

	Hard work Beats Talent When Talent Doesn't work Hard			
	How to Use this Sheet Optimally: <a href="https://youtu.be/XKUC1EPLiSY">https://youtu.be/XKUC1EPLiSY</a>			
	Kindly Download the sheet and then do necessary Updation			
Topic	Questions	Level	DAY	Completed
Array	<a href="#">Search an Element in an array</a>	Easy	1	No
Array	<a href="#">Check if two arrays are equal or not</a>	Easy	1	No
Array	<a href="#">Missing element of AP</a>	Easy	1	No
Array	<a href="#">Cyclically rotate an array by one</a>	Easy	1	No
Array	<a href="#">Find minimum and maximum element in an array</a>	Easy	2	No
Array	<a href="#">Binary Array Sorting</a>	Easy	2	No
Array	<a href="#">Move all negative elements to end</a>	Easy	2	No
Array	<a href="#">Missing number</a>	Easy	2	No
Array	<a href="#">Search Element in Matrix</a>	Easy	3	No
Array	<a href="#">Find the fine</a>	Easy	3	No
Array	<a href="#">Greater on right side</a>	Easy	3	No
Array	<a href="#">Remove duplicate elements from sorted Array</a>	Easy	3	No
Array	<a href="#">Subarray with given sum</a>	Easy	4	No
Array	<a href="#">Sort an array of 0s, 1s and 2s</a>	Easy	4	No
Array	<a href="#">Equilibrium Point</a>	Easy	4	No
Array	<a href="#">Peak element</a>	Easy	4	No
Array	<a href="#">Find Transition Point</a>	Easy	5	No
Array	<a href="#">Alternate positive and negative numbers</a>	Easy	5	No
Array	<a href="#">Union of Two Sorted Arrays</a>	Easy	5	No
Array	<a href="#">Three way partitioning</a>	Easy	5	No
Array	<a href="#">Frogs and Jumps</a>	Easy	6	No
Array	<a href="#">Min Subsets with Consecutive Numbers</a>	Easy	6	No
Array	<a href="#">Find Missing And Repeating</a>	Medium	6	No
Array	<a href="#">Rearrange Array Alternately</a>	Medium	7	No
Array	<a href="#">Pythagorean Triplet</a>	Medium	7	No
Array	<a href="#">Rearrange an array with O(1) extra space</a>	Medium	7	No
Array	<a href="#">Count triplets with sum smaller than X</a>	Medium	7	No
Array	<a href="#">Boolean Matrix</a>	Medium	7	No
Array	<a href="#">Row with max 1s</a>	Medium	7	No
Array	<a href="#">Container With Most Water</a>	Medium	8	No
Array	<a href="#">Maximum Triplet product</a>	Medium	8	No
Array	<a href="#">Coins of Geekland</a>	Medium	8	No
Array	<a href="#">Next Permutation</a>	Medium	9	No
Array	<a href="#">Rotate Image</a>	Medium	9	No
Array	<a href="#">Count Primes</a>	Medium	10	No
Array	<a href="#">Watering Plants</a>	Medium	10	No
Array	<a href="#">Arithmetic Subarrays</a>	Medium	10	No
Array	<a href="#">Majority Element</a>	Medium	11	No
Array	<a href="#">Max Circular Subarray Sum</a>	Hard	11	No
Array	<a href="#">Count the subarrays having product less than k</a>	Hard	12	No
Array	<a href="#">Maximum subset XOR</a>	Hard	12	No
Array	<a href="#">Next Smallest Palindrome</a>	Hard	13	No
Array	<a href="#">Count the number of subarrays</a>	Hard	13	No
Array	<a href="#">Largest rectangle of 1s with swapping of columns allowed</a>	Hard	14	No
Array	<a href="#">N/3 Repeat Number</a>	Hard	14	No
String	<a href="#">Reverse a String</a>	Easy	15	No
String	<a href="#">Check if strings are rotations of each other or not</a>	Easy	15	No
String	<a href="#">Maximum Occuring Character</a>	Easy	15	No
String	<a href="#">Binary String</a>	Easy	15	No
String	<a href="#">Anagram of String</a>	Easy	16	No
String	<a href="#">Merge two strings</a>	Easy	16	No
String	<a href="#">Reverse words in a given string</a>	Easy	16	No
String	<a href="#">Palindrome String</a>	Easy	16	No
String	<a href="#">Longest Common Prefix in an Array</a>	Easy	17	No
String	<a href="#">Roman Number to Integer</a>	Easy	17	No
String	<a href="#">Length of Last Word</a>	Easy	17	No
String	<a href="#">Longest Distinct characters in string</a>	Easy	17	No

String	<a href="#">Remove all duplicates from a given string</a>	Easy	18	No
String	<a href="#">Min Number of Flips</a>	Easy	18	No
String	<a href="#">Meta Strings</a>	Easy	18	No
String	<a href="#">Smallest window containing 0, 1 and 2</a>	Easy	18	No
String	<a href="#">Generate Grey Code Sequences</a>	Easy	19	No
String	<a href="#">Sum of two large numbers</a>	Medium	20	No
String	<a href="#">Length of the longest substring</a>	Medium	20	No
String	<a href="#">Longest Prefix Suffix</a>	Medium	20	No
String	<a href="#">Smallest distinct window</a>	Medium	21	No
String	<a href="#">Case-specific Sorting of Strings</a>	Medium	21	No
String	<a href="#">Excel Sheet   Part - 1</a>	Medium	21	No
String	<a href="#">Transform String</a>	Medium	22	No
String	<a href="#">Remove and Reverse</a>	Medium	22	No
