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The Ultimate Guide to Coding Patterns for Cracking Top Tech Interviews (2025)



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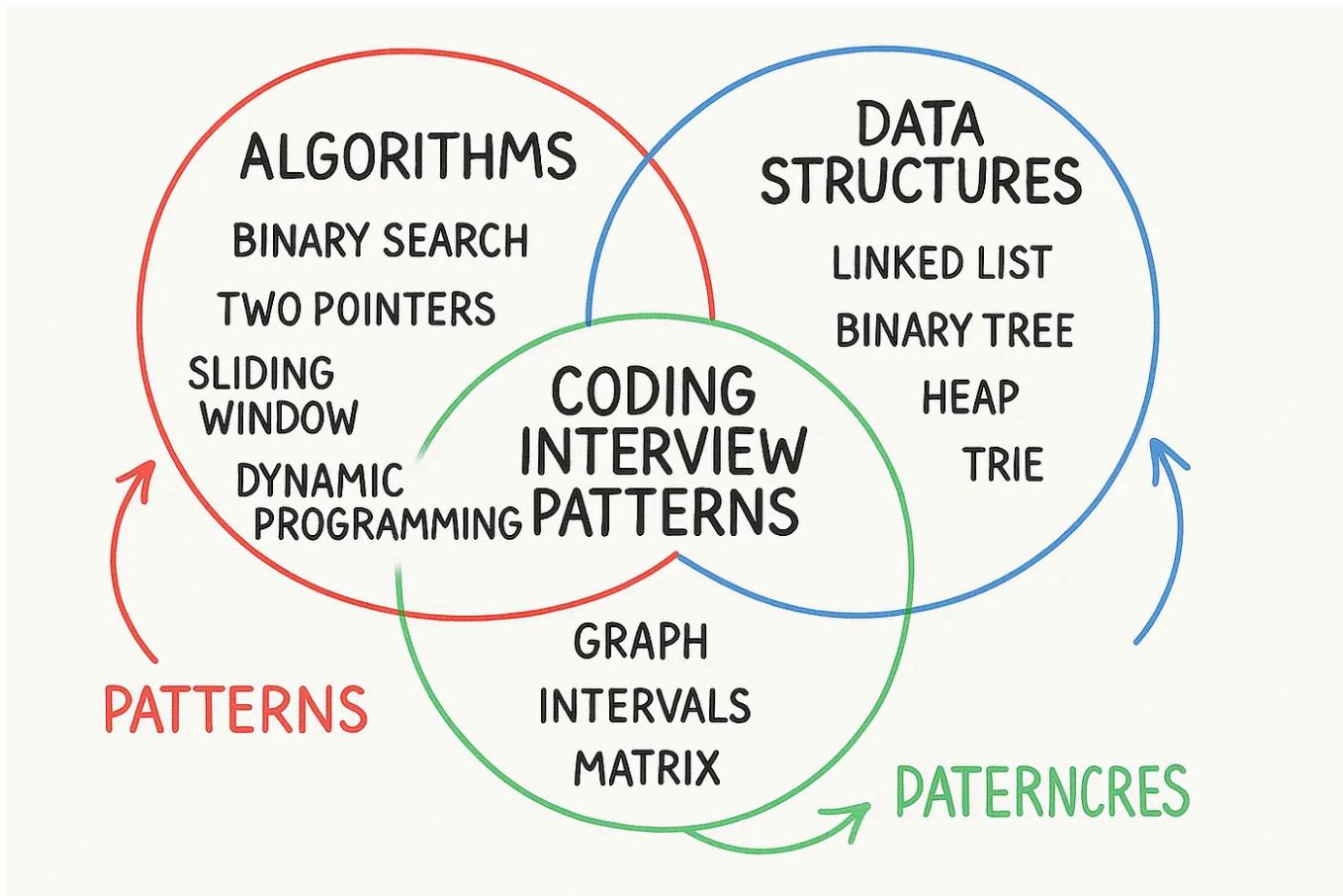
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When it comes to cracking coding interviews at FAANG and top-tier startups, it's not about solving 1000+ questions — it's about mastering a **core set of patterns** that map to **150–200 high-yield problems**. This guide combines questions from Blind 75, Meta, Google, and top-sourced LeetCode patterns into one structured cheat sheet.



🚀 Why Patterns Over Problems?

Patterns help you instantly recognize what type of solution a problem needs, saving time and brainpower. Once you learn them, every LeetCode problem becomes a variation of something you already know.

🧠 16+ Must-Know Coding Patterns (with Key Problems + Insights)

Each pattern below includes:

- 💡 When to Use
- 📝 Sample Problems (including Blind 75 & FAANG picks)
- 📌 Real-world use case (where applicable)

1. Two Pointers

 Best for traversing arrays/lists from both ends, especially when sorted.

Use Cases: Palindrome check, reverse operations, finding pair sums.

Key Problems:

- Two Sum II (LC 167)
- 3Sum (LC 15)
- Container With Most Water (LC 11)
- Trapping Rain Water (LC 42)
- Remove Duplicates from Sorted Array (LC 26)
- Move Zeroes ([LC 283](#))
- Valid Palindrome (LC 125)
- Triangle Number ([LC 611](#))
- Number of Subsequences Satisfy the Given Sum Condition ([LC 1498](#))

2. Sliding Window

 Used when problems require optimization over subarrays or substrings.

Use Cases: Substring counts, max/min in a range, frequency maps.

