Breadth-First Search	
Acceptance 63.0%	Locked 
1654. Minimum Jumps to Reach Home	Medium
Array Dynamic Programming Breadth-First Search	
Acceptance 28.2%	Locked 
365. Water and Jug Problem	Medium
Math Depth-First Search Breadth-First Search	
Acceptance 36.0%	Locked 

Day 12 Breadth-First Search

433. Minimum Genetic Mutation

Medium

Hash Table String Breadth-First Search

Acceptance 47.7%

Locked 

752. Open the Lock

Medium

Array Hash Table String Breadth-First Search

Acceptance 55.5%

Locked 

127. Word Ladder

Hard

Hash Table String Breadth-First Search

Acceptance 36.2%

Locked 

Day 13 Graph Theory

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 

Day 14 Graph Theory

1615. Maximal Network Rank

Medium

Graph

Acceptance 57.8%

Locked 

886. Possible Bipartition

Medium

Depth-First Search Breadth-First Search Union Find Graph

Acceptance 48.1%

Locked 

785. Is Graph Bipartite?

Medium

Depth-First Search Breadth-First Search Union Find Graph

Acceptance 52.3%

Locked