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## Algorithm

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In mathematics and computer science, an algorithm is defined as a process or set of rules to be followed in calculations or other problem-solving operations. This practical method is often used in calculations or other problem-solving operations. This practical method is often used in calculations or other problem-solving operations.

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### Algorithm III Premium

**Easy      Medium      Hard****0      0      0**

Algorithm III

2      34      24

[Switch Plan](#)

#### Day 1 Binary Search

**1060. Missing Element in Sorted ... 🔒**

Array    Binary Search

Medium

Acceptance 54.7%

[Start Now >](#)**1901. Find a Peak Element II**

Array    Binary Search    Matrix

Medium

Acceptance 53.5%

[Start Now >](#)

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#### Day 2 Binary Search

**1231. Divide Chocolate 🔒**

Array    Binary Search

Hard

Acceptance 56.7%

[Locked 🔒](#)**1182. Shortest Distance to Targe... 🔒**

Array    Binary Search

Medium

Acceptance 55.5%

[Locked 🔒](#)

#### Day 3 Two Pointers

**1229. Meeting Scheduler 🔒**

Array    Two Pointers    Sorting

Medium

Acceptance 55.4%

[Locked 🔒](#)**287. Find the Duplicate Number**

Array    Two Pointers    Binary Search

Medium

Acceptance 59.0%

[Locked 🔒](#)

#### Day 4 Two Pointers

**42. Trapping Rain Water**

Array    Two Pointers

Hard

Acceptance 57.7%

[Locked 🔒](#)**1868. Product of Two Run-Lengt... 🔒**

Array    Two Pointers

Medium

Acceptance 57.7%

[Locked 🔒](#)

#### Day 5 Sliding Window

**159. Longest Substring with At ... 🔒**

Hash Table    String

Medium

Acceptance 53.1%

[Locked 🔒](#)**340. Longest Substring with At ... 🔒**

Hash Table    String

Medium

Acceptance 47.6%

[Locked 🔒](#)

#### Day 6 Sliding Window

**1004. Max Consecutive Ones III**

Array    Binary Search

Medium

Acceptance 63.4%

[Locked 🔒](#)**239. Sliding Window Maximum**

Array    Queue    Sliding Window

Hard

Acceptance 46.5%

[Locked 🔒](#)**76. Minimum Window Substring**

Hash Table    String

Hard

Acceptance 39.7%

[Locked 🔒](#)

#### Day 7 Breadth-First Search / Depth-First Search

**286. Walls and Gates 🔒**

Array    Breadth-First Search    Matrix

Medium

Acceptance 59.9%

[Locked 🔒](#)**417. Pacific Atlantic Water Flow**

Array    Depth-First Search

Medium

Acceptance 51.3%

[Locked 🔒](#)

