



■ Google

Notice

We've improved our algorithm that calculates company tags and their frequencies to be more accurate and current.

This page updates weekly on Saturday.

You can filter the results by different time periods.

You have solved 40 / 543 problems.

Title

☑ Show problem tags

Tags

Mock(/interview/)

Select time period:

1 year

Acceptance Difficulty Frequency @

	843	Guess the Word (/problems/	Minimax (/tag/minimax)	46.4%	Hard
	946	Validate Stack Sequences (/	Stack (/tag/stack)	63.3%	Medium
	809	Expressive Words (/problems	String (/tag/string)	46.6%	Medium
?	1153	String Transforms Into Anoth	Graph (/tag/graph)	36.0%	Hard
	727	Minimum Window Subseque	Dynamic Programming (/tag/dynamic-programming)	42.2%	Hard
		₽	Sliding Window (/tag/sliding-window)		

	# 088	টার্মধ্sing Number II (/proble	Tagsh (/tag/math) Bad	cktracking (/tag/backtracking)	A&ceptance	Diffic ulty	Frequency @
	1438	Longest Continuous Subarra	Array (/tag/array) Sli	iding Window (/tag/sliding-window)	43.7%	Medium	
	1423	Maximum Points You Can Ob	Array (/tag/array) Dy	ynamic Programming (/tag/dynamic-programming)	45.8%	Medium	
	1110	Delete Nodes And Return For		th-first Search (/tag/depth-first-search)	67.5%	Medium	
•	359	Logger Rate Limiter (/proble	Hash Table (/tag/hash-	-table) Design (/tag/design)	71.7%	Easy	
	846	Hand of Straights (/problems	Ordered Map (/tag/ord	dered-map)	55.1%	Medium	
	1231	Divide Chocolate (/problems/	Binary Search (/tag/bin	nary-search) Greedy (/tag/greedy)	53.2%	Hard	
	659	Split Array into Consecutive	Heap (/tag/heap) Gre	eedy (/tag/greedy)	44.1%	Medium	
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Ha	ash Table (/tag/hash-table)	46.0%	Easy	
	1320	Minimum Distance to Type a	Dynamic Programming	g (/tag/dynamic-programming)	62.7%	Hard	
	552	Student Attendance Record I	Dynamic Programming	g (/tag/dynamic-programming)	37.1%	Hard	
	299	Bulls and Cows (/problems/b	Hash Table (/tag/hash-	-table)	44.1%	Medium	
	642	Design Search Autocomplete	Design (/tag/design)	Trie (/tag/trie)	45.7%	Hard	
	951	Flip Equivalent Binary Trees (Tree (/tag/tree)		65.6%	Medium	

		Tial	T		D:66:la	F
	# 1376	Title Time Needed to Inform All E	Tags Depth-first Search (/tag/depth-first-search)	Acceptance 56.2%	Difficulty Medium	Frequency @
	752	Open the Lock (/problems/o	Breadth-first Search (/tag/breadth-first-search)	52.4%	Medium	
	1146	Snapshot Array (/problems/s	Array (/tag/array)	36.9%	Medium	
?	833	Find And Replace in String (/	String (/tag/string)	51.1%	Medium	
	528	Random Pick with Weight (/p	Binary Search (/tag/binary-search) Random (/tag/random)	44.4%	Medium	
	1296	Divide Array in Sets of K Con	Array (/tag/array) Greedy (/tag/greedy)	55.1%	Medium	
	1477	Find Two Non-overlapping S	Dynamic Programming (/tag/dynamic-programming)	33.7%	Medium	
	562	Longest Line of Consecutive	Array (/tag/array)	46.2%	Medium	
	489	Robot Room Cleaner (/proble	Depth-first Search (/tag/depth-first-search)	71.8%	Hard	
	85	Maximal Rectangle (/problem	Array (/tag/array) Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)	38.9%	Hard	
	471	Encode String with Shortest	Dynamic Programming (/tag/dynamic-programming)	48.7%	Hard	
	1240	Tiling a Rectangle with the F	Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	52.1%	Hard	
	1277	Count Square Submatrices w	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	72.9%	Medium	

	# 79	Title 24 Game (/problems/24-ga	Tags Depth-first Search (/tag/depth-first-search)	Acceptance	Difficulty Hard	Frequency 2
•	444	Sequence Reconstruction (/p	Graph (/tag/graph) Topological Sort (/tag/topological-sort)	23.3%	Medium	
	1293	Shortest Path in a Grid with	Breadth-first Search (/tag/breadth-first-search)	42.7%	Hard	
	753	Cracking the Safe (/problems	Math (/tag/math) Depth-first Search (/tag/depth-first-search)	51.6%	Hard	
	715	Range Module (/problems/ra	Segment Tree (/tag/segment-tree) Ordered Map (/tag/ordered-map)	39.7%	Hard	
	1140	Stone Game II (/problems/sto	Dynamic Programming (/tag/dynamic-programming)	64.9%	Medium	
	465	Optimal Account Balancing (/		47.9%	Hard	
	1345	Jump Game IV (/problems/ju	Breadth-first Search (/tag/breadth-first-search)	40.3%	Hard	
	1292	Maximum Side Length of a S	Array (/tag/array) Binary Search (/tag/binary-search)	50.3%	Medium	
	329	Longest Increasing Path in a	Depth-first Search (/tag/depth-first-search) Topological Sort (/tag/topological-sort) Memoization (/tag/memoization)	44.2%	Hard	
	363	Max Sum of Rectangle No La	Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Queue (/tag/queue)	38.2%	Hard	
	792	Number of Matching Subseq	Array (/tag/array)	47.9%	Medium	
	1048	Longest String Chain (/probl	Hash Tahla (/tan/hash-tahla)	55.2%	Medium	

			Tidali Table (/tag/Haati-table)	JJ,J	
	#	Title	Tags amic Programming (/tag/dynamic-programming)	Acceptance	Difficulty Frequency @
	1074	Number of Submatrices That	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	61.2%	Hard
			Sliding Window (/tag/sliding-window)		
	315	Count of Smaller Numbers Af	Binary Search (/tag/binary-search)	42.4%	Hard
			Divide and Conquer (/tag/divide-and-conquer) Sort (/tag/sort)		
			Binary Indexed Tree (/tag/binary-indexed-tree)		
			Segment Tree (/tag/segment-tree)		
	1548	The Most Similar Path in a Gr	Dynamic Programming (/tag/dynamic-programming)	54.3%	Hard
		₽	Graph (/tag/graph)		
	818	Race Car (/problems/race-car)	Dynamic Programming (/tag/dynamic-programming) Heap (/tag/heap)	39.5%	Hard
	729	My Calendar I (/problems/my	Array (/tag/array)	52.9%	Medium
~	346	Moving Average from Data St	Design (/tag/design) Queue (/tag/queue)	72.6%	Easy
	835	Image Overlap (/problems/im	Array (/tag/array)	62.0%	Medium
		mage evenup ((presionis)	Array (/tag/array)	02.070	
	362	Design Hit Counter (/proble	Design (/tag/design)	64.7%	Medium
	1031	Maximum Sum of Two Non	Annual the releases	58.7%	Medium
	1031	Waximum Jum of Two Non	Array (/tag/array)	JJ. / / 0	Mediulli
	900	RLE Iterator (/problems/rle-it	Array (/tag/array)	54.9%	Medium
				•• ••	

	736 #	Parse Lisp Expression (/probl Title	String (/tag/string) Tags	49.8% Acceptance	(Hard) Difficulty Frequency 2
	295	Find Median from Data Strea	Heap (/tag/heap) Design (/tag/design)	46.0%	Hard
	767	Reorganize String (/problems	String (/tag/string) Heap (/tag/heap) Greedy (/tag/greedy) Sort (/tag/sort)	49.7%	Medium
	1406	Stone Game III (/problems/st	Dynamic Programming (/tag/dynamic-programming)	56.9%	Hard
	722	Remove Comments (/proble	String (/tag/string)	35.6%	Medium
	428	Serialize and Deserialize N-a	Tree (/tag/tree)	60.8%	Hard
	1368	Minimum Cost to Make at Le	Breadth-first Search (/tag/breadth-first-search)	56.0%	Hard
	837	New 21 Game (/problems/ne	Dynamic Programming (/tag/dynamic-programming)	35.2%	Medium
	308	Range Sum Query 2D - Muta	Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree)	36.9%	(Hard)
~	418	Sentence Screen Fitting (/pr	Dynamic Programming (/tag/dynamic-programming)	32.9%	Medium
	850	Rectangle Area II (/problems/	Segment Tree (/tag/segment-tree) Line Sweep (/tag/line-sweep)	48.3%	Hard
	221	Maximal Square (/problems/	Dynamic Programming (/tag/dynamic-programming)	38.3%	Medium
	1007	Minimum Domino Rotations F	Array (/tag/array) Greedy (/tag/greedy)	50.9%	Medium

