

# LeetCode Patterns for Interviews

This document lists common LeetCode patterns that are frequently encountered in technical interviews. Understanding these patterns can help you approach a wide variety of problems.

## 1. Sliding Window

This pattern is used for problems that involve finding a subarray or substring in an array or string that satisfies certain conditions.

- **Problems:**

- [Maximum Sum Subarray of Size K \(easy\)](#) (Note: This is a general max subarray, a fixed size K version is a good starting point for sliding window)
- [Longest Substring with K Distinct Characters \(medium\)](#)
- [Smallest Subarray with a given sum \(easy\)](#)
- [Longest Substring Without Repeating Characters \(medium\)](#)
- [Minimum Window Substring \(hard\)](#)

## 2. Two Pointers

This pattern uses two pointers to iterate through an array or list, often from opposite ends or with one pointer moving faster than the other.

- **Problems:**

- [Pair with Target Sum \(easy\)](#) (Can be solved with hashmap too, but two pointers work if sorted)
- [Remove Duplicates \(easy\)](#)
- [Squares of a Sorted Array \(easy\)](#)
- [3Sum \(medium\)](#)
- [Container With Most Water \(medium\)](#)

## 3. Fast & Slow Pointers (Floyd's Tortoise and Hare)

This pattern is often used in problems involving linked lists or arrays where you need to detect cycles or find a specific position.

- **Problems:**

- [Linked List Cycle \(easy\)](#)
- [Middle of the Linked List \(easy\)](#)
- [Happy Number \(easy\)](#)
- [Palindrome Linked List \(easy\)](#)
- [Linked List Cycle II \(medium\)](#) (Find the start of the cycle)

## 4. Merge Intervals

This pattern involves merging overlapping intervals.

- **Problems:**

- [Merge Intervals \(medium\)](#)
- [Insert Interval \(medium\)](#)
- [Interval List Intersections \(medium\)](#)
- [Non-overlapping Intervals \(medium\)](#)
- [Meeting Rooms II \(medium\)](#)

## 5. Cyclic Sort

This pattern is used for problems where you have an array containing numbers in a given range (e.g., 1 to N) and you need to sort it or find missing/duplicate numbers.

- **Problems:**

- [Cyclic Sort \(easy concept, often part of medium problems\)](#) (Conceptual link, as LeetCode might not have a direct "Cyclic Sort" problem but uses the pattern)
- [Find the Missing Number \(easy\)](#)
- [Find all Duplicates in an Array \(medium\)](#)
- [Find the Duplicate Number \(medium\)](#)
- [Find the First K Missing Positive Numbers \(hard\)](#) (Related concept)

## 6. In-place Reversal of a LinkedList

This pattern involves reversing parts of a linked list without using extra space.

- **Problems:**

- [Reverse a LinkedList \(easy\)](#)
- [Reverse a Sub-list \(medium\)](#)
- [Reverse Nodes in k-Group \(hard\)](#)

## 7. Tree Breadth-First Search (BFS)

This pattern is used to traverse a tree level by level.

- **Problems:**

- [Binary Tree Level Order Traversal \(medium\)](#)
- [Zigzag Level Order Traversal \(medium\)](#)
- [Average of Levels in Binary Tree \(easy\)](#)
- [Minimum Depth of Binary Tree \(easy\)](#)
- [Connect Level Order Siblings \(medium\)](#)

## 8. Tree Depth-First Search (DFS)

This pattern is used to traverse a tree by exploring as far as possible along each branch before backtracking.

- **Problems:**

- [Path Sum \(easy\)](#)
- [Path Sum II \(medium\)](#)
- [Binary Tree Maximum Path Sum \(hard\)](#)
- [Diameter of Binary Tree \(easy\)](#)
- [Sum of Path Numbers \(medium\)](#)

## 9. Two Heaps

This pattern uses two heaps (min-heap and max-heap) to solve problems involving finding medians, or partitioning elements.

- **Problems:**

- [Find Median from Data Stream \(hard\)](#)
- [Sliding Window Median \(hard\)](#)
- [IPO \(hard\)](#)

## 10. Subsets

This pattern deals with generating all possible subsets (or permutations, combinations) of a given set.