String	<a href="#">String formation from substring</a>	Medium	22	No
String	<a href="#">Minimum Days</a>	Medium	23	No
String	<a href="#">Remove Consecutive Characters</a>	Medium	23	No
String	<a href="#">Bulls and Cows</a>	Medium	23	No
String	<a href="#">Atoi</a>	Medium	24	No
String	<a href="#">Valid Ip Addresses</a>	Hard	24	No
String	<a href="#">Integer To Roman</a>	Hard	25	No
String	<a href="#">Minimum characters to be added at front to make string palindrome</a>	Hard	25	No
String	<a href="#">Wildcard string matching</a>	Hard	26	No
String	<a href="#">Longest Palindromic Substring in Linear Time</a>	Hard	26	No
String	<a href="#">Numbers with one absolute difference</a>	Hard	27	No
String	<a href="#">Stringoholics</a>	Hard	27	No
String	<a href="#">Power of 2</a>	Hard	28	No
String	<a href="#">Justified Text</a>	Hard	28	No
Searching and Sorting	<a href="#">Searching an element in a sorted array</a>	Easy	29	No
Searching and Sorting	<a href="#">Last index of One</a>	Easy	29	No
Searching and Sorting	<a href="#">Count the Zeros</a>	Easy	29	No
Searching and Sorting	<a href="#">Elements in the Range</a>	Easy	29	No
Searching and Sorting	<a href="#">Bubble Sort</a>	Easy	30	No
Searching and Sorting	<a href="#">Insertion Sort</a>	Easy	30	No
Searching and Sorting	<a href="#">First and last occurrences of X</a>	Easy	30	No
Searching and Sorting	<a href="#">Count zeros in a sorted matrix</a>	Easy	30	No
Searching and Sorting	<a href="#">Array Subset of another array</a>	Easy	31	No
Searching and Sorting	<a href="#">Selection Sort</a>	Easy	31	No
Searching and Sorting	<a href="#">Floor in a Sorted Array</a>	Easy	31	No
Searching and Sorting	<a href="#">Radix Sort</a>	Easy	31	No
Searching and Sorting	<a href="#">Search in a matrix</a>	Easy	32	No
Searching and Sorting	<a href="#">Bitonic Point</a>	Easy	32	No
Searching and Sorting	<a href="#">Two Repeated Elements</a>	Easy	32	No
Searching and Sorting	<a href="#">Count More than n/k Occurrences</a>	Easy	32	No
Searching and Sorting	<a href="#">Number and the Digit Sum</a>	Easy	33	No
Searching and Sorting	<a href="#">Find triplets with zero sum</a>	Easy	33	No
Searching and Sorting	<a href="#">Sort The Array</a>	Easy	33	No
Searching and Sorting	<a href="#">Sort in specific order</a>	Easy	33	No
Searching and Sorting	<a href="#">Sort a String</a>	Easy	34	No
Searching and Sorting	<a href="#">Triplet Family</a>	Easy	34	No
Searching and Sorting	<a href="#">Merge and Sort</a>	Easy	34	No
Searching and Sorting	<a href="#">Merging two unsorted arrays in sorted order</a>	Easy	34	No
Searching and Sorting	<a href="#">Rope Cutting</a>	Easy	35	No
Searching and Sorting	<a href="#">Make array elements unique</a>	Easy	35	No
Searching and Sorting	<a href="#">Kth smallest element</a>	Medium	35	No
Searching and Sorting	<a href="#">Smallest Positive missing number</a>	Medium	35	No
Searching and Sorting	<a href="#">Sort an array according to the other</a>	Medium	36	No
Searching and Sorting	<a href="#">Square root of a number</a>	Medium	36	No
Searching and Sorting	<a href="#">Search in a row-column sorted Matrix</a>	Medium	36	No
Searching and Sorting	<a href="#">Smallest factorial number</a>	Medium	37	No
Searching and Sorting	<a href="#">Merge Sort</a>	Medium	37	No
Searching and Sorting	<a href="#">Quick Sort</a>	Medium	37	No

Searching and Sorting	<a href="#">Count Inversions</a>	Medium	38	No
Searching and Sorting	<a href="#">Find All Four Sum Numbers</a>	Medium	38	No
Searching and Sorting	<a href="#">Minimum Swaps to Sort</a>	Medium	38	No
Searching and Sorting	<a href="#">Number of pairs</a>	Medium	39	No
Searching and Sorting	<a href="#">Sort an Array</a>	Medium	39	No
Searching and Sorting	<a href="#">Sorting Elements of an Array by Frequency</a>	Medium	39	No
Searching and Sorting	<a href="#">Overlapping Intervals</a>	Medium	40	No
Searching and Sorting	<a href="#">Find minimum number of Laptops required</a>	Medium	40	No
Searching and Sorting	<a href="#">LCP</a>	Medium	40	No
Searching and Sorting	<a href="#">Reach a Number</a>	Medium	41	No
Searching and Sorting	<a href="#">Heaters</a>	Medium	41	No
Searching and Sorting	<a href="#">Friends Of Appropriate Ages</a>	Medium	41	No
Searching and Sorting	<a href="#">Koko Eating Bananas</a>	Medium	42	No
Searching and Sorting	<a href="#">3Sum</a>	Medium	42	No
Searching and Sorting	<a href="#">3Sum Closest</a>	Medium	42	No
Searching and Sorting	<a href="#">Nth Digit</a>	Medium	42	No
Searching and Sorting	<a href="#">Sort a 2D vector diagonally</a>	Medium	43	No