•	# 060	পার্যভানু Element in Sorted Ar	Tagsry Search (/tag/binary-search)	Ā d deptance	Officiality Frequency 2
	840	Magic Squares In Grid (/probl	Array (/tag/array)	37.7%	Medium
	803	Bricks Falling When Hit (/pro	Union Find (/tag/union-find)	31.2%	Hard
	652	Find Duplicate Subtrees (/pr	Tree (/tag/tree)	51.6%	Medium
	591	Tag Validator (/problems/tag	String (/tag/string) Stack (/tag/stack)	34.6%	Hard
	1131	Maximum of Absolute Value	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	52.2%	Medium
?	743	Network Delay Time (/proble	Heap (/tag/heap) Depth-first Search (/tag/depth-first-search)	45.2%	Medium
			Breadth-first Search (/tag/breadth-first-search)		
	68	Text Justification (/problems/	String (/tag/string)	28.9%	Hard
	399	Evaluate Division (/problems/	Union Find (/tag/union-find) Graph (/tag/graph)	53.7%	Medium
	995	Minimum Number of K Conse	Greedy (/tag/greedy) Sliding Window (/tag/sliding-window)	49.3%	Hard
	57	Insert Interval (/problems/ins	Array (/tag/array) Sort (/tag/sort)	34.7%	Medium
	777	Swap Adjacent in LR String (/	Brainteaser (/tag/brainteaser)	35.3%	Medium
	844	Backspace String Compare (/	Two Pointers (/tag/two-pointers) Stack (/tag/stack)	46.8%	(Easy)
	914	X of a Kind in a Deck of Card	Array (/tag/array) Math (/tag/math)	34.4%	(Easy)
	460	LFU Cache (/problems/lfu-ca	Design (/tag/design)	35.3%	Hard

# 60	\$ittba rray Sum Equals K (/pro	Tagsy (/tag/array) Hash Table (/tag/hash-table)	A6ceptance	Childicul ty	Frequency 2
690	Employee Importance (/probl	Hash Table (/tag/hash-table)	58.1%	Easy	
		Depth-first Search (/tag/depth-first-search)			
		Breadth-first Search (/tag/breadth-first-search)			
1444	Number of Ways of Cutting a	Dynamic Programming (/tag/dynamic-programming)	53.5%	Hard	
222	Count Complete Tree Nodes	Binary Search (/tag/binary-search)	48.4%	Medium	
174	Dungeon Game (/problems/d	Binary Search (/tag/binary-search)	33.0%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
1499	Max Value of Equation (/prob	Array (/tag/array) Sliding Window (/tag/sliding-window)	45.1%	Hard	
1463	Cherry Pickup II (/problems/c	Dynamic Programming (/tag/dynamic-programming)	66.3%	Hard	
1136	Parallel Courses (/problems/	Dynamic Programming (/tag/dynamic-programming)	61.1%	Hard	
862	Shortest Subarray with Sum	Depth-first Search (/tag/depth-first-search) Graph (/tag/graph) Binary Search (/tag/binary-search) Queue (/tag/queue)	25.0%	(Hard)	
1055	Shortest Way to Form String	Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	57.1%	Medium	
248	Strobogrammatic Number III	Math (/tag/math) Recursion (/tag/recursion)	40.0%	Hard	
 252	Mosting Pooms II (Inroblems	11 /6 / 1 /6 / 1 / 1 / 1 / 1 / 1 / 1	16 1%	Mandina.	

•	∠ဎ ၖ #	weeung kooms ii (/problems Ti ⊈e	Heap (/tag/heap) Greedy (/tag/greedy) Sort (/tag/sort) Tags	40.4% Acceptance	меаіит) Difficulty	Frequency 2
	1087	Brace Expansion (/problems/	Backtracking (/tag/backtracking)	63.0%	Medium	
	1138	Alphabet Board Path (/proble	Hash Table (/tag/hash-table) String (/tag/string)	50.0%	Medium	
	527	Word Abbreviation (/problem	String (/tag/string) Sort (/tag/sort)	55.7%	Hard	
	963	Minimum Area Rectangle II (/	Math (/tag/math) Geometry (/tag/geometry)	51.5%	Medium	
	127	Word Ladder (/problems/wor	Breadth-first Search (/tag/breadth-first-search)	30.9%	Medium	
	593	Valid Square (/problems/valid	Math (/tag/math)	43.3%	Medium	
~	723	Candy Crush (/problems/can	Array (/tag/array) Two Pointers (/tag/two-pointers)	71.9%	Medium	
	420	Strong Password Checker (/p		13.8%	Hard	
	351	Android Unlock Patterns (/pr	Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	49.1%	Medium	
	298	Binary Tree Longest Consec	Tree (/tag/tree)	47.7%	Medium	
	375	Guess Number Higher or Lo	Dynamic Programming (/tag/dynamic-programming) Minimax (/tag/minimax)	41.6%	Medium	
	1377	Frog Position After T Second	Depth-first Search (/tag/depth-first-search)	34.3%	Hard	
	605	May Area of Island Unroblem		64.0%	Adadi	

ບອວ #	ıvıax Area or ısıanıq (/problem Title	Array (/tag/array) Depth-first Search (/tag/depth-first-search) Tags	o4.∪ ∕₀ Acceptance	Meaium Difficulty Frequency ②
1284	Minimum Number of Flips to	Breadth-first Search (/tag/breadth-first-search)	69.9%	Hard
853	Car Fleet (/problems/car-fleet)	Sort (/tag/sort)	43.4%	Medium
284	Peeking Iterator (/problems/	Design (/tag/design)	47.1%	Medium
76	Minimum Window Substring	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Sliding Window (/tag/sliding-window)	35.5%	Hard
939	Minimum Area Rectangle (/pr	Hash Table (/tag/hash-table)	51.8%	(Medium)
549	Binary Tree Longest Consec	Tree (/tag/tree)	47.2%	Medium
1631	Path With Minimum Effort (/p	Binary Search (/tag/binary-search)	41.3%	Medium
		Depth-first Search (/tag/depth-first-search)		
		Union Find (/tag/union-find) Graph (/tag/graph)		
165	Compare Version Numbers (/	String (/tag/string)	29.9%	Medium
1125	Smallest Sufficient Team (/pr	Dynamic Programming (/tag/dynamic-programming)	46.9%	Hard
		Bit Manipulation (/tag/bit-manipulation)		
410	Split Array Largest Sum (/pro	Binary Search (/tag/binary-search)	45.8%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
53	Maximum Subarray (/proble	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer)	47.4%	Easy
		Dynamic Programming (/tag/dynamic-programming)		

	4 062	မှုကျွဲgest Repeating Substring	Tâţisg (/tag/string)	Acceptance	Mediculty Frequency 2
	394	Decode String (/problems/de	Stack (/tag/stack) Depth-first Search (/tag/depth-first-search)	52.0%	Medium
•	1352	Product of the Last K Numbe	Array (/tag/array) Design (/tag/design)	43.0%	Medium
	815	Bus Routes (/problems/bus-r	Breadth-first Search (/tag/breadth-first-search)	43.1%	Hard
	609	Find Duplicate File in System	Hash Table (/tag/hash-table) String (/tag/string)	60.7%	Medium
	480	Sliding Window Median (/pro	Sliding Window (/tag/sliding-window)	38.3%	Hard
	1145	Binary Tree Coloring Game (/	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	51.5%	Medium
•	1504	Count Submatrices With All	Dynamic Programming (/tag/dynamic-programming)	61.3%	Medium
	304	Range Sum Query 2D - Immu	Dynamic Programming (/tag/dynamic-programming)	39.9%	Medium
	1032	Stream of Characters (/probl	Trie (/tag/trie)	48.5%	Hard
	72	Edit Distance (/problems/edit	String (/tag/string)	46.1%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
	1254	Number of Closed Islands (/p	Depth-first Search (/tag/depth-first-search)	61.2%	Medium
•	2	Add Two Numbers (/problem	Linked List (/tag/linked-list) Math (/tag/math)	34.7%	Medium
	741	Cherry Pickup (/problems/ch	Dynamic Programming (/tag/dynamic-programming)	34.7%	Hard
	1011	Darion A Landaubarud (Inuab		OF 00/	<i></i>