- **Problems:**

- [Subsets \(medium\)](#)
- [Subsets II \(with duplicates\) \(medium\)](#)
- [Permutations \(medium\)](#)
- [Permutations II \(with duplicates\) \(medium\)](#)
- [Combinations \(medium\)](#)

## 11. Modified Binary Search

This pattern applies binary search to problems that don't involve a simple sorted array, but where the search space can be divided.

- **Problems:**

- [Search in Rotated Sorted Array \(medium\)](#)
- [Find Minimum in Rotated Sorted Array \(medium\)](#)
- [Median of Two Sorted Arrays \(hard\)](#)
- [Search in a Sorted Array of Unknown Size \(medium\)](#)

## 12. Top 'K' Elements

This pattern involves finding the top 'K' largest/smallest elements, most frequent elements, etc. Often solved using heaps or quickselect.

- **Problems:**

- [Top K Frequent Elements \(medium\)](#)
- [Kth Largest Element in an Array \(medium\)](#)
- [K Closest Points to Origin \(medium\)](#)
- [Sort Characters By Frequency \(medium\)](#)

## 13. K-way Merge

This pattern is used for problems that involve merging multiple sorted lists or arrays.

- **Problems:**

- [Merge K Sorted Lists \(hard\)](#)
- [Kth Smallest Element in a Sorted Matrix \(medium\)](#) (Can also be solved with binary search)
- [Find K Pairs with Smallest Sums \(medium\)](#)

## 14. Dynamic Programming

Dynamic Programming (DP) is a broad pattern that involves breaking down a problem into smaller overlapping subproblems and storing the results of subproblems to avoid redundant computations.

- **General Categories & Problems:**

- **0/1 Knapsack:**
  - [Partition Equal Subset Sum \(medium\)](#)
  - [Target Sum \(medium\)](#)
- **Unbounded Knapsack:**
  - [Coin Change \(medium\)](#)
  - [Combination Sum IV \(medium\)](#)
- **Longest Common Subsequence/Substring:**
  - [Longest Common Subsequence \(medium\)](#)
  - [Edit Distance \(medium\)](#)
- **Fibonacci Style / Sequences:**
  - [Climbing Stairs \(easy\)](#)
  - [House Robber \(medium\)](#)
  - [Unique Paths \(medium\)](#)
- **Palindromic Subsequence/Substring:**
  - [Longest Palindromic Substring \(medium\)](#)

- [Palindromic Substrings \(medium\)](#)

## 15. Topological Sort

This pattern is used for problems involving directed acyclic graphs (DAGs) where you need to find a linear ordering of nodes such that for every directed edge from node A to node B, node A comes before node B in the ordering.

- **Problems:**

- [Course Schedule \(medium\)](#)
- [Course Schedule II \(medium\)](#)
- [Alien Dictionary \(hard\)](#)
- [Minimum Height Trees \(medium\)](#)

## 16. Trie (Prefix Tree)

This pattern uses a tree-like data structure to efficiently store and retrieve strings based on their prefixes.

- **Problems:**

- [Implement Trie \(Prefix Tree\) \(medium\)](#)
- [Word Search II \(hard\)](#)
- [Design Add and Search Words Data Structure \(medium\)](#)
- [Maximum XOR of Two Numbers in an Array \(medium\)](#)

## 17. Backtracking

This pattern is used for problems that require exploring all possible solutions by incrementally building a candidate solution and abandoning a candidate ("backtracking") as soon as it is determined that the candidate cannot possibly be completed to a valid solution.

- **Problems:**

- [Letter Combinations of a Phone Number \(medium\)](#)
- [Generate Parentheses \(medium\)](#)
- [N-Queens \(hard\)](#)
- [Word Search \(medium\)](#) (Often uses DFS/Backtracking)

**Note:** Some problems can be solved using multiple patterns, and the categorization here is based on common approaches. The difficulty levels (easy, medium, hard) are as per LeetCode.