

## **Fibonacci Sequence**

[Fibonacci \(IB\)](#)

[Tribonacci](#)

[Valid Binary Strings](#)

[Arrange Buildings](#)

[Count Encodings \(IB\)](#)

[a+b+c+ Subsequences](#)

[Tiling - 2 X 1 Tiles](#)

[Tiling - M X 1 Tiles](#)

[Tiling - Trominos](#)

[Friends Pairing - II](#)

[Count Distinct Subsequences](#)

[Ugly Number](#)

[Super Ugly Number](#)

[Count Derangements](#)

[Assembly Line Scheduling](#)

[Weighted Job Scheduling](#)

## **Climbing Stairs**

[Climb Stairs - I \(IB\)](#)

[Climb Stairs - II](#)

[Climb Stairs - III](#)

[Climb Stairs - IV](#)

[Jump Game - I \(IB\)](#)

[Jump Game - II \(IB\)](#)

[Jump Game](#)

[Jump Game - III](#)

[Jump Game - All Paths](#)

<a href="#">Min Steps to 1</a>
<a href="#">Frog Jump</a>
<a href="#">Min Taps to Water</a>
<a href="#">Min Lights to Activate</a>
<a href="#">2 Keys Keyboard</a>
<a href="#">4 Keys Keyboard</a>
<b>Pascal Triangle</b>
<a href="#">Pascal's Triangle - I (IB)</a>
<a href="#">Pascal's Triangle - II (IB)</a>
<a href="#">Pascal's Triangle</a>
<a href="#">Binomial Coeff (nCr)</a>
<a href="#">Permutation Coeff (nPr)</a>
<a href="#">Water Overflow</a>
<a href="#">Water Overflow</a>
<b>Non - Adjacent Ele</b>
<a href="#">House Robber (IB)</a>
<a href="#">House Robber - Circular</a>
<a href="#">House Robber - 2 Rows</a>
<a href="#">Paint House - I</a>
<a href="#">Paint House - II</a>
<a href="#">Paint Fence - I</a>
<a href="#">Paint Fence - II</a>
<b>Knapsack Problem</b>
<a href="#">Fractional Knapsack (IB)</a>
<a href="#">0 1 Knapsack (IB)</a>

<a href="#">01 Knapsack - All Paths</a>
<a href="#">Unbounded Knapsack</a>
<a href="#">Rod Cutting - Max Sum</a>
<a href="#">Min Cost for Tickets</a>
<a href="#">Min Cost to Fill Bag</a>
<a href="#">Flip Array</a>
<b>Coin Change Problem</b>
<a href="#">Minimum Coin Change</a>
<a href="#">Coin Change - Combinations (IB)</a>
<a href="#">Coin Change - Permutations</a>
<a href="#">Coin Change Analysis</a>
<b>Buy &amp; Sell Stock</b>
<a href="#">1. One Transaction (IB)</a>
<a href="#">2. Infinite Transactions (IB)</a>
<a href="#">3. Transaction Fees</a>
<a href="#">4. Cooldown</a>
<a href="#">5. Two Transactions (IB)</a>
<a href="#">6. K Transactions (IB)</a>
<b>Target Sum Subset</b>
<a href="#">Check Target Sum Subset</a>
<a href="#">Check Target Sum Subset</a>
<a href="#">Count Target Sum Subset</a>
<a href="#">Print All TSS - Recursion</a>
<a href="#">Print All TSS - DP</a>
<a href="#">Equal Sum Partition</a>

<a href="#">Target Diff Partition</a>
<a href="#">Equal Average Partition</a>
<a href="#">K Partitions - R&amp;B</a>
<a href="#">K Partitions - DP</a>
<a href="#">K Equal Sum Partition</a>
<a href="#">Bell Numbers</a>
<a href="#">Tug of War - Equal Size</a>
<a href="#">Tug of War - Diff Size</a>
<b>DP on Grid</b>
<a href="#">Min Path Sum - Maze (IB)</a>
<a href="#">Min Path Sum - Maze</a>
<a href="#">Print All Min Sum Paths</a>
<a href="#">Min Path Sum - Triangle (IB)</a>
<a href="#">Goldmine</a>
<a href="#">Goldmine - All Paths</a>
<a href="#">Unique Paths - I (IB)</a>
<a href="#">Unique Paths - II (IB)</a>
<a href="#">Knight's Probability Chess</a>
<a href="#">Keypad Problem - DP</a>
<a href="#">Dungeon Game (IB)</a>
<a href="#">Cherry Pickup - I</a>
<a href="#">Cherry Pickup - II</a>
<a href="#">Maximal Square (IB)</a>
<a href="#">Out of Boundary Paths</a>
<a href="#">Largest Bordered Square</a>
<a href="#">Knight Dialer</a>
<b>LIS Problems</b>