112 #	:44 ⊅es Ti<u>t</u>h	ign a Leaderboard (/prob e	Hash Table (/tag/hash-table) Sort (/tag/sort) Design (/tag/design) Tags	65.2% Acceptance	(Medium) Difficulty	Frequency ②
91	3 Cat	and Mouse (/problems/c	Breadth-first Search (/tag/breadth-first-search) Minimax (/tag/minimax)	33.8%	Hard	
22	.4 Bas	ic Calculator (/problems/	Math (/tag/math) Stack (/tag/stack)	37.8%	Hard	
13	326 Mini	mum Number of Taps to	Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	45.9%	Hard	
73	32 My	Calendar III (/problems/m	Segment Tree (/tag/segment-tree) Ordered Map (/tag/ordered-map)	61.1%	Hard	
12	23 Dice	e Roll Simulation (/proble	Dynamic Programming (/tag/dynamic-programming)	46.7%	Medium	
56	6 Mer	ge Intervals (/problems/	Array (/tag/array) Sort (/tag/sort)	40.4%	Medium	
99	92 Sub	arrays with K Different In	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Sliding Window (/tag/sliding-window)	50.1%	Hard	
27	'4 H-Ir	ndex (/problems/h-index)	Hash Table (/tag/hash-table) Sort (/tag/sort)	36.3%	Medium	
12	.03 Sort	Items by Groups Respec	Depth-first Search (/tag/depth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	48.6%	Hard	
68	31 Nex ■	t Closest Time (/problem	String (/tag/string)	45.6%	Medium	
56	88 Max	imum Vacation Days (/pr	Dynamic Programming (/tag/dynamic-programming)	41.3%	Hard	
10)66 Can	npus Bikes II (/problems/c	Dynamic Programming (/tag/dynamic-programming)	54.0%	Medium	

#	Title	Tagsktracking (/tag/backtracking)	Acceptance	Difficulty Frequency 2
688	Knight Probability in Chessb	Dynamic Programming (/tag/dynamic-programming)	49.7%	Medium
247	Strobogrammatic Number II (Math (/tag/math) Recursion (/tag/recursion)	48.2%	Medium
424	Longest Repeating Character	Two Pointers (/tag/two-pointers) Sliding Window (/tag/sliding-window)	47.9%	Medium
397	Integer Replacement (/proble	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	33.3%	Medium
1312	Minimum Insertion Steps to	Dynamic Programming (/tag/dynamic-programming)	59.0%	Hard
188	Best Time to Buy and Sell St	Dynamic Programming (/tag/dynamic-programming)	29.0%	Hard
128	Longest Consecutive Sequen	Array (/tag/array) Union Find (/tag/union-find)	45.8%	Hard
1101	The Earliest Moment When E	Union Find (/tag/union-find)	66.9%	Medium
1056	Confusing Number (/problem	Math (/tag/math)	47.4%	Easy
209	Minimum Size Subarray Sum	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	39.0%	Medium
134	Gas Station (/problems/gas	Greedy (/tag/greedy)	40.7%	Medium
354	Russian Doll Envelopes (/pro	Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	35.9%	Hard
10	Pogular Evoraccion Matchina	(20.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1.1	77 10 /	(Iland)

TO REGULAL EXPLESSION MATCHING		String (/tag/string)	2/.170	Hard .
#	Title	Tags Dynamic Programming (/tag/dynamic-programming)	Acceptance	Difficulty Frequency 2
		Backtracking (/tag/backtracking)		
340	Longest Substring with At M	Hash Table (/tag/hash-table) String (/tag/string)	44.8%	Hard
	₽	Sliding Window (/tag/sliding-window)		
726	Number of Atoms (/problems	Hash Table (/tag/hash-table) Stack (/tag/stack)	51.0%	Hard
		Recursion (/tag/recursion)		
968	Binary Tree Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)	38.3%	Hard
		Depth-first Search (/tag/depth-first-search)		
96	Unique Binary Search Trees (Dynamic Programming (/tag/dynamic-programming)	53.9%	Medium
31	Next Permutation (/problems	Array (/tag/array)	33.1%	Medium
1027	Longest Arithmetic Subsequ	Dynamic Programming (/tag/dynamic-programming)	50.1%	Medium
378	Kth Smallest Element in a So	Binary Search (/tag/binary-search) Heap (/tag/heap)	55.6%	Medium
152	Maximum Product Subarray (Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	32.5%	Medium
871	Minimum Number of Refuelin	Dynamic Programming (/tag/dynamic-programming) Heap (/tag/heap)	32.0%	Hard
64	Minimum Path Sum (/proble	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	55.6%	(Medium)
406	Queue Reconstruction by Hei	Greedy (/tag/greedy)	67.9%	(Medium)
	·			
149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math)	17.2%	Hard

	\$ 4	Fittle First and Last Position o	Tagsy (/tag/array)	Binary Search (/tag/binar	y-search)	A6c eptance	Childicast ty	Frequency @
	317	Shortest Distance from All B	Breadth-first Sear	ch (/tag/breadth-first-seard	ch)	42.3%	Hard	
~	66	Plus One (/problems/plus-one)	Array (/tag/array)			42.7%	Easy	
	911	Online Election (/problems/o	Binary Search (/ta	g/binary-search)		51.2%	Medium	
	1102	Path With Maximum Minimu		n (/tag/depth-first-search) inion-find) Graph (/tag/gr	aph)	50.0%	Medium	
	1197	Minimum Knight Moves (/pro	Breadth-first Sear	ch (/tag/breadth-first-seard	ch)	36.8%	Medium	
	1366	Rank Teams by Votes (/probl	Array (/tag/array)	Sort (/tag/sort)		54.7%	Medium	
	250	Count Univalue Subtrees (/pr	Tree (/tag/tree)			52.9%	Medium	
	1610	Maximum Number of Visible	Two Pointers (/tag	ŋ/two-pointers) Geometry	(/tag/geometry)	27.8%	(Hard)	
	1466	Reorder Routes to Make All P	Tree (/tag/tree)	Depth-first Search (/tag/de	pth-first-search)	61.4%	Medium	
	17	Letter Combinations of a Pho	String (/tag/string) Depth-first Search	Backtracking (/tag/back	tracking) Recursion (/tag/recursion)	48.2%	Medium	
	1095	Find in Mountain Array (/prob	Binary Search (/ta	g/binary-search)		35.8%	Hard	
	1265	Print Immutable Linked List i				94.5%	Medium	

# 35	\$ជាខែ Crossing (/problems/self	Tagsh (/tag/math)	Ã 8c€eptance	Offic ulty	Frequency @
358	Rearrange String k Distance	Hash Table (/tag/hash-table) Heap (/tag/heap) Greedy (/tag/greedy)	35.5%	Hard	
226	Invert Binary Tree (/problems	Tree (/tag/tree)	66.3%	Easy	
249	Group Shifted Strings (/probl	Hash Table (/tag/hash-table) String (/tag/string)	57.2%	Medium	
296	Best Meeting Point (/problem	Math (/tag/math) Sort (/tag/sort)	58.0%	Hard	
446	Arithmetic Slices II - Subseq	Dynamic Programming (/tag/dynamic-programming)	33.1%	Hard	
41	First Missing Positive (/probl	Array (/tag/array)	33.2%	Hard	
907	Sum of Subarray Minimums (Array (/tag/array) Stack (/tag/stack)	33.3%	Medium	
419	Battleships in a Board (/probl		70.8%	Medium	
830	Positions of Large Groups (/p	Array (/tag/array)	50.0%	Easy	
123	7 Find Positive Integer Solution	Math (/tag/math) Binary Search (/tag/binary-search)	69.8%	Easy	
356	Line Reflection (/problems/lin	Hash Table (/tag/hash-table) Math (/tag/math)	32.5%	Medium	
271	Encode and Decode Strings (String (/tag/string)	32.3%	Medium	
393	UTF-8 Validation (/problems/	Bit Manipulation (/tag/bit-manipulation)	37.8%	Medium	
			~~ ~~		