Searching and Sorting	<a href="#">Maximum Intersecting Lines</a>	Medium	43	No
Searching and Sorting	<a href="#">Merge Without Extra Space</a>	Hard	43	No
Searching and Sorting	<a href="#">Median of the Subarrays</a>	Hard	44	No
Searching and Sorting	<a href="#">Median of Array</a>	Hard	44	No
Searching and Sorting	<a href="#">Implement Power Function</a>	Hard	45	No
Searching and Sorting	<a href="#">WoodCutting Made Easy!</a>	Hard	45	No
Searching and Sorting	<a href="#">Matrix Median</a>	Hard	46	No
Searching and Sorting	<a href="#">Allocate Books</a>	Hard	46	No
Searching and Sorting	<a href="#">Painter's Partition Problem</a>	Hard	47	No
Searching and Sorting	<a href="#">Red Zone</a>	Hard	47	No
Searching and Sorting	<a href="#">Max Sum of Rectangle No Larger Than K</a>	Hard	48	No
Searching and Sorting	<a href="#">Smallest Good Base</a>	Hard	48	No
Searching and Sorting	<a href="#">House Robber IV</a>	Hard	49	No
Searching and Sorting	<a href="#">Maximum Gap</a>	Hard	49	No
LinkedList	<a href="#">Print Linked List elements</a>	Easy	50	No
LinkedList	<a href="#">Linked List Insertion</a>	Easy	50	No
LinkedList	<a href="#">Count nodes of linked list</a>	Easy	50	No
LinkedList	<a href="#">Check If Circular Linked List</a>	Easy	50	No
LinkedList	<a href="#">Identical Linked Lists</a>	Easy	51	No
LinkedList	<a href="#">Insert in a Sorted List</a>	Easy	51	No
LinkedList	<a href="#">Insert in Middle of Linked List</a>	Easy	51	No
LinkedList	<a href="#">Delete node in Doubly Linked List</a>	Easy	51	No
LinkedList	<a href="#">Reverse a Doubly Linked List</a>	Easy	52	No
LinkedList	<a href="#">Delete Alternate Nodes</a>	Easy	52	No
LinkedList	<a href="#">Find the Sum of Last N nodes of the Linked List</a>	Easy	52	No
LinkedList	<a href="#">Find n/k th node in Linked list</a>	Easy	52	No
LinkedList	<a href="#">Detect Loop in linked list</a>	Easy	53	No
LinkedList	<a href="#">Move Last Element to Front of a Linked List</a>	Easy	53	No
LinkedList	<a href="#">Nth node from end of linked list</a>	Easy	53	No
LinkedList	<a href="#">Finding middle element in a linked list</a>	Easy	53	No
LinkedList	<a href="#">Reverse a linked list</a>	Easy	54	No
LinkedList	<a href="#">Remove duplicate element from sorted Linked List</a>	Easy	54	No
LinkedList	<a href="#">Delete without head pointer</a>	Easy	54	No
LinkedList	<a href="#">Remove duplicates from an unsorted linked list</a>	Easy	54	No
LinkedList	<a href="#">Delete a Node in Single Linked List</a>	Easy	55	No
LinkedList	<a href="#">Given a linked list of 0s, 1s and 2s, sort it.</a>	Easy	55	No
LinkedList	<a href="#">Find length of Loop</a>	Easy	55	No
LinkedList	<a href="#">Intersection of two sorted Linked lists</a>	Easy	55	No
LinkedList	<a href="#">Pairwise swap elements of a Linked list</a>	Easy	56	No
LinkedList	<a href="#">Sorted insert for circular linked list</a>	Easy	56	No
LinkedList	<a href="#">Count Pairs whose sum is equal to X</a>	Easy	56	No
LinkedList	<a href="#">Intersection of Two Linked Lists</a>	Easy	56	No
LinkedList	<a href="#">Split a Circular Linked List into two halves</a>	Easy	57	No
LinkedList	<a href="#">Union of Two Linked Lists</a>	Easy	57	No

LinkedList	<a href="#">Linked List Matrix</a>	Easy	57	No
LinkedList	<a href="#">XOR Linked List</a>	Easy	57	No
LinkedList	<a href="#">Remove loop in Linked List</a>	Medium	58	No
LinkedList	<a href="#">Intersection Point in Y Shaped Linked Lists</a>	Medium	58	No
LinkedList	<a href="#">Check if Linked List is Palindrome</a>	Medium	58	No
LinkedList	<a href="#">Rotate a Linked List</a>	Medium	59	No
LinkedList	<a href="#">Merge two sorted linked lists</a>	Medium	59	No
LinkedList	<a href="#">Delete nodes having greater value on right</a>	Medium	59	No
LinkedList	<a href="#">Merge Sort for Linked List</a>	Medium	60	No
LinkedList	<a href="#">Rearrange a linked list</a>	Medium	60	No
LinkedList	<a href="#">Prime List</a>	Medium	60	No
LinkedList	<a href="#">Length of longest palindrome in linked list</a>	Medium	61	No
LinkedList	<a href="#">Reverse alternate nodes in Link List</a>	Medium	61	No
LinkedList	<a href="#">Merge Sort on Doubly Linked List</a>	Medium	61	No
LinkedList	<a href="#">Quick Sort on Linked List</a>	Medium	62	No
LinkedList	<a href="#">QuickSort on Doubly Linked List</a>	Medium	62	No
LinkedList	<a href="#">Remove all occurrences of duplicates in a linked list</a>	Medium	62	No
LinkedList	<a href="#">Insertion Sort for Singly Linked List</a>	Medium	63	No