<a href="#">Longest Increasing Subset (IB)</a>
<a href="#">Longest Increasing Subset</a>
<a href="#">LIS - O(N^2) DP</a>
<a href="#">LIS - O(N^2) DP - Print All</a>
<a href="#">LIS - O(NLogN) D&amp;C - Concept</a>
<a href="#">LIS - O(NLogN) D&amp;C - Code</a>
<a href="#">LIS - Count All</a>
<b>LIS Variations</b>
<a href="#">Longest Increasing Subarray</a>
<a href="#">Max Sum Increasing Subset</a>
<a href="#">Longest Bitonic Subset (IB)</a>
<a href="#">Max Sum Bitonic Subset</a>
<a href="#">Longest Bitonic Subarray</a>
<a href="#">Non Overlap Bridges</a>
<a href="#">Russian Doll Envelopes</a>
<a href="#">Perfect Squares</a>
<a href="#">Count AP Subarray</a>
<a href="#">Count AP Subsets</a>
<a href="#">Longest AP Subarray</a>
<a href="#">Longest AP Subset (IB)</a>
<a href="#">Longest Wiggle Subset</a>
<a href="#">Highway Billboard</a>
<a href="#">Box Stacking Problem</a>
<a href="#">Largest Divisible Subset</a>
<a href="#">LCIS (LCS + LIS)</a>
<b>LCS Problems</b>
<b>Longest Common Subset</b>

<a href="#">Longest Common Subset (IB)</a>
<a href="#">LCS - Concept</a>
<a href="#">LCS - Code</a>
<a href="#">Print Any LCS</a>
<a href="#">Print All LCS</a>
<a href="#">Print All LCS</a>
<a href="#">Longest Common Substring</a>
<a href="#">Increase LCS by 1</a>
<a href="#">LCS of 3 Strings</a>
<a href="#">Uncrossed Lines</a>
<b>Longest Duplicate Subset</b>
<a href="#">Longest Duplicate Subset (IB)</a>
<a href="#">Longest Duplicate Substring - I</a>
<a href="#">Longest Duplicate Substring - II</a>
<b>Palindromic Subsets</b>
<a href="#">Longest Palindromic Subset (IB)</a>
<a href="#">Count Palindromic Subset - I</a>
<a href="#">Count Palindromic Subset - II</a>
<a href="#">Min Deletions for Palindrome</a>
<a href="#">Min Insertions for Palindrome (IB)</a>
<a href="#">K Palindrome</a>
<b>Palindromic Substrings</b>
<a href="#">Count Palindromic Substrings</a>
<a href="#">Using Dynamic Programming</a>
<a href="#">Using Expand Around Center</a>

<a href="#">Using Manacher's Algorithm</a>
<a href="#">Print All Palindromic Substrings</a>
<a href="#">Distinct Palindromic Substrings</a>
<a href="#">Using Dynamic Programming</a>
<a href="#">Using Manacher's Algorithm</a>
<a href="#">Longest Palindromic Substring (IB)</a>
<a href="#">Using Dynamic Programming</a>
<a href="#">Using Expand Around Center</a>
<a href="#">Using Manacher's Algorithm</a>
<b>Expression Matching</b>
<a href="#">Wildcard Matching (IB)</a>
<a href="#">Regular Expression Matching (IB)</a>
<a href="#">Edit Distance (IB)</a>
<a href="#">Edit Distance Variations</a>
<a href="#">Min Cost for Identical Strings</a>
<a href="#">Min Delete Operations</a>
<a href="#">Min ASCII Delete Sum</a>
<a href="#">Interleaving String (IB)</a>
<a href="#">Distinct Transformations (IB)</a>
<a href="#">Min Insertions and Deletions</a>
<b>Shortest Common Superset</b>
<a href="#">Shortest Common Superset - I</a>
<a href="#">Shortest Common Superset - II</a>
<a href="#">Shortest Uncommon Subset</a>
<b>Catalan Numbers</b>

<a href="#">Nth Catalan Number</a>
<a href="#">Nth Catalan - 3 Soln</a>
<a href="#">Applications</a>
<a href="#">Unique BSTs - I (IB)</a>
<a href="#">Unique BSTs - II (IB)</a>
<a href="#">Count Valid Parantheses</a>
<a href="#">Count Mountain Ranges</a>
<a href="#">Non Intersecting Chords</a>
<a href="#">Count Handshakes</a>
<a href="#">Count Triangulations</a>
<a href="#">Min Score Triangulation</a>
<b>Kadane's Algorithm</b>
<a href="#">Max Sum Subarray (IB)</a>
<a href="#">Max Sum Circular Subarray</a>
<a href="#">K Concatenation</a>
<a href="#">Max Product Subarray (IB)</a>
<a href="#">Maximum Sum Submatrix</a>
<a href="#">Max Sum Subarray &gt;= K Size</a>
<a href="#">Max Diff of 0 &amp; 1</a>
<a href="#">Max Sum 2 Non-Overlap Subarrays</a>
<a href="#">Max Sum 3 Non-Overlap Subarrays</a>
<a href="#">Max Sum K Non-Overlap Subarrays</a>
<b>Optimal Game Strategy</b>
<a href="#">Optimal Game Strategy - I</a>
<a href="#">Optimal Game Strategy - II</a>
<a href="#">Optimal Game Strategy - III</a>
<a href="#">Wine Selling Problem</a>