	166 #	Fraction to Recurring Decima Title	Hash Table (/tag/hash-table) Math (/tag/math) Tags	22.1% Acceptance	(Medium) Difficulty Frequency @
	1218	Longest Arithmetic Subsequ	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	46.1%	Medium
	200	Number of Islands (/problem	Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search)	48.2%	Medium
			Union Find (/tag/union-find)		
	702	Search in a Sorted Array of U	Binary Search (/tag/binary-search)	68.3%	Medium
	692	Top K Frequent Words (/prob	Hash Table (/tag/hash-table) Heap (/tag/heap) Trie (/tag/trie)	52.7%	Medium
	857	Minimum Cost to Hire K Wor	Heap (/tag/heap)	50.1%	Hard
~	269	Alien Dictionary (/problems/a	Graph (/tag/graph) Topological Sort (/tag/topological-sort)	33.5%	Hard
	347	Top K Frequent Elements (/pr	Hash Table (/tag/hash-table) Heap (/tag/heap)	62.0%	Medium
	1057	Campus Bikes (/problems/ca	Greedy (/tag/greedy) Sort (/tag/sort)	57.6%	Medium
	1483	Kth Ancestor of a Tree Node	Dynamic Programming (/tag/dynamic-programming)	29.7%	Hard
	417	Pacific Atlantic Water Flow (/	Depth-first Search (/tag/depth-first-search)	42.0%	Medium
			Breadth-first Search (/tag/breadth-first-search)		
	1255	Maximum Score Words Form	Bit Manipulation (/tag/bit-manipulation)	70.0%	Hard
	438	Find All Anagrams in a String	Hash Table (/tag/hash-table)	44.4%	Medium

	2 4	ក្រាម mize Malware Spread (/p	Tagsth-first Search (/tag/depth-first-search)	Aĉœ∕ptance	Officulty Frequency 2
			Union Find (/tag/union-find)		
•	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	27.5%	Medium
~	949	Largest Time for Given Digits	Math (/tag/math)	36.2%	Medium
	158	Read N Characters Given Re	String (/tag/string)	35.9%	(Hard)
	817	Linked List Components (/pr	Linked List (/tag/linked-list)	57.4%	Medium
	286	Walls and Gates (/problems/	Breadth-first Search (/tag/breadth-first-search)	55.7%	Medium
	380	Insert Delete GetRandom O(Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design)	48.4%	Medium
	124	Binary Tree Maximum Path S	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	35.1%	Hard
	847	Shortest Path Visiting All No	Dynamic Programming (/tag/dynamic-programming) Breadth-first Search (/tag/breadth-first-search)	53.0%	Hard
	211	Design Add and Search Wor	Backtracking (/tag/backtracking) Depth-first Search (/tag/depth-first-search) Design (/tag/design) Trie (/tag/trie)	39.5%	Medium
	1314	Matrix Block Sum (/problems	Dynamic Programming (/tag/dynamic-programming)	73.5%	(Medium)
	101-4		bynamic rrogianning (/tag/dynamic-programming)	, 3.0 / 0	
	279	Perfect Squares (/problems/	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Readth-first Search (/tag/breadth-first-search)	48.4%	Medium

			Dicautii-iiist Scaloii (/tag/bicautii-iiist-scaloii)		
	#	Title	Tags	Acceptance	Difficulty Frequency @
	524	Longest Word in Dictionary t	Two Pointers (/tag/two-pointers) Sort (/tag/sort)	48.8%	(Medium)
	894	All Possible Full Binary Trees	Tree (/tag/tree) Recursion (/tag/recursion)	76.7%	Medium
	935	Knight Dialer (/problems/knig	Dynamic Programming (/tag/dynamic-programming)	46.0%	Medium
~	459	Repeated Substring Pattern (String (/tag/string)	43.2%	Easy
~	904	Fruit Into Baskets (/problems	Two Pointers (/tag/two-pointers)	42.7%	Medium
	360	Sort Transformed Array (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers) Sort (/tag/sort)	49.4%	Medium
	280	Wiggle Sort (/problems/wiggl	Array (/tag/array) Sort (/tag/sort)	64.4%	Medium
•	551	Student Attendance Record I	String (/tag/string)	46.0%	Easy
	1011	Capacity To Ship Packages	Array (/tag/array) Binary Search (/tag/binary-search)	59.4%	Medium
~	1091	Shortest Path in Binary Matri	Breadth-first Search (/tag/breadth-first-search)	38.8%	Medium
	168	Excel Sheet Column Title (/pr	Math (/tag/math)	31.5%	Easy
	802	Find Eventual Safe States (/p	Depth-first Search (/tag/depth-first-search) Graph (/tag/graph)	49.4%	Medium
	352	Data Stream as Disjoint Inter	Binary Search (/tag/binary-search) Ordered Map (/tag/ordered-map)	48.2%	Hard
	721	Accounts Merge (/problems/	Depth-first Search (/tag/depth-first-search)	50.7%	Medium
			Union Find (/tag/union-find)		
	222	Danasaku. ak Ikinasam. Hasaki		27 50/	<i></i>

	332 #	кесonstruct itinerary (/probl Title	Depth-first Search (/tag/depth-first-search) Graph (/tag/graph) Tags	37.5% Acceptance	(Medium) Difficulty Frequency 9
~	1021	Remove Outermost Parenthe	Stack (/tag/stack)	78.6%	Easy
	276	Paint Fence (/problems/paint	Dynamic Programming (/tag/dynamic-programming)	38.8%	Easy
	981	Time Based Key-Value Store	Hash Table (/tag/hash-table) Binary Search (/tag/binary-search)	53.8%	Medium
	45	Jump Game II (/problems/ju	Array (/tag/array) Greedy (/tag/greedy)	31.2%	Hard
	133	Clone Graph (/problems/clon	Depth-first Search (/tag/depth-first-search)	37.9%	Medium
			Breadth-first Search (/tag/breadth-first-search) Graph (/tag/graph)		
	146	LRU Cache (/problems/lru-ca	Design (/tag/design)	34.8%	Medium
?	198	House Robber (/problems/ho	Dynamic Programming (/tag/dynamic-programming)	42.6%	Easy
	1236	Web Crawler (/problems/web ♣	Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search)	64.4%	Medium
	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	38.4%	(Easy)
	731	My Calendar II (/problems/m	Ordered Map (/tag/ordered-map)	50.0%	Medium
	638	Shopping Offers (/problems/	Dynamic Programming (/tag/dynamic-programming)	52.3%	Medium
			Depth-first Search (/tag/depth-first-search)		
	1219	Path with Maximum Gold (/pr	Backtracking (/tag/backtracking)	65.4%	Medium

	# 044	Title Longest Duplicate Substring	Tags Hash Table (/tag/hash-table) Binar	y Search (/tag/binary-search)	Acceptance	Difficulty Hard	Frequency @
			Suffix Array (/tag/suffix-array)				
	1592	Rearrange Spaces Between	String (/tag/string)		43.6%	Easy	
?	139	Word Break (/problems/word	Dynamic Programming (/tag/dynamic	:-programming)	41.2%	Medium	
	980	Unique Paths III (/problems/u	Backtracking (/tag/backtracking)		77.0%	Hard	
			Depth-first Search (/tag/depth-first-s	search)			
	535	Encode and Decode TinyURL	Hash Table (/tag/hash-table) Math	(/tag/math)	80.6%	Medium	
	1029	Two City Scheduling (/proble	Greedy (/tag/greedy)		57.3%	Medium	
~	388	Longest Absolute File Path (/			42.3%	Medium	
	1155	Number of Dice Rolls With Ta	Dynamic Programming (/tag/dynamic	e-programming)	47.6%	Medium	
	21	Merge Two Sorted Lists (/pro	Linked List (/tag/linked-list)		55.0%	Easy	
	205	Isomorphic Strings (/problem	Hash Table (/tag/hash-table)		40.2%	Easy	
	157	Read N Characters Given Re	String (/tag/string)		36.6%	Easy	
	105	Construct Binary Tree from P	Array (/tag/array) Tree (/tag/tree)		50.8%	Medium	
			Depth-first Search (/tag/depth-first-s	search)			
	647	Palindromic Substrings (/pro	String (/tag/string)		61.5%	Medium	