LinkedList	<a href="#">Reverse Alternate K Nodes</a>	Medium	63	No
LinkedList	<a href="#">Linked List Cycle II</a>	Medium	63	No
LinkedList	<a href="#">LRU Cache</a>	Medium	64	No
LinkedList	<a href="#">Flatten a Multilevel Doubly Linked List</a>	Medium	64	No
LinkedList	<a href="#">Clone a linked list with next and random pointer</a>	Hard	64	No
LinkedList	<a href="#">Reorder List</a>	Hard	65	No
LinkedList	<a href="#">Reverse a sublist of a linked list</a>	Hard	65	No
LinkedList	<a href="#">LFU Cache</a>	Hard	66	No
LinkedList	<a href="#">Reverse Nodes in k-Group</a>	Hard	66	No
LinkedList	<a href="#">Design Skiplist</a>	Hard	67	No
LinkedList	<a href="#">Subtraction in Linked List</a>	Hard	67	No
Stack	<a href="#">Immediate Smaller Element</a>	Easy	68	No
Stack	<a href="#">Implement stack using array</a>	Easy	68	No
Stack	<a href="#">Implement Stack using Linked List</a>	Easy	68	No
Stack	<a href="#">Pairwise Consecutive Elements</a>	Easy	68	No
Stack	<a href="#">Parenthesis Checker</a>	Easy	69	No
Stack	<a href="#">Sort a stack</a>	Easy	69	No
Stack	<a href="#">Delete middle element of a stack</a>	Easy	69	No
Stack	<a href="#">Maximum Difference</a>	Easy	69	No
Stack	<a href="#">Print Bracket Number</a>	Easy	70	No
Stack	<a href="#">Max sum in sub-arrays</a>	Easy	70	No
Stack	<a href="#">String Manipulation</a>	Easy	70	No
Stack	<a href="#">Make the array beautiful</a>	Easy	70	No
Stack	<a href="#">Next Greater Element I</a>	Easy	71	No
Stack	<a href="#">Baseball Game</a>	Easy	71	No
Stack	<a href="#">Backspace String Compare</a>	Easy	71	No
Stack	<a href="#">Next Greater Element</a>	Medium	71	No
Stack	<a href="#">Get minimum element from stack</a>	Medium	72	No
Stack	<a href="#">The Celebrity Problem</a>	Medium	72	No
Stack	<a href="#">Smallest number on left</a>	Medium	72	No
Stack	<a href="#">Asteroid Collision</a>	Medium	73	No
Stack	<a href="#">Remove K Digits</a>	Medium	73	No
Stack	<a href="#">Valid Expression</a>	Medium	73	No
Stack	<a href="#">Find Maximum Equal sum of Three Stacks</a>	Medium	74	No
Stack	<a href="#">MAXSPROD</a>	Medium	74	No
Stack	<a href="#">Decode String</a>	Medium	74	No
Stack	<a href="#">Evaluate Expression</a>	Medium	75	No
Stack	<a href="#">Redundant Braces</a>	Medium	75	No
Stack	<a href="#">Next Greater Element II</a>	Medium	75	No
Stack	<a href="#">Clumsy Factorial</a>	Medium	76	No
Stack	<a href="#">Maximum Rectangular Area in a Histogram</a>	Hard	76	No
Stack	<a href="#">Maximum of minimum for every window size</a>	Hard	77	No
Stack	<a href="#">IPL 2021 - Final</a>	Hard	77	No

Stack	<a href="#">IPL 2021 - Match Day 6 - Semi Final</a>	Hard	78	No
Stack	<a href="#">Rain Water Trapped</a>	Hard	78	No
Stack	<a href="#">Simplify Directory Path</a>	Hard	79	No
Stack	<a href="#">Basic Calculator</a>	Hard	79	No
Stack	<a href="#">Create Maximum Number</a>	Hard	80	No
Stack	<a href="#">Tag Validator</a>	Hard	80	No
Stack	<a href="#">Max Chunks To Make Sorted II</a>	Hard	81	No
Queue	<a href="#">Queue Push &amp; Pop</a>	Easy	81	No
Queue	<a href="#">Queue Reversal</a>	Easy	81	No
Queue	<a href="#">Implement Queue using array</a>	Easy	82	No
Queue	<a href="#">Implement Queue using Linked List</a>	Easy	82	No
Queue	<a href="#">Generate Binary Numbers</a>	Easy	82	No
Queue	<a href="#">Stack using two queues</a>	Easy	82	No
Queue	<a href="#">Queue using two Stacks</a>	Easy	83	No
Queue	<a href="#">Reverse First K elements of Queue</a>	Easy	83	No
Queue	<a href="#">Deque Implementations</a>	Easy	83	No
Queue	<a href="#">Next Right Node</a>	Easy	83	No
Queue	<a href="#">First Unique Character in a Str</a>	Easy	84	No
Queue	<a href="#">Number of Recent Calls</a>	Easy	84	No
Queue	<a href="#">Time Needed to Buy Tickets</a>	Easy	84	No
Queue	<a href="#">First non-repeating character in a stream</a>	Medium	84	No
Queue	<a href="#">Circular tour</a>	Medium	85	No
Queue	<a href="#">Count the Reversals</a>	Medium	85	No
Queue	<a href="#">Stack Permutations</a>	Medium	85	No
Queue	<a href="#">Operations on PriorityQueue</a>	Medium	86	No
Queue	<a href="#">Design Circular Deque</a>	Medium	86	No
Queue	<a href="#">First non-repeating character in a stream of characters</a>	Medium	86	No
Queue	<a href="#">Sliding Window Maximum</a>	Medium	87	No
Queue	<a href="#">Stamping The Sequence</a>	Hard	87	No
Queue	<a href="#">Minimum Number of K Consecutive Bit Flips</a>	Hard	88	No
Queue	<a href="#">Count Subarrays With Fixed Bounds</a>	Hard	88	No
Tree	<a href="#">Inorder Traversal</a>	Easy	89	No