<a href="#">Egg Drop - I</a>
<a href="#">Egg Drop - II (IB)</a>
<a href="#">Super Egg Drop</a>
<b>MCM Problems</b>
<b>Palindromic Partitioning</b>
<a href="#">Palindrome Partitioning - I (IB)</a>
<a href="#">Palindrome Partitioning - II (IB)</a>
<a href="#">Palindrome Partitioning - III</a>
<a href="#">Palindrome Partitioning - IV</a>
<b>Matrix Chain Multiplication</b>
<a href="#">Matrix Chain Multiplication</a>
<a href="#">MCM - Memoization</a>
<a href="#">MCM - Tabulation</a>
<a href="#">Printing Brackets</a>
<b>MCM Variations</b>
<a href="#">Boolean Parenthesization (IB)</a>
<a href="#">Optimal BST</a>
<a href="#">Burst Balloons</a>
<a href="#">Scramble String (IB)</a>
<a href="#">Scramble String - I</a>
<a href="#">Rectangle Cutting</a>
<a href="#">Min Cost to Merge Stones (IB)</a>
<a href="#">Min Cost to Cut Stick (IB)</a>
<a href="#">Min &amp; Max Values with * +</a>

<b>Word Break</b>
<a href="#">Check Word Break</a>
<a href="#">Concatenated Words</a>
<a href="#">Word Break - Backtracking</a>
<a href="#">Word Break - DP (IB)</a>
<a href="#">Minimum Word Break</a>
<a href="#">Text Justification - Greedy (IB)</a>
<a href="#">Text Justification - DP</a>
<b>Digit DP</b>
<a href="#">Digit DP - Intro</a>
<a href="#">Digit DP - Tight Constraint</a>
<a href="#">Digit DP - Leading Constraint</a>
<a href="#">Nos in Range with Sum Digits</a>
<a href="#">Count Nos from Given Set (IB)</a>
<a href="#">Digit Sum</a>
<a href="#">Count 1s in Nos <math>\leq N</math></a>
<a href="#">Nos with No Equal Digits</a>
<a href="#">Nos with No 1s Binary</a>
<a href="#">N Digit Stepping Nos</a>
<b>DP With Bitmask</b>
<a href="#">Bitmasking</a>
<a href="#">DP with Bitmasking</a>
<a href="#">DP with Bitmasking</a>
<a href="#">Travelling Salesman</a>
<a href="#">TSP - Backtracking</a>
<a href="#">TSP - DP - I</a>

<a href="#">TSP - DP</a>
<a href="#">Smallest Sufficient Team</a>
<a href="#">Max Students in Exam</a>
<a href="#">Ways to wear Diff Hats</a>
<a href="#">Shortest Common Superstring (IB)</a>
<b>Sum Over Subset (SOS)</b>
<a href="#">Sum Over Subset (SOS)</a>
<a href="https://cses.fi/problemset/task/1654">https://cses.fi/problemset/task/1654</a>
<b>DP On Graphs</b>
<a href="https://cses.fi/problemset/task/1681">https://cses.fi/problemset/task/1681</a>
<a href="https://cses.fi/problemset/task/1750">https://cses.fi/problemset/task/1750</a>
<a href="https://cses.fi/problemset/task/1751">https://cses.fi/problemset/task/1751</a>
<a href="https://cses.fi/problemset/task/1202/">https://cses.fi/problemset/task/1202/</a>
<b>DP Faang</b>
<a href="#">AtCoder DP Set</a>
<a href="#">Largest Plus Sign</a>
<a href="#">Count Nos with Unique Digits</a>
<a href="#">Can I Win</a>
<a href="#">Count Repititions</a>
<a href="#">Create Max No</a>
<a href="#">Freedom Trail</a>
<a href="#">Integer Break</a>
<a href="#">K Inverse Pairs Array</a>
<a href="#">Largest Sum of Average</a>
<a href="#">Min Swaps Increasing Sets</a>
<a href="#">New 21 Game</a>
<a href="#">No of Music Playlists</a>

<a href="#">Ones And Zeros</a>
<a href="#">Profitable Schemes</a>
<a href="#">Pizza 3N Slices</a>
<a href="#">Race Car</a>
<a href="#">Remove Boxes</a>
<a href="#">Strange Printer</a>
<a href="#">Student Attendance Record</a>
<a href="#">Super Washing Machines</a>
<a href="#">Video Stitching</a>
<a href="#">Tallest Billboard</a>
<a href="#">Unique Wraparound Subtring</a>
<a href="#">Count Corner Rectangles</a>
<a href="#">Short Encoding of Words</a>