		Dynamic Programming (/tag/dynamic-programming)		D. C.C. 1.	
#	Title	Tags	Acceptance	Difficulty	Frequency @
267	Palindrome Permutation II (/p	Backtracking (/tag/backtracking)	37.0%	(Medium)	
639	Decode Ways II (/problems/d	Dynamic Programming (/tag/dynamic-programming)	27.2%	Hard	
836	Rectangle Overlap (/problem	Math (/tag/math)	45.8%	Easy	
303	Range Sum Query - Immutab	Dynamic Programming (/tag/dynamic-programming)	46.6%	Easy	
287	Find the Duplicate Number (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.8%	Medium	
		Binary Search (/tag/binary-search)			
259	3Sum Smaller (/problems/3s ♣	Array (/tag/array) Two Pointers (/tag/two-pointers)	48.5%	Medium	
282	Expression Add Operators (/	Divide and Conquer (/tag/divide-and-conquer)	36.4%	Hard	
636	Exclusive Time of Functions (Stack (/tag/stack)	53.5%	Medium	
778	Swim in Rising Water (/probl	Binary Search (/tag/binary-search) Heap (/tag/heap)	54.1%	(Hard)	
		Depth-first Search (/tag/depth-first-search)			
		Union Find (/tag/union-find)			
834	Sum of Distances in Tree (/pr	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	45.3%	Hard	
720	Longest Word in Dictionary (/	Hash Table (/tag/hash-table)	48.9%	Easy	
630	Course Schedule III (/proble	Greedy (/tag/greedy)	33.6%	Hard	
733	Flood Fill (/problems/flood-fill)	Depth-first Search (/tag/depth-first-search)	55.7%	Easy	

# 772	Title Basic Calculator III (/problem	Tags String (/tag/string) Stack (/tag/stack)	Acceptance 42.8%	Difficulty Hard	Frequency @
	₽				
323	Number of Connected Comp	Depth-first Search (/tag/depth-first-search)	57.1%	Medium	
	■	Breadth-first Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
44	Wildcard Matching (/problem	String (/tag/string)	25.2%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking) Greedy (/tag/greedy)			
325	Maximum Size Subarray Sum	Hash Table (/tag/hash-table)	47.1%	Medium	
130	Surrounded Regions (/proble	Depth-first Search (/tag/depth-first-search)	28.9%	Medium	
		Breadth-first Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find)			
131	Palindrome Partitioning (/pro	Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Depth-first Search (/tag/depth-first-search)	49.6%	Medium	
306	Additive Number (/problems/	Backtracking (/tag/backtracking)	29.5%	Medium	
210	Course Schedule II (/problem	Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search) Graph (/tag/graph)	41.9%	Medium	
		Topological Sort (/tag/topological-sort)			
84	Largest Rectangle in Histogr	Array (/tan/array) Stack (/tan/stack)	36.2%	Hard	

	#	Title	Tags	Acceptance	Difficulty Frequency	Ð
	137	Single Number II (/problems/	Bit Manipulation (/tag/bit-manipulation)	53.3%	Medium	
	658	Find K Closest Elements (/pr	Binary Search (/tag/binary-search)	41.6%	Medium	
	432	All O`one Data Structure (/pr	Design (/tag/design)	33.0%	Hard	
	79	Word Search (/problems/wor	Array (/tag/array) Backtracking (/tag/backtracking)	36.4%	Medium	
	794	Valid Tic-Tac-Toe State (/pro	Math (/tag/math) Recursion (/tag/recursion)	33.6%	Medium	
	328	Odd Even Linked List (/probl	Linked List (/tag/linked-list)	56.7%	Medium	
	14	Longest Common Prefix (/pr	String (/tag/string)	35.9%	(Easy)	
	353	Design Snake Game (/proble	Design (/tag/design) Queue (/tag/queue)	35.0%	Medium	
	689	Maximum Sum of 3 Non-Ove	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	47.0%	Hard	
	986	Interval List Intersections (/p	Two Pointers (/tag/two-pointers)	67.9%	Medium	
	505	The Maze II (/problems/the	Depth-first Search (/tag/depth-first-search)	48.2%	Medium	
		•	Breadth-first Search (/tag/breadth-first-search)			
•	3	Longest Substring Without R	Hash Table (/tag/hash-table)	31.0%	Medium	
			String (/tag/string) Sliding Window (/tag/sliding-window)			
	5	Longest Palindromic Substrin	String (/tag/string)	30.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			

3 37	House Robber III (/problems/	Tagsamic Programming (/tag/dynamic-programming) Tree (/tag/tree)	ā16e Acceptance	Mediculty Frequency 2
		Depth-first Search (/tag/depth-first-search)		
37	Sudoku Solver (/problems/su	Hash Table (/tag/hash-table) Backtracking (/tag/backtracking)	45.5%	Hard
1514	Path with Maximum Probabili	Graph (/tag/graph)	38.8%	Medium
16	3Sum Closest (/problems/3s	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.2%	Medium
491	Increasing Subsequences (/p	Depth-first Search (/tag/depth-first-search)	47.1%	Medium
42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.4%	Hard
384	Shuffle an Array (/problems/	Stack (/tag/stack)	53.6%	Medium
218	The Skyline Problem (/proble	Divide and Conquer (/tag/divide-and-conquer) Heap (/tag/heap) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Line Sweep (/tag/line-sweep)	35.8%	Hard
759	Employee Free Time (/proble	Heap (/tag/heap) Greedy (/tag/greedy)	67.5%	Hard
97	Interleaving String (/problem	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	32.2%	Hard
212	Word Search II (/problems/w	Backtracking (/tag/backtracking) Trie (/tag/trie)	36.2%	Hard

	# 3	Title Unique Paths II (/problems/u	Tags Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	Acceptance	Difficulty Medium	Frequency 2
	36	Valid Sudoku (/problems/vali	Hash Table (/tag/hash-table)	49.9%	Medium	
	1209	Remove All Adjacent Duplicat	Stack (/tag/stack)	57.5%	Medium	
	1041	Robot Bounded In Circle (/pr	Math (/tag/math)	54.5%	Medium	
	769	Max Chunks To Make Sorted	Array (/tag/array)	55.3%	Medium	
•	1192	Critical Connections in a Net	Depth-first Search (/tag/depth-first-search)	49.6%	Hard	
	297	Serialize and Deserialize Bina	Tree (/tag/tree) Design (/tag/design)	49.0%	Hard	
	525	Contiguous Array (/problems	Hash Table (/tag/hash-table)	43.3%	Medium	
	632	Smallest Range Covering Ele	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers)	53.6%	Hard	
			String (/tag/string)			
	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Binary Search (/tag/binary-search)	30.7%	Medium	
	43	Multiply Strings (/problems/	Math (/tag/math) String (/tag/string)	34.6%	Medium	
	773	Sliding Puzzle (/problems/sli	Breadth-first Search (/tag/breadth-first-search)	60.3%	Hard	
	1235	Maximum Profit in Job Sched	Binary Search (/tag/binary-search)	46.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming) Sort (/tag/sort)			
	1229	Meeting Scheduler (/problem	Line Sweep (/tag/line-sweep)	54.0%	Medium	