Tree	<a href="#">Preorder Traversal</a>	Easy	89	No
Tree	<a href="#">Postorder Traversal</a>	Easy	89	No
Tree	<a href="#">Count Leaves in Binary Tree</a>	Easy	89	No
Tree	<a href="#">Size of Binary Tree</a>	Easy	90	No
Tree	<a href="#">Sum of Binary Tree</a>	Easy	90	No
Tree	<a href="#">Count Non-Leaf Nodes in Tree</a>	Easy	90	No
Tree	<a href="#">Left View of Binary Tree</a>	Easy	90	No
Tree	<a href="#">Right View of Binary Tree</a>	Easy	91	No
Tree	<a href="#">Height of Binary Tree</a>	Easy	91	No
Tree	<a href="#">Root to leaf paths sum</a>	Easy	91	No
Tree	<a href="#">Check for Balanced Tree</a>	Easy	91	No
Tree	<a href="#">Determine if Two Trees are Identical</a>	Easy	92	No
Tree	<a href="#">Level order traversal</a>	Easy	92	No
Tree	<a href="#">Level order traversal in spiral form</a>	Easy	92	No
Tree	<a href="#">Mirror Tree</a>	Easy	92	No
Tree	<a href="#">Print all nodes that don't have sibling</a>	Easy	93	No
Tree	<a href="#">Maximum Depth Of Binary Tree</a>	Easy	93	No
Tree	<a href="#">Shortest distance in infinite tree</a>	Easy	93	No
Tree	<a href="#">Largest value in each level</a>	Easy	93	No
Tree	<a href="#">Perfect Binary Tree</a>	Easy	94	No
Tree	<a href="#">Nodes at Odd Levels</a>	Easy	94	No
Tree	<a href="#">Remove Half Nodes</a>	Easy	94	No
Tree	<a href="#">Find the maximum GCD of the siblings of a Binary Tree</a>	Easy	94	No
Tree	<a href="#">Maximum Node Level</a>	Easy	95	No
Tree	<a href="#">Deletion in a Binary Tree</a>	Easy	95	No
Tree	<a href="#">Check if two Nodes are Cousins</a>	Easy	95	No
Tree	<a href="#">Vertical Order traversal of Binary Tree</a>	Medium	95	No
Tree	<a href="#">Diagonal Traversal</a>	Medium	96	No

Tree	<a href="#">Flatten Binary Tree to Linked List</a>	Medium	96	No
Tree	<a href="#">Merge two Binary Tree</a>	Medium	96	No
Tree	<a href="#">Maximum Edge Removal</a>	Medium	97	No
Tree	<a href="#">Populate Next Right Pointers Tree</a>	Medium	97	No
Tree	<a href="#">Burn a Tree</a>	Medium	97	No
Tree	<a href="#">Boundary Traversal of binary tree</a>	Medium	98	No
Tree	<a href="#">Diameter of a Binary Tree</a>	Medium	98	No
Tree	<a href="#">Sum Tree</a>	Medium	98	No
Tree	<a href="#">Top View of Binary Tree</a>	Medium	99	No
Tree	<a href="#">Bottom View of Binary Tree</a>	Medium	99	No
Tree	<a href="#">Lowest Common Ancestor in a Binary Tree</a>	Medium	99	No
Tree	<a href="#">Maximum difference between node and its ancestor</a>	Medium	100	No
Tree	<a href="#">Serialize and Deserialize a Binary Tree</a>	Medium	100	No
Tree	<a href="#">Maximum sum of Non-adjacent nodes</a>	Medium	100	No
Tree	<a href="#">Foldable Binary Tree</a>	Medium	101	No
Tree	<a href="#">Construct Binary Tree from Parent Array</a>	Medium	101	No
Tree	<a href="#">Make Binary Tree From Linked List</a>	Medium	101	No
Tree	<a href="#">Check Mirror in N-ary tree</a>	Medium	102	No
Tree	<a href="#">Inorder Traversal (Iterative)</a>	Medium	102	No
Tree	<a href="#">Postorder Traversal (Iterative)</a>	Medium	102	No
Tree	<a href="#">Print Nodes having K leaves</a>	Medium	103	No
Tree	<a href="#">Print Binary Tree levels in sorted order</a>	Medium	103	No
Tree	<a href="#">Nodes at given distance in binary tree</a>	Hard	103	No
Tree	<a href="#">Burning Tree</a>	Hard	104	No
Tree	<a href="#">Check if all levels of two trees are anagrams or not</a>	Hard	104	No
Tree	<a href="#">Binary Tree to DLL</a>	Hard	105	No
Tree	<a href="#">Maximum Path Sum between 2 Special Nodes</a>	Hard	105	No
Tree	<a href="#">Scrambled String</a>	Hard	106	No
Tree	<a href="#">Check Tree Traversal</a>	Hard	106	No
Tree	<a href="#">Corona Vaccine</a>	Hard	107	No
Tree	<a href="#">Recover a Tree From Preorder</a>	Hard	107	No
Binary Search Tree	<a href="#">Search a node in BST</a>	Easy	108	No
Binary Search Tree	<a href="#">Minimum element in BST</a>	Easy	108	No
Binary Search Tree	<a href="#">Check for BST</a>	Easy	108	No
Binary Search Tree	<a href="#">Insert a node in a BST</a>	Easy	108	No
Binary Search Tree	<a href="#">Kth largest element in BST</a>	Easy	109	No
Binary Search Tree	<a href="#">Inorder Traversal and BST</a>	Easy	109	No
Binary Search Tree	<a href="#">Binary Tree to BST</a>	Easy	109	No
Binary Search Tree	<a href="#">Median of BST</a>	Easy	109	No
Binary Search Tree	<a href="#">Kth Smallest Element In Tree</a>	Easy	110	No
Binary Search Tree	<a href="#">BST Iterator</a>	Easy	110	No
Binary Search Tree	<a href="#">2-Sum Binary Tree</a>	Easy	110	No
Binary Search Tree	<a href="#">Find Common Nodes in two BSTs</a>	Easy	110	No
Binary Search Tree	<a href="#">Array to BST</a>	Easy	111	No