#### Day 8 Breadth-First Search / Depth-First Search

**1469. Find All The Lonely Nodes** 🔒

Tree Depth-First Search

Easy

Acceptance 81.6%

Locked 🔒

**582. Kill Process** 🔒

Array Hash Table Tree

Medium

Acceptance 67.7%

Locked 🔒

**Day 9 Breadth-First Search / Depth-First Search****863. All Nodes Distance K in Binary ...**

Tree Depth-First Search

Medium

Acceptance 61.8%

Locked 🔒

**752. Open the Lock**

Array Hash Table String

Medium

Acceptance 55.5%

Locked 🔒

**Day 10 Breadth-First Search / Depth-First Search****1319. Number of Operations to Mak...**

Depth-First Search

Medium

Acceptance 58.2%

Locked 🔒

**1368. Minimum Cost to Make at Lea...**

Array Breadth-First Search Graph

Hard

Acceptance 61.1%

Locked 🔒

**1192. Critical Connections in a Netw...**

Depth-First Search Graph

Hard

Acceptance 54.5%

Locked 🔒

**Day 11 Recursion / Backtracking****254. Factor Combinations** 🔒

Array Backtracking

Medium

Acceptance 48.8%

Locked 🔒

**394. Decode String**

String Stack Recursion

Medium

Acceptance 57.0%

Locked 🔒

**Day 12 Recursion / Backtracking****51. N-Queens**

Array Backtracking

Hard

Acceptance 61.9%

Locked 🔒

**37. Sudoku Solver**

Array Backtracking Matrix

Hard

Acceptance 55.9%

Locked 🔒

**Day 13 Recursion / Backtracking****10. Regular Expression Matching**

String Dynamic Programming

Hard

Acceptance 28.3%

Locked 🔒

**241. Different Ways to Add Parenthe...**

Math String

Medium

Acceptance 62.7%

Locked 🔒

**Day 14 Recursion / Backtracking****301. Remove Invalid Parentheses**

String Backtracking

Hard

Acceptance 47.0%

Locked 🔒

**489. Robot Room Cleaner** 🔒

Backtracking Interactive

Hard

Acceptance 76.3%

Locked 🔒

**Day 15 Divide and Conquer****53. Maximum Subarray**

Array Divide and Conquer

Medium

Acceptance 49.8%

Locked 🔒

**4. Median of Two Sorted Arrays**

Array Binary Search

Hard

Acceptance 34.8%

Locked 🔒

**315. Count of Smaller Numbers After...**

Array Binary Search

Hard

Acceptance 42.9%

Locked 🔒

**Day 16 Dynamic Programming****309. Best Time to Buy and Sell Stoc...**

Array Dynamic Programming

Medium

Acceptance 53.8%

Locked 🔒

**714. Best Time to Buy and Sell Stoc...**

Array Dynamic Programming

Medium

Acceptance 63.6%

Locked 🔒

**Day 17 Dynamic Programming**

## Day 17 Dynamic Programming

410. Split Array Largest Sum Array    Binary Search	Hard	Acceptance 52.8%	Locked 🔒
337. House Robber III Dynamic Programming    Tree	Medium	Acceptance 53.7%	Locked 🔒

## Day 18 Dynamic Programming

221. Maximal Square Array    Dynamic Programming	Medium	Acceptance 44.1%	Locked 🔒
85. Maximal Rectangle Array    Dynamic Programming	Hard	Acceptance 43.6%	Locked 🔒

## Day 19 Dynamic Programming

486. Predict the Winner Array    Math	Medium	Acceptance 50.7%	Locked 🔒
131. Palindrome Partitioning String    Dynamic Programming	Medium	Acceptance 61.5%	Locked 🔒
132. Palindrome Partitioning II String    Dynamic Programming	Hard	Acceptance 33.4%	Locked 🔒

## Day 20 Dynamic Programming

416. Partition Equal Subset Sum Array    Dynamic Programming	Medium	Acceptance 46.7%	Locked 🔒
983. Minimum Cost For Tickets Array    Dynamic Programming	Medium	Acceptance 64.3%	Locked 🔒

## Day 21 Dynamic Programming

123. Best Time to Buy and Sell Stock... Array    Dynamic Programming	Hard	Acceptance 44.2%	Locked 🔒
174. Dungeon Game Array    Dynamic Programming	Hard	Acceptance 37.0%	Locked 🔒

## Day 22 Topological Sort

207. Course Schedule Depth-First Search	Medium	Acceptance 45.2%	Locked 🔒
210. Course Schedule II Depth-First Search	Medium	Acceptance 47.5%	Locked 🔒

## Day 23 Topological Sort

310. Minimum Height Trees Depth-First Search	Medium	Acceptance 38.3%	Locked 🔒
329. Longest Increasing Path in a Matrix... Array    Dynamic Programming	Hard	Acceptance 51.8%	Locked 🔒

## Day 24 Topological Sort

1136. Parallel Courses 🔒 Graph    Topological Sort	Medium	Acceptance 61.9%	Locked 🔒
269. Alien Dictionary 🔒 Array    String    Depth-First Search	Hard	Acceptance 35.1%	Locked 🔒

## Day 25 Bit Manipulation

260. Single Number III Array    Bit Manipulation	Medium	Acceptance 67.3%	Locked 🔒
864. Shortest Path to Get All Keys Bit Manipulation    Breadth-First Search	Hard	Acceptance 45.3%	Locked 🔒
995. Minimum Number of K Consecutive Groups Array    Bit Manipulation    Queue	Hard	Acceptance 51.1%	Locked 🔒

Day 26 **Others**

1396. Design Underground System  
Medium Acceptance 73.6% Locked 

Hash Table String Design  
146. LRU Cache  
Medium Acceptance 40.5% Locked 

Day 27 **Others**

981. Time Based Key-Value Store  
Medium Acceptance 52.3% Locked 

715. Range Module  
Hard Acceptance 44.4% Locked 

460. LFU Cache  
Hard Acceptance 40.0% Locked 