#	₽	পিয়া edrome Number (/proble	Tags (/tag/math)		A@ceotance	Diffic ulty	Frequency 2
1	1170	Compare Strings by Frequen	Array (/tag/array) String (/ta	g/string)	59.4%	Easy	
7	78	Subsets (/problems/subsets)		ring (/tag/backtracking)	64.0%	Medium	
			Bit Manipulation (/tag/bit-mar	ipulation)			
1	150	Evaluate Reverse Polish Nota	Stack (/tag/stack)		37.3%	Medium	
4	493	Reverse Pairs (/problems/rev	Binary Search (/tag/binary-se	arch)	26.3%	Hard	
			Divide and Conquer (/tag/divi	de-and-conquer) Sort (/tag/sort)			
			Binary Indexed Tree (/tag/bina	ry-indexed-tree)			
			Segment Tree (/tag/segment-	tree)			
7	719	Find K-th Smallest Pair Dista	Array (/tag/array) Binary Se	arch (/tag/binary-search)	32.3%	Hard	
			Heap (/tag/heap)				
1	159	Longest Substring with At M	Hash Table (/tag/hash-table) String (/tag/string) Sliding V	Two Pointers (/tag/two-pointers) Vindow (/tag/sliding-window)	50.1%	Medium	
2	22	Generate Parentheses (/prob	String (/tag/string) Backtrad	cking (/tag/backtracking)	64.4%	Medium	
6	686	Repeated String Match (/pro	String (/tag/string)		32.7%	Medium	
9	989	Add to Array-Form of Integer	Array (/tag/array)		44.6%	Easy	
~ 3	307	Range Sum Query - Mutable	Binary Indexed Tree (/tag/bina		36.2%	Medium	
			Segment Tree (/tag/segment-	tree)			

# 827	Title Making A Large Island (/prob	Tags Depth-first Search (/tag/depth-first-search)	Acceptance 46.9%	Difficulty Frequency 2
77	Combinations (/problems/co	Backtracking (/tag/backtracking)	56.4%	Medium
4	Median of Two Sorted Arrays	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer)	30.5%	Hard
706	Design HashMap (/problems/	Hash Table (/tag/hash-table) Design (/tag/design)	62.2%	(Easy)
20	Valid Parentheses (/problem	String (/tag/string) Stack (/tag/stack)	39.4%	Easy
216	Combination Sum III (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	59.6%	Medium
177	Nth Highest Salary (/problem		32.6%	Medium
975	Odd Even Jump (/problems/o	Dynamic Programming (/tag/dynamic-programming)	41.7%	Hard
		Stack (/tag/stack) Ordered Map (/tag/ordered-map)		
46	Permutations (/problems/per	Backtracking (/tag/backtracking)	65.5%	Medium
887	Super Egg Drop (/problems/s	Math (/tag/math) Binary Search (/tag/binary-search)	27.0%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
1047	Remove All Adjacent Duplicat	Stack (/tag/stack)	70.0%	Easy
99	Recover Binary Search Tree (Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	41.8%	Hard
987	Vertical Order Traversal of a	Hash Table (/tag/hash-table) Tree (/tag/tree)	37.3%	Medium
240	Danassa Disallasta Lattara (Ia		20.00/	<i></i>

	316 #	Remove Duplicate Letters (/p Title	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Tags	პგ.ხ% Acceptance	(Medium) Difficulty Frequency 6
~	788	Rotated Digits (/problems/rot	String (/tag/string)	57.2%	Easy
	110	Balanced Binary Tree (/probl	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	44.1%	(Easy)
	54	Spiral Matrix (/problems/spir	Array (/tag/array)	35.1%	Medium
	389	Find the Difference (/proble	Hash Table (/tag/hash-table) Bit Manipulation (/tag/bit-manipulation)	57.5%	(Easy)
	554	Brick Wall (/problems/brick	Hash Table (/tag/hash-table)	50.5%	Medium
	1270	All People Report to the Give		88.2%	Medium
	300	Longest Increasing Subsequ	Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	43.2%	Medium
	33	Search in Rotated Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	35.4%	Medium
	229	Majority Element II (/problem	Array (/tag/array)	38.3%	Medium
	1162	As Far from Land as Possible	Breadth-first Search (/tag/breadth-first-search)	44.5%	Medium
	173	Binary Search Tree Iterator (/	Stack (/tag/stack) Tree (/tag/tree) Design (/tag/design)	59.2%	Medium
	947	Most Stones Removed with S	Depth-first Search (/tag/depth-first-search) Union Find (/tag/union-find)	55.3%	Medium
	241	Different Ways to Add Parent	Divide and Conquer (/tag/divide-and-conquer)	56.7%	Medium
	1005	Dalata Lagras With a Olivan V		70 50/	<i>—</i>

	1325 #	Delete Leaves With a Given V Title	Tree (/tag/tree) Tags	/3.5% Acceptance	(Medium) Difficulty	Frequency 2
	403	Frog Jump (/problems/frog-j	Dynamic Programming (/tag/dynamic-programming)	40.9%	Hard	
	698	Partition to K Equal Sum Sub	Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	45.5%	Medium	
	807	Max Increase to Keep City Sk		84.2%	Medium	
	91	Decode Ways (/problems/de	String (/tag/string)	25.7%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
✓	101	Symmetric Tree (/problems/s	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	47.7%	Easy	
			Breadth-first Search (/tag/breadth-first-search)			
	336	Palindrome Pairs (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	34.3%	Hard	
	735	Asteroid Collision (/problems	Stack (/tag/stack)	43.1%	Medium	
	343	Integer Break (/problems/inte	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	50.9%	Medium	
	334	Increasing Triplet Subsequen		39.9%	Medium	
	121	Best Time to Buy and Sell St	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	51.2%	Easy	
~	162	Find Peak Element (/problem	Array (/tag/array) Binary Search (/tag/binary-search)	43.7%	Medium	
	1441	Build an Array With Stack Op	Stack (/tag/stack)	68.9%	Easy	
	540	Single Element in a Sorted Ar	Binary Search (/tag/binary-search)	57.9%	Medium	

8 95	Hazimum Frequency Stack (/	Tägs Table (/tag/hash-table) Stack (/tag/stack)	Acceptance	difficulty Frequency 2
236	Lowest Common Ancestor of	Tree (/tag/tree)	47.7%	Medium
314	Binary Tree Vertical Order Tr	Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search)	46.5%	Medium
208	Implement Trie (Prefix Tree) (Design (/tag/design) Trie (/tag/trie)	51.1%	Medium
463	Island Perimeter (/problems/i	Hash Table (/tag/hash-table)	66.4%	Easy
1143	Longest Common Subseque	Dynamic Programming (/tag/dynamic-programming)	58.5%	Medium
886	Possible Bipartition (/proble	Depth-first Search (/tag/depth-first-search) Graph (/tag/graph)	44.7%	Medium
214	Shortest Palindrome (/proble	String (/tag/string)	30.3%	Hard
559	Maximum Depth of N-ary Tre	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search)	69.2%	Easy
979	Distribute Coins in Binary Tre	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	69.3%	Medium
934	Shortest Bridge (/problems/s	Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search)	49.3%	Medium
430	Flatten a Multilevel Doubly Li	Linked List (/tag/linked-list) Depth-first Search (/tag/depth-first-search)	56.4%	Medium
239	Sliding Window Maximum (/p	Heap (/tag/heap) Sliding Window (/tag/sliding-window) Dequeue (/tag/dequeue)	44.4%	Hard

2 78	First Bad Version (/problems/	Täigsry Search (/tag/binary-search)	Acceptance	ហ៊ីរ៉ឺឺឺឺឺែculty Frequency ②
60	Permutation Sequence (/pro	Math (/tag/math) Backtracking (/tag/backtracking)	39.0%	Hard
49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	58.5%	Medium
301	Remove Invalid Parentheses	Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search)	44.2%	(Hard)
703	Kth Largest Element in a Stre	Heap (/tag/heap) Design (/tag/design)	50.4%	(Easy)
705	Design HashSet (/problems/	Hash Table (/tag/hash-table) Design (/tag/design)	64.5%	Easy
501	Find Mode in Binary Search T	Tree (/tag/tree)	43.0%	Easy
543	Diameter of Binary Tree (/pro	Tree (/tag/tree)	48.9%	Easy
456	132 Pattern (/problems/132	Stack (/tag/stack)	30.5%	Medium
132	Palindrome Partitioning II (/pr	Dynamic Programming (/tag/dynamic-programming)	30.8%	Hard
931	Minimum Falling Path Sum (/	Dynamic Programming (/tag/dynamic-programming)	63.1%	Medium
292	Nim Game (/problems/nim-g	Brainteaser (/tag/brainteaser) Minimax (/tag/minimax)	54.9%	Easy
163	Missing Ranges (/problems/	Array (/tag/array)	26.0%	Easy
901	Online Stock Span (/problem	Stack (/tag/stack)	61.0%	Medium
62	Unique Paths (/problems/uni	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	55.3%	Medium