Binary Search Tree	<a href="#">Inorder Successor in BST</a>	Easy	111	No
Binary Search Tree	<a href="#">Print BST elements in given range</a>	Easy	111	No
Binary Search Tree	<a href="#">Check whether BST contains Dead End</a>	Easy	111	No
Binary Search Tree	<a href="#">Brothers From Different Roots</a>	Easy	112	No
Binary Search Tree	<a href="#">Sum of k smallest elements in BST</a>	Easy	112	No
Binary Search Tree	<a href="#">Minimum Distance Between</a>	Easy	112	No
Binary Search Tree	<a href="#">Normal BST to Balanced BST</a>	Easy	112	No
Binary Search Tree	<a href="#">Construct BST from Postorder</a>	Easy	113	No
Binary Search Tree	<a href="#">Recover Binary Search Tree</a>	Medium	113	No
Binary Search Tree	<a href="#">Valid BST from Preorder</a>	Medium	113	No
Binary Search Tree	<a href="#">k-th smallest element in BST</a>	Medium	114	No
Binary Search Tree	<a href="#">Delete a node from BST</a>	Medium	114	No
Binary Search Tree	<a href="#">Largest BST</a>	Medium	114	No
Binary Search Tree	<a href="#">Predecessor and Successor</a>	Medium	115	No
Binary Search Tree	<a href="#">Preorder to PostOrder</a>	Medium	115	No
Binary Search Tree	<a href="#">Find the Closest Element in BST</a>	Medium	115	No
Binary Search Tree	<a href="#">Ceil in BST</a>	Medium	116	No



Binary Search Tree	<a href="#">Preorder Traversal and BST</a>	Medium	116	No
Binary Search Tree	<a href="#">Bheem Wants Ladoos</a>	Medium	116	No
Binary Search Tree	<a href="#">Minimum Absolute Difference In BST</a>	Medium	117	No
Binary Search Tree	<a href="#">Valentine Sum</a>	Medium	117	No
Binary Search Tree	<a href="#">Pairs violating BST property</a>	Medium	117	No
Binary Search Tree	<a href="#">Remove BST keys outside given range</a>	Medium	118	No
Binary Search Tree	<a href="#">Print leaf nodes from preorder traversal of BST</a>	Medium	118	No
Binary Search Tree	<a href="#">Delete nodes greater than k</a>	Medium	118	No
Binary Search Tree	<a href="#">Balance a Binary Search Tree</a>	Medium	119	No
Binary Search Tree	<a href="#">Merge two BST 's</a>	Hard	119	No
Binary Search Tree	<a href="#">Fixing Two nodes of a BST</a>	Hard	120	No
Binary Search Tree	<a href="#">Fixing Two swapped nodes of a BST</a>	Hard	120	No
Binary Search Tree	<a href="#">Sorted Link List to BST</a>	Hard	120	No
Binary Search Tree	<a href="#">Shortest Range In BST</a>	Hard	120	No
Heaps	<a href="#">Implement a Maxheap/MinHeap using arrays and recursion.</a>	Easy	121	No
Heaps	<a href="#">Height of Heap</a>	Easy	121	No
Heaps	<a href="#">Relative Ranks</a>	Easy	121	No
Heaps	<a href="#">Last Stone Weight</a>	Easy	121	No
Heaps	<a href="#">Profit Maximisation</a>	Easy	122	No
Heaps	<a href="#">Maximum Product of Two Elem</a>	Easy	122	No
Heaps	<a href="#">Largest Number After Digit Swaps by Parity</a>	Easy	122	No
Heaps	<a href="#">Minimum Amount of Time to Fill</a>	Easy	122	No
Heaps	<a href="#">Take Gifts From the Richest P</a>	Easy	123	No
Heaps	<a href="#">Minimum Cost of ropes</a>	Easy	123	No
Heaps	<a href="#">Sum of elements between k1'th and k2'th smallest elements</a>	Easy	123	No
Heaps	<a href="#">Merge two binary Max heaps</a>	Easy	123	No
Heaps	<a href="#">Maximum distinct elements after removing K elements</a>	Easy	123	No
Heaps	<a href="#">Gadgets of Doraland</a>	Easy	124	No
Heaps	<a href="#">Merge K sorted arrays!</a>	Easy	124	No
Heaps	<a href="#">Magician and Chocolates</a>	Easy	124	No
Heaps	<a href="#">Heap Sort</a>	Medium	124	No
Heaps	<a href="#">k largest elements</a>	Medium	125	No
Heaps	<a href="#">Kth largest element in a stream</a>	Medium	125	No
Heaps	<a href="#">Is Binary Tree Heap</a>	Medium	125	No
Heaps	<a href="#">Kth element in Matrix</a>	Medium	126	No
Heaps	<a href="#">Huffman Encoding</a>	Medium	126	No
Heaps	<a href="#">K-th Smallest Prime Fraction</a>	Medium	126	No
Heaps	<a href="#">Exam Room</a>	Medium	127	No
Heaps	<a href="#">Rearrange characters</a>	Medium	127	No
Heaps	<a href="#">BST to max heap</a>	Medium	127	No
Heaps	<a href="#">Design Twitter</a>	Medium	128	No
Heaps	<a href="#">Minimum increment/decrement to make array non-Increasing</a>	Medium	128	No
Heaps	<a href="#">Find median in a stream</a>	Hard	128	No
Heaps	<a href="#">Smallest range in K lists</a>	Hard	129	No
Heaps	<a href="#">Reachable Nodes In Subdivided Graph</a>	Hard	129	No
Heaps	<a href="#">Ways to form Max Heap</a>	Hard	130	No
Heaps	<a href="#">Maximum Sum Combinations</a>	Hard	130	No
Heaps	<a href="#">Dinner Plate Stacks</a>	Hard	131	No
