

# Programming Skills



## Programming Skills II

Program...

Easy

0

11

Medium

0

30

Hard

0

0

1 / 20  
day

### Day 1

#### 896. Monotonic Array

Easy

Array

Acceptance 58.3%

[Start Now >>](#)

#### 28. Implement strStr()

Easy

Two Pointers   String   String Matching

Acceptance 37.0%

[Start Now >>](#)

### Day 2

#### 110. Balanced Binary Tree

Easy

Tree   Depth-First Search   Binary Tree

Acceptance 47.7%

Locked

#### 459. Repeated Substring Pattern

Easy

String   String Matching

Acceptance 43.7%

Locked

### Day 3

#### 150. Evaluate Reverse Polish Notation

Medium

Array   Math   Stack

Acceptance 43.8%

Locked

#### 66. Plus One

Easy

Array   Math

Acceptance 43.2%

Locked

### Day 4

#### 1367. Linked List in Binary Tree

Medium

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

Acceptance 43.2%Locked

43. Multiply StringsMedium

MathStringSimulation

Acceptance 38.4%Locked

Day 5

67. Add BinaryEasy

MathStringBit ManipulationSimulation

Acceptance 51.0%Locked

989. Add to Array-Form of IntegerEasy

ArrayMath

Acceptance 45.6%Locked

Day 6

739. Daily TemperaturesMedium

ArrayStackMonotonic Stack

Acceptance 67.7%Locked

58. Length of Last WordEasy

String

Acceptance 39.3%Locked

Day 7

48. Rotate ImageMedium

ArrayMathMatrix

Acceptance 68.2%Locked

1886. Determine Whether Matrix Can Be Obtained By RotationEasy

ArrayMatrix

Acceptance 55.3%Locked

Day 8

54. Spiral MatrixMedium

ArrayMatrixSimulation

Acceptance 42.8%Locked



973. K Closest Points to OriginMedium

ArrayMathDivide and ConquerGeometrySortingHeap (Priority Queue)



Acceptance 40.2%Locked

Acceptance 65.9%	Locked 
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Day 9

1630. Arithmetic Subarrays	Medium
Array   Sorting	
Acceptance 79.6%	Locked 
429. N-ary Tree Level Order Traversal	Medium
Tree   Breadth-First Search	
Acceptance 69.3%	Locked 



Day 10

503. Next Greater Element II	Medium
Array   Stack   Monotonic Stack	
Acceptance 62.8%	Locked 
556. Next Greater Element III	Medium
Math   Two Pointers   String	
Acceptance 34.0%	Locked 

Day 11

1376. Time Needed to Inform All Employees	Medium
Tree   Depth-First Search   Breadth-First Search	
Acceptance 58.4%	Locked 
49. Group Anagrams	Medium
Array   Hash Table   String   Sorting	
Acceptance 65.3%	Locked 

Day 12

438. Find All Anagrams in a String	Medium
Hash Table   String   Sliding Window	
Acceptance 48.8%	Locked 
713. Subarray Product Less Than K	Medium
Array   Sliding Window	
Acceptance 44.6%	Locked 

Day 13

304. Range Sum Query 2D - Immutable	Medium
Array   Design   Matrix   Prefix Sum	

ArrayDesignMatrixPriority Queue

Acceptance 51.6%Locked

910. Smallest Range II

Medium

ArrayMathGreedySorting

Acceptance 33.7%Locked

Day 14

143. Reorder List

Medium

Linked ListTwo PointersStackRecursion

Acceptance 49.9%Locked

138. Copy List with Random Pointer

Medium

Hash TableLinked List

Acceptance 49.6%Locked

Day 15

2. Add Two Numbers

Medium

Linked ListMathRecursion

Acceptance 39.3%Locked

445. Add Two Numbers II

Medium

Linked ListMathStack

Acceptance 59.1%Locked

Day 16

61. Rotate List

Medium

Linked ListTwo Pointers

Acceptance 35.5%Locked

173. Binary Search Tree Iterator

Medium

StackTreeDesignBinary Search TreeBinary TreeIterator

Acceptance 68.4%Locked

Day 17

1845. Seat Reservation Manager

Medium

DesignHeap (Priority Queue)

Acceptance 63.3%Locked

860. Lemonade Change

Easy

ArrayGreedy

Acceptance 52.7%

Locked

Day 18

155. Min Stack

StackDesign

Acceptance 51.2%

Locked

341. Flatten Nested List Iterator

StackTreeDepth-First SearchDesignQueueIterator

Acceptance 61.2%

Locked

Day 19

1797. Design Authentication Manager

Hash TableDesign

Acceptance 55.8%

Locked

707. Design Linked List

Linked ListDesign

Acceptance 27.3%

Locked

Day 20

380. Insert Delete GetRandom O(1)

ArrayHash TableMathDesignRandomized

Acceptance 51.8%

Locked

622. Design Circular Queue

ArrayLinked ListDesignQueue

Acceptance 48.9%

Locked

729. My Calendar I

Binary SearchDesignSegment TreeOrdered Set

Acceptance 57.1%

Locked