	#	Title	Tags	Acceptance	Difficulty	Frequency 2
	# 791	Custom Sort String (/proble	String (/tag/string)	65.8%	Medium	Trequency •
	246	Strobogrammatic Number (/	Hash Table (/tag/hash-table) Math (/tag/math)	45.5%	Easy	
	1283	Find the Smallest Divisor Giv	Binary Search (/tag/binary-search)	48.8%	Medium	
•	863	All Nodes Distance K in Binar	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search)	57.1%	Medium	
~	849	Maximize Distance to Closes	Array (/tag/array)	44.3%	Medium	
	169	Majority Element (/problems/	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer)	59.6%	Easy	
			Bit Manipulation (/tag/bit-manipulation)			
	345	Reverse Vowels of a String (/	Two Pointers (/tag/two-pointers) String (/tag/string)	44.7%	Easy	
	518	Coin Change 2 (/problems/c		51.2%	Medium	
	94	Binary Tree Inorder Traversal	Hash Table (/tag/hash-table) Stack (/tag/stack) Tree (/tag/tree)	65.0%	Medium	
~	925	Long Pressed Name (/proble	Two Pointers (/tag/two-pointers) String (/tag/string)	38.8%	Easy	
~	256	Paint House (/problems/paint	Dynamic Programming (/tag/dynamic-programming)	53.0%	Medium	
	443	String Compression (/proble	String (/tag/string)	42.7%	Medium	
	498	Diagonal Traverse (/problem		49.0%	Medium	
	373	Find K Pairs with Smallest Su	Heap (/tag/heap)	37.3%	Medium	

# 83	Title Minimum Cost For Tickets (/	Tags Dynamic Programming (/tag/dynamic-programming)	Acceptance	Difficulty Medium	Frequency 2
678	Valid Parenthesis String (/pro	String (/tag/string)	31.4%	Medium	
311	Sparse Matrix Multiplication (Hash Table (/tag/hash-table)	63.3%	Medium	
452	Minimum Number of Arrows t	Greedy (/tag/greedy) Sort (/tag/sort)	49.7%	Medium	
654	Maximum Binary Tree (/probl	Tree (/tag/tree)	80.7%	Medium	
958	Check Completeness of a Bi	Tree (/tag/tree)	52.4%	Medium	
70	Climbing Stairs (/problems/cl	Dynamic Programming (/tag/dynamic-programming)	48.4%	Easy	
30	Substring with Concatenatio	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string)	25.9%	Hard	
718	Maximum Length of Repeate	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	49.9%	Medium	
220	Contains Duplicate III (/probl	Sort (/tag/sort) Ordered Map (/tag/ordered-map)	21.3%	Medium	
148	Sort List (/problems/sort-list)	Linked List (/tag/linked-list) Sort (/tag/sort)	45.4%	Medium	
665	Non-decreasing Array (/prob	Array (/tag/array)	19.6%	Easy	
662	Maximum Width of Binary Tr	Tree (/tag/tree)	40.1%	Medium	

	# 23	Title Merge k Sorted Lists (/proble	Tags Linked List (/tag/linked-list)	Acceptance 41.6%	Difficulty Frequency 2
			Divide and Conquer (/tag/divide-and-conquer)		
	684	Redundant Connection (/pro	Tree (/tag/tree) Union Find (/tag/union-find) Graph (/tag/graph)	58.5%	Medium
	581	Shortest Unsorted Continuo	Array (/tag/array)	31.5%	Medium
	669	Trim a Binary Search Tree (/p	Tree (/tag/tree)	63.2%	Easy
~	206	Reverse Linked List (/proble	Linked List (/tag/linked-list)	64.4%	Easy
	454	4Sum II (/problems/4sum-ii)	Hash Table (/tag/hash-table) Binary Search (/tag/binary-search)	53.8%	Medium
	228	Summary Ranges (/problems	Array (/tag/array)	41.8%	Easy
	322	Coin Change (/problems/coin	Dynamic Programming (/tag/dynamic-programming)	36.6%	Medium
	392	Is Subsequence (/problems/i	Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	49.4%	Easy
	621	Task Scheduler (/problems/t	Array (/tag/array) Greedy (/tag/greedy) Queue (/tag/queue)	51.2%	Medium
~	1026	Maximum Difference Betwee	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	68.9%	Medium
	215	Kth Largest Element in an Arr	Divide and Conquer (/tag/divide-and-conquer) Heap (/tag/heap)	57.1%	Medium
	257	Binary Tree Paths (/problems	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	52.8%	Easy

#	Title Longest Palindrome (/proble	Tags Hash Table (/tag/hash-table)	Acceptance 52.0%	Difficulty (Easy)	Frequency 0
310	Minimum Height Trees (/prob	Breadth-first Search (/tag/breadth-first-search) Graph (/tag/graph)	34.3%	Medium	
739	Daily Temperatures (/proble	Hash Table (/tag/hash-table) Stack (/tag/stack)	64.2%	Medium	
622	Design Circular Queue (/prob	Design (/tag/design) Queue (/tag/queue)	44.8%	Medium	
238	Product of Array Except Self	Array (/tag/array)	61.1%	Medium	
1395	Count Number of Teams (/pr	Array (/tag/array)	81.9%	Medium	
93	Restore IP Addresses (/probl	String (/tag/string) Backtracking (/tag/backtracking)	36.9%	Medium	
1046	Last Stone Weight (/problem	Heap (/tag/heap) Greedy (/tag/greedy)	62.4%	Easy	
845	Longest Mountain in Array (/	Two Pointers (/tag/two-pointers)	38.4%	Medium	
1329	Sort the Matrix Diagonally (/	Array (/tag/array) Sort (/tag/sort)	78.9%	Medium	
100	Same Tree (/problems/same	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	53.9%	Easy	
65	Valid Number (/problems/vali	Math (/tag/math) String (/tag/string)	15.6%	Hard	
371	Sum of Two Integers (/proble	Bit Manipulation (/tag/bit-manipulation)	50.6%	Medium	
155	Min Stack (/problems/min-st	Stack (/tag/stack) Design (/tag/design)	45.7%	Easy	
114	Flatten Binary Tree to Linked	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	51.0%	Medium	