Heaps	<a href="#">Construct Target Array With</a>	Hard	131	No
Heaps	<a href="#">Minimum Time to Visit a Cell In a Grid</a>	Hard	132	No
Greedy	<a href="#">Bulbs</a>	Easy	132	No
Greedy	<a href="#">Ishaan Loves Chocolates</a>	Easy	132	No
Greedy	<a href="#">Assign Mice to Holes</a>	Easy	133	No
Greedy	<a href="#">Majority Element</a>	Easy	133	No
Greedy	<a href="#">Highest Product</a>	Easy	133	No
Greedy	<a href="#">Swap and Maximize</a>	Easy	133	No
Greedy	<a href="#">Good or Bad string</a>	Easy	134	No
Greedy	<a href="#">N meetings in one room</a>	Easy	134	No
Greedy	<a href="#">Longest Palindrome</a>	Easy	134	No
Greedy	<a href="#">Assign Cookies</a>	Easy	134	No

Greedy	<a href="#">Can Place Flowers</a>	Easy	135	No
Greedy	<a href="#">Valid Palindrome II</a>	Easy	135	No
Greedy	<a href="#">Minimum Cost to Move Chips</a>	Easy	135	No
Greedy	<a href="#">Raju and coins</a>	Easy	135	No
Greedy	<a href="#">Huffman Decoding</a>	Easy	136	No
Greedy	<a href="#">Huffman Decoding-1</a>	Easy	136	No
Greedy	<a href="#">Largest number with given sum</a>	Easy	136	No
Greedy	<a href="#">Disjoint Intervals</a>	Medium	136	No
Greedy	<a href="#">Meeting rooms</a>	Medium	137	No
Greedy	<a href="#">Minimum number of jumps</a>	Medium	137	No
Greedy	<a href="#">Majority Element</a>	Medium	137	No
Greedy	<a href="#">Minimize the Heights I</a>	Medium	138	No
Greedy	<a href="#">Minimize the Heights II</a>	Medium	138	No
Greedy	<a href="#">Minimum Platforms</a>	Medium	138	No
Greedy	<a href="#">Fractional Knapsack</a>	Medium	138	No
Greedy	<a href="#">Page Faults in LRU</a>	Medium	139	No
Greedy	<a href="#">Valid Compressed String</a>	Medium	139	No
Greedy	<a href="#">String rp or pr</a>	Medium	139	No
Greedy	<a href="#">Coin Piles</a>	Medium	140	No
Greedy	<a href="#">Police and Thieves</a>	Medium	140	No
Greedy	<a href="#">Maximum number of events that can be attended</a>	Medium	140	No
Greedy	<a href="#">Water the plants</a>	Medium	141	No
Greedy	<a href="#">Binary Searchable elements</a>	Medium	141	No
Greedy	<a href="#">Decrease Elements To Make A</a>	Medium	141	No
Greedy	<a href="#">Minimum Cost to Move Chips to The Same Position</a>	Medium	142	No
Greedy	<a href="#">Largest Permutation</a>	Hard	142	No
Greedy	<a href="#">Distribute Candy</a>	Hard	143	No
Greedy	<a href="#">Seats</a>	Hard	143	No
Greedy	<a href="#">Gas Station</a>	Hard	144	No
Greedy	<a href="#">Candy</a>	Hard	144	No
Greedy	<a href="#">Patching Array</a>	Hard	145	No
Greedy	<a href="#">Strong Password Checker</a>	Hard	145	No
Greedy	<a href="#">IPO</a>	Hard	146	No
Greedy	<a href="#">Super Washing Machines</a>	Hard	146	No
Greedy	<a href="#">Course Schedule III</a>	Hard	147	No
Greedy	<a href="#">Stamping The Sequence</a>	Hard	147	No
BackTracking	<a href="#">Find all possible paths from top to bottom</a>	Easy	148	No
BackTracking	<a href="#">Combinations</a>	Easy	148	No
BackTracking	<a href="#">Binary Tree Paths</a>	Easy	148	No
BackTracking	<a href="#">Gray Code</a>	Easy	148	No
BackTracking	<a href="#">Letter Phone</a>	Easy	149	No
BackTracking	<a href="#">Generate all Parentheses II</a>	Easy	149	No
BackTracking	<a href="#">Permutation with Spaces</a>	Easy	149	No
BackTracking	<a href="#">Binary Watch</a>	Easy	149	No
BackTracking	<a href="#">Generate IP Addresses</a>	Medium	150	No
BackTracking	<a href="#">Sudoku</a>	Medium	150	No
BackTracking	<a href="#">Permutations</a>	Medium	150	No
BackTracking	<a href="#">Maximal String</a>	Medium	151	No
BackTracking	<a href="#">Kth Permutation Sequence</a>	Medium	151	No
BackTracking	<a href="#">Palindrome Partitioning</a>	Medium	151	No
BackTracking	<a href="#">Permutations of a given string</a>	Medium	152	No
BackTracking	<a href="#">M-Coloring Problem</a>	Medium	152	No
BackTracking	<a href="#">Combination Sum</a>	Medium	152	No
BackTracking	<a href="#">Rat in a Maze Problem - I</a>	Medium	153	No
BackTracking	<a href="#">Largest number in K swaps</a>	Medium	153	No
BackTracking	<a href="#">Unique Subsets</a>	Medium	153	No
BackTracking	<a href="#">Generate Parentheses</a>	Medium	154	No
BackTracking	<a href="#">Rat Maze With Multiple Jumps</a>	Medium	154	No
BackTracking	<a href="#">Coins and Game</a>	Medium	154	No
BackTracking	<a href="#">NQueens</a>	Hard	155	No
BackTracking	<a href="#">24 Game</a>	Hard	155	No



BackTracking	<a href="#">Maximum Good People Based on Statements</a>	Hard	156	No
BackTracking	<a href="#">Expression Add Operators</a>	Hard	156	No
Hashing	<a href="#">First Repeating element</a>	Easy	157	No