Key Problems:

- Longest Substring Without Repeating Characters ([LC 3](#))

- Minimum Window Substring (LC 76)
- Max Sliding Window (LC 239)
- Permutation in String (LC 567)
- Longest Repeating Character Replacement ([LC 424](#))
- Maximum Sum of Subarrays of Size K ([GFG](#))
- Max Consecutive Ones III ([LC 1004](#))

3. Fast & Slow Pointers (Tortoise and Hare)

 Best for cycle detection and middle detection in linked structures.

Key Problems:

- Linked List Cycle (LC 141)
- Find Duplicate Number (LC 287)
- Palindrome Linked List (LC 234)
- Happy Number (LC 202)

4. Binary Search + Variants

 For sorted/rotated arrays, searching ranges, or optimizations.

Key Problems:

- Search in Rotated Sorted Array (LC 33)
- Find Peak Element (LC 162)

- Koko Eating Bananas (LC 875)
- Capacity to Ship Packages Within D Days (LC 1011)

5. Prefix Sum / Difference Arrays

 For range queries or cumulative calculations in O(1) time.

Key Problems:

- Subarray Sum Equals K (LC 560)
- Range Sum Query (LC 303)
- Contiguous Array (LC 525)

6. Dynamic Programming (DP)

 Break problems into overlapping subproblems.

Key Classic Problems:

- Climbing Stairs (LC 70)
- Longest Palindromic Substring (LC 5)
- Decode Ways (LC 91)
- Paint House ([LC 256](#))
- Maximum Subarray (LC 53)
- Maximum Product Subarray ([LC 152](#))
- Longest Repeating Substring ([LC 1062](#))

Advanced:

- Longest Increasing Subsequence (LC 300)
- Word Break (LC 139)
- Coin Change (LC 322)
- Edit Distance ([LC 72](#))
- Partition Equal Subset Sum (LC 416)

7. Backtracking

 Use when generating combinations, permutations, or exploring decision trees.

Key Problems:

- Subsets (LC 78)
- Permutations (LC 46)
- N-Queens (LC 51)
- Word Search (LC 79)
- Generate Parentheses (LC 22)

8. Greedy

 Take the best decision at each step — no going back.

Key Problems:

- Jump Game ([LC 55](#))

- Merge Intervals (LC 56)
- Gas Station (LC 134)
- Candy (LC 135)
- Partition Labels (LC 763)
- Largest Number ([LC 179](#)).
- Can Place Flowers ([LC 605](#))

9. Linked List Techniques

 Focused on pointer manipulation, reversing, merging, etc.

Key Problems:

- Add Two Numbers (LC 2)
- Merge Two Sorted Lists (LC 21)
- Reverse Linked List (LC 206)
- Copy List with Random Pointer (LC 138)

10. Tree Traversals & Binary Tree Patterns

 Recursive or iterative depth/level traversal, LCA, path problems.

Key Problems:

- Inorder Traversal (LC 94)
- Level Order Traversal (LC 102)

- Diameter of Binary Tree (LC 543)
- Lowest Common Ancestor (LC 235)

11. Graphs (BFS / DFS)

 For connected components, shortest paths, and graph cloning.

Key Problems:

- Number of Islands ([LC 200](#))
- Number of Distinct Islands ([LC 694](#))
- Clone Graph (LC 133)
- Course Schedule ([LC 207](#))
- Pacific Atlantic Water Flow (LC 417)
- Word Ladder (LC 127)

12. Tries (Prefix Trees)

 Fast prefix-based searching. Useful for dictionaries and autocomplete.

Key Problems:

- Implement Trie (LC 208)
- Word Search II (LC 212)
- Replace Words (LC 648)

13. Heap / Priority Queue

 Top K problems, stream medians, and multi-way merges.

Key Problems:

- Top K Frequent Elements (LC 347)
- Merge K Sorted Lists (LC 23)
- Find Median from Data Stream ([LC 295](#))

14. Monotonic Stack / Queue

 Used to maintain increasing/decreasing order for window problems.

Key Problems:

- Daily Temperatures (LC 739)
- Next Greater Element (LC 496)
- Largest Rectangle in Histogram (LC 84)
- Asteroid Collision (LC 735)
- Remove K Digits ([LC 402](#))
- Finding Number of Visible Mountains ([LC 2345](#)).
- Shorted Array with Sum at Least K ([LC 862](#))
- Maximum Width Ramp ([LC 962](#)).
- Remove Duplicate Letters (LC 316)
- 132 Pattern (LC 456)
- Sum of Subarray Minimums (LC 907)

- Smallest Subsequence of Distinct Characters (LC 1081)
- Minimum Number of Coins for Fruits (LC 2944).
- Maximum Length of Semi-Decreasing Subarrays (LC 2863)
- Longest Continuous Subarray With Absolute Diff Less Than or Equal to Limit (LC 1438)

15. Intervals

 Handling overlapping time or ranges, merging or scheduling.

Key Problems:

- Insert Interval (LC 57)
- Merge Intervals (LC 56)
- Meeting Rooms I/II (LC 252, LC 253)
- Non-overlapping Intervals (LC 435)

16. Bit Manipulation

 For toggling bits, single/missing numbers, and binary tricks.

Key Problems:

- Number of 1 Bits (LC 191)
- Reverse Bits (LC 190)
- Single Number (LC 136)
- Missing Number (LC 268)

👉 Final Words

If you solve 150 problems and **deeply understand** why the pattern works, you don't just pass interviews — you become interview-proof.

Let me know if you'd like this:

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