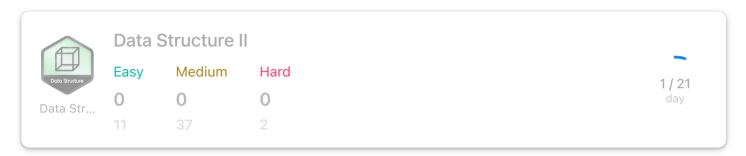
Data Structure

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



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%	
56. Merge Intervals	Medium
Array Sorting	
Acceptance 45.5%	
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
Acceptance 58.9%	
48. Rotate Image	Medium
Array Math Matrix	
Acceptance 68.2%	
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%	
435. Non-overlapping Intervals	Medium
Acceptance 49.3%	Locked 🖰

Day 5 Array

334. Increasing Triplet Subsequence	Medium
Acceptance 41.7%	
238. Product of Array Except Self	Medium
Acceptance 64.4%	
560. Subarray Sum Equals K	Medium
Acceptance 44.2%	Locked ⊕

Day 6 String

415. Add Strings	Easy	
Math String Simulation		
Acceptance 52.5%	Locked 🖰	
409. Longest Palindrome	Easy	

Hash Table String Greedy

Acceptance 54.4%

Locked △

Day 7 String

290. Word Pattern	Easy
Hash Table String	
Acceptance 40.3%	
763. Partition Labels	Medium
Hash Table Two Pointers String Greedy	
Acceptance 79.7%	Locked 🖰

Day 8 String

49. Group Anagrams	Medium
Array Hash Table String Sorting	
Acceptance 65.3%	
43. Multiply Strings	Medium
Math String Simulation	
Acceptance 38.4%	Locked <u></u>

Day 9 String

187. Repeated	d DNA Se	equences		Medium
		Bit Manipulation		
Acceptance 4				
5. Longest Pa	lindromi	c Substring		Medium
Acceptance 3	2.3%			

Day 10 Linked List

2. Add Two Numbers	Medium
Linked List Math Recursion	
Acceptance 39.3%	
142. Linked List Cycle II	Medium
Hash Table Linked List Two Pointers	
Acceptance 45.5%	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%	
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%	
143. Reorder List	Medium
Linked List Two Pointers Stack Recursion	
Acceptance 49.9%	Locked 🖰

Day 14 Stack / Queue

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

Day 15 Tree

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 Array Hash Table Divide and Conquer Tree Binary Tree	Medium
Acceptance 60.0%	Locked ≙
103. Binary Tree Zigzag Level Order Traversal Tree Breadth-First Search Binary Tree	Medium
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%	
113. Path Sum II	Medium
Backtracking Tree Depth-First Search Binary Tree	
Acceptance 55.0%	
450. Delete Node in a BST	Medium
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%	
173. Binary Search Tree Iterator	Medium
Acceptance 68.4%	

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
Acceptance 49.5%	
1557. Minimum Number of Vertices to Reach All Nodes	Medium
Acceptance 79.4%	
841. Keys and Rooms	Medium
Depth-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%	
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%	
973. K Closest Points to Origin	Medium
Array Math Divide and Conquer Geometry Sorting Heap (Priority Queue)	
Acceptance 65.9%	Locked