# 2	Trittle er to Roman (/problems	TAGS (/tag/math) String (/tag/string)	Ā ō <i>c</i> ē¢tance	(Nifefactuality Frequency 2)
285	Inorder Successor in BST (/p	Tree (/tag/tree)	42.0%	Medium
341	Flatten Nested List Iterator (/	Stack (/tag/stack) Design (/tag/design)	53.9%	Medium
283	Move Zeroes (/problems/mo	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.3%	Easy
38	Count and Say (/problems/co	String (/tag/string)	45.6%	Easy
109	Convert Sorted List to Binary	Linked List (/tag/linked-list) Depth-first Search (/tag/depth-first-search)	49.4%	Medium
234	Palindrome Linked List (/prob	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	40.0%	(Easy)
179	Largest Number (/problems/l	Sort (/tag/sort)	30.2%	Medium
682	Baseball Game (/problems/b	Stack (/tag/stack)	65.5%	(Easy)
435	Non-overlapping Intervals (/p	Greedy (/tag/greedy)	43.7%	Medium
387	First Unique Character in a S	Hash Table (/tag/hash-table) String (/tag/string)	53.7%	Easy
51	N-Queens (/problems/n-que	Backtracking (/tag/backtracking)	48.5%	Hard
240	Search a 2D Matrix II (/proble	Binary Search (/tag/binary-search)	43.8%	Medium
		Divide and Conquer (/tag/divide-and-conquer)		
118	Pascal's Triangle (/problems/	Array (/tag/array)	54.0%	(Easy)
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	1004 #	Max Consecutive Ones III (/p Title	$\begin{tabular}{ll} \hline \mbox{Two Pointers (/tag/two-pointers)} \end{tabular} \begin{tabular}{ll} \mbox{Sliding Window (/tag/sliding-window)} \end{tabular}$	ხ∪.პ% Acceptance	(Medium) Difficulty Frequency ②
	204	Count Primes (/problems/co	Hash Table (/tag/hash-table) Math (/tag/math)	32.0%	Easy
	202	Happy Number (/problems/h	Hash Table (/tag/hash-table) Math (/tag/math)	51.0%	Easy
	415	Add Strings (/problems/add	String (/tag/string)	48.0%	Easy
	242	Valid Anagram (/problems/va	Hash Table (/tag/hash-table) Sort (/tag/sort)	57.8%	Easy
	941	Valid Mountain Array (/proble	Array (/tag/array)	33.7%	Easy
	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list)	51.8%	Medium
	1313	Decompress Run-Length Enc	Array (/tag/array)	85.3%	Easy
~	8	String to Integer (atoi) (/prob	Math (/tag/math) String (/tag/string)	15.5%	Medium
~	230	Kth Smallest Element in a BS	Binary Search (/tag/binary-search) Tree (/tag/tree)	61.8%	Medium
	496	Next Greater Element I (/pro	Stack (/tag/stack)	64.9%	(Easy)
	67	Add Binary (/problems/add-b	Math (/tag/math) String (/tag/string)	46.4%	Easy
	153	Find Minimum in Rotated Sor	Array (/tag/array) Binary Search (/tag/binary-search)	45.7%	Medium
	108	Convert Sorted Array to Bina	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	59.6%	Easy
	119	Pascal's Triangle II (/problem	Array (/tag/array)	51.6%	Easy
	567	Permutation in String (/probl	$\begin{tabular}{ll} Two Pointers (/tag/two-pointers) & Sliding Window (/tag/sliding-window) \\ \end{tabular}$	44.5%	Medium

~	# 52	Meke ting Rooms (/problems/	Tegs (/tag/sort)	A5cleptance	Difficulty Frequency 2
	227	Basic Calculator II (/problem	String (/tag/string) Stack (/tag/stack)	38.1%	Medium
	171	Excel Sheet Column Number	Math (/tag/math)	56.6%	Easy
	442	Find All Duplicates in an Arra	Array (/tag/array)	68.6%	Medium
	190	Reverse Bits (/problems/reve	Bit Manipulation (/tag/bit-manipulation)	41.3%	Easy
	116	Populating Next Right Pointe	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search)	48.0%	Medium
	273	Integer to English Words (/pr	Math (/tag/math) String (/tag/string)	27.8%	Hard
	724	Find Pivot Index (/problems/fi	Array (/tag/array)	44.9%	Easy
	160	Intersection of Two Linked Li	Linked List (/tag/linked-list)	42.2%	Easy
•	350	Intersection of Two Arrays II (Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sort (/tag/sort)	51.8%	(Easy)
	55	Jump Game (/problems/jump	Array (/tag/array) Greedy (/tag/greedy)	35.0%	Medium
	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	34.6%	Easy
	485	Max Consecutive Ones (/pro	Array (/tag/array)	53.4%	Easy
	117	Populating Next Right Pointe	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	41.4%	Medium
	140	Maud Dunnie II (Involutionalista		22.0%	····

	140 #	wora вгеак II (/propiems/wor Title	Dynamic Programming (/tag/dynamic-programming) Tags Backtracking (/tag/backtracking)	33.9% Acceptance	(Hard) Difficulty Frequency 2
	181	Employees Earning More Tha		59.1%	(Easy)
	98	Validate Binary Search Tree (Tree (/tag/tree) Depth-first Search (/tag/depth-first-search) Recursion (/tag/recursion)	28.3%	Medium
	1342	Number of Steps to Reduce	Bit Manipulation (/tag/bit-manipulation)	85.8%	(Easy)
	25	Reverse Nodes in k-Group (/	Linked List (/tag/linked-list)	43.8%	Hard
	113	Path Sum II (/problems/path	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	48.3%	Medium
	92	Reverse Linked List II (/probl	Linked List (/tag/linked-list)	40.0%	Medium
	977	Squares of a Sorted Array (/p	Array (/tag/array) Two Pointers (/tag/two-pointers)	72.1%	Easy
?	937	Reorder Data in Log Files (/pr	String (/tag/string)	54.3%	Easy
	771	Jewels and Stones (/problem	Hash Table (/tag/hash-table)	86.8%	(Easy)
	58	Length of Last Word (/proble	String (/tag/string)	33.3%	Easy
	73	Set Matrix Zeroes (/problems	Array (/tag/array)	43.9%	Medium
	349	Intersection of Two Arrays (/	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers)	64.0%	Easy
	000	Dans and Links of Link Flores	Binary Search (/tag/binary-search) Sort (/tag/sort)	20.0%	
	203	Remove Linked List Elements	Linked List (/tag/linked-list)	39.0%	(Easy)
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•	11 #	Container with Most water (/ Title	Array (/tag/array) Two Pointers (/tag/two-pointers) Tags	51.9% Acceptance	(Medium) Difficulty Frequency ©
	59	Spiral Matrix II (/problems/spi	Array (/tag/array)	57.1%	Medium
	136	Single Number (/problems/si	Hash Table (/tag/hash-table)	66.2%	Easy
	175	Combine Two Tables (/proble		62.9%	Easy
	344	Reverse String (/problems/re	Two Pointers (/tag/two-pointers) String (/tag/string)	69.7%	Easy
	88	Merge Sorted Array (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	40.1%	Easy
	144	Binary Tree Preorder Travers	Stack (/tag/stack) Tree (/tag/tree)	56.8%	Medium
	243	Shortest Word Distance (/pro	Array (/tag/array)	61.7%	(Easy)
	509	Fibonacci Number (/problem	Array (/tag/array)	67.2%	(Easy)
	39	Combination Sum (/problems	Array (/tag/array) Backtracking (/tag/backtracking)	58.4%	Medium
	138	Copy List with Random Point	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	38.9%	Medium
	103	Binary Tree Zigzag Level Ord	Stack (/tag/stack) Tree (/tag/tree) Breadth-first Search (/tag/breadth-first-search)	49.5%	Medium
	112	Path Sum (/problems/path-s	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search)	41.9%	(Easy)
	1470	Shuffle the Array (/problems/	Array (/tag/array)	88.5%	(Easy)
~	237	Delete Node in a Linked List	Linked List (/tag/linked-list)	65.8%	(Easy)
	070	Molecust Bainta to Opinio Ma		C 4 40/	<i>(</i> "

9/3 #	K Closest Points to Origin (/p Title	Divide and Conquer (/tag/divide-and-conquer) Tags Sort (/tag/sort)	64.4% Acceptance	Medium Difficulty Frequency 2
207	Course Schedule (/problems/	Depth-first Search (/tag/depth-first-search) Breadth-first Search (/tag/breadth-first-search) Topological Sort (/tag/topological-sort)	44.0%	Medium
4 8	Rotate Image (/problems/rot	Array (/tag/array)	58.9%	Medium
35	Search Insert Position (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	42.7%	(Easy)
104	Maximum Depth of Binary Tr	Tree (/tag/tree) Depth-first Search (/tag/depth-first-search) Recursion (/tag/recursion)	67.4%	Easy
26	Remove Duplicates from Sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.1%	(Easy)
7	Reverse Integer (/problems/r	Math (/tag/math)	25.8%	Easy
122	Best Time to Buy and Sell St	Array (/tag/array) Greedy (/tag/greedy)	58.0%	(Easy)
13	Roman to Integer (/problems	Math (/tag/math) String (/tag/string)	56.2%	(Easy)
416	Partition Equal Subset Sum (/	Dynamic Programming (/tag/dynamic-programming)	44.6%	Medium
382	Linked List Random Node (/p	Reservoir Sampling (/tag/reservoir-sampling)	53.6%	Medium
1010	D Pairs of Songs With Total Dur	Array (/tag/array)	49.7%	Medium