Hashing	<a href="#">2 Sum</a>	Easy	157	No
Hashing	<a href="#">Union of two arrays</a>	Easy	157	No
Hashing	<a href="#">First element to occur k times</a>	Easy	157	No
Hashing	<a href="#">Diffk II</a>	Easy	158	No
Hashing	<a href="#">Longest Substring Without Repeat</a>	Easy	158	No
Hashing	<a href="#">Pairs With Given Xor</a>	Easy	158	No
Hashing	<a href="#">Sum of f(a[i], a[j]) over all pairs in an array of n integers</a>	Easy	158	No
Hashing	<a href="#">Substrings with same first and last characters</a>	Easy	159	No
Hashing	<a href="#">Largest subarray with 0 sum</a>	Easy	159	No
Hashing	<a href="#">Count distinct elements in every window</a>	Easy	159	No
Hashing	<a href="#">Largest subarray of 0's and 1's</a>	Easy	159	No
Hashing	<a href="#">Longest consecutive subsequence</a>	Medium	160	No
Hashing	<a href="#">Colorful Number</a>	Medium	160	No
Hashing	<a href="#">Subarray with B odd numbers</a>	Medium	160	No
Hashing	<a href="#">An Increment Problem</a>	Medium	161	No
Hashing	<a href="#">Substring Concatenation</a>	Medium	161	No
Hashing	<a href="#">Copy List</a>	Medium	161	No
Hashing	<a href="#">Triplet Sum in Array</a>	Medium	162	No
Hashing	<a href="#">Nuts and Bolts Problem</a>	Medium	162	No
Hashing	<a href="#">Subarrays with equal 1s and 0s</a>	Medium	162	No
Hashing	<a href="#">Longest subarray with sum divisible by K</a>	Medium	163	No
Hashing	<a href="#">Equal 0, 1 and 2</a>	Medium	163	No
Hashing	<a href="#">Points on the Straight Line</a>	Hard	163	No
Hashing	<a href="#">Fraction</a>	Hard	164	No
Hashing	<a href="#">Window String</a>	Hard	164	No
Hashing	<a href="#">4 Sum</a>	Hard	164	No
Hashing	<a href="#">Two out of Three</a>	Hard	165	No
Hashing	<a href="#">Joey doesn't share food</a>	Hard	165	No
Graphs	<a href="#">BFS of graph</a>	Easy	166	No
Graphs	<a href="#">DFS of Graph</a>	Easy	166	No
Graphs	<a href="#">Shortest path from 1 to n</a>	Easy	166	No
Graphs	<a href="#">Print adjacency list</a>	Easy	166	No
Graphs	<a href="#">Maximum Weight Node</a>	Easy	167	No
Graphs	<a href="#">Union-Find</a>	Easy	167	No
Graphs	<a href="#">Eulerian Path in an Undirected Graph</a>	Easy	167	No
Graphs	<a href="#">Find the Town Judge</a>	Easy	167	No
Graphs	<a href="#">Find Center of Star Graph</a>	Easy	168	No
Graphs	<a href="#">Path with good nodes!</a>	Easy	168	No
Graphs	<a href="#">Largest Distance between nodes of a Tree</a>	Easy	168	No
Graphs	<a href="#">Two teams?</a>	Easy	168	No
Graphs	<a href="#">Region in BinaryMatrix</a>	Easy	169	No
Graphs	<a href="#">Level Order</a>	Easy	169	No
Graphs	<a href="#">Black Shapes</a>	Easy	169	No
Graphs	<a href="#">Detect cycle in an undirected graph</a>	Medium	169	No
Graphs	<a href="#">Detect cycle in a directed graph</a>	Medium	170	No
Graphs	<a href="#">Topological sort</a>	Medium	170	No
Graphs	<a href="#">Bipartite Graph</a>	Medium	170	No
Graphs	<a href="#">Implementing Dijkstra Algorithm</a>	Medium	171	No
Graphs	<a href="#">Minimum Spanning Tree(Kruksal and Prims)</a>	Medium	171	No
Graphs	<a href="#">Strongly Connected Components (Kosaraju's Algo)</a>	Medium	171	No
Graphs	<a href="#">Distance from the Source (Bellman-Ford Algorithm)</a>	Medium	172	No
Graphs	<a href="#">Euler circuit and Path</a>	Medium	172	No
Graphs	<a href="#">Rotten Oranges</a>	Medium	172	No
Graphs	<a href="#">Steps by Knight</a>	Medium	173	No
Graphs	<a href="#">Flood fill Algorithm</a>	Medium	173	No
Graphs	<a href="#">Find the number of islands</a>	Medium	173	No
Graphs	<a href="#">Shortest Source to Destination Path</a>	Medium	174	No

Graphs	<a href="#">Unit Area of largest region of 1's</a>	Medium	174	No
Graphs	<a href="#">Negative weight cycle</a>	Medium	174	No
Graphs	<a href="#">Circle of strings</a>	Medium	175	No
Graphs	<a href="#">Number of Provinces</a>	Medium	175	No
Graphs	<a href="#">Knight Walk</a>	Medium	175	No
Graphs	<a href="#">Bridge edge in a graph</a>	Medium	176	No
Graphs	<a href="#">Hamiltonian Path</a>	Medium	176	No
Graphs	<a href="#">Replace O's with X's</a>	Medium	176	No
Graphs	<a href="#">Shortest path in Directed Acyclic Graph</a>	Medium	177	No
Graphs	<a href="#">Word Search</a>	Medium	177	No
Graphs	<a href="#">Course Schedule</a>	Medium	177	No
Graphs	<a href="#">Maximum Bipartite Matching</a>	Medium	178	No
Graphs	<a href="#">Number of Ways to Arrive at Destination</a>	Medium	178	No
Graphs	<a href="#">Water Connection Problem</a>	Medium	178	No
Graphs	<a href="#">Covid Spread</a>	Medium	179	No
Graphs	<a href="#">Euler Circuit in an Undirected Graph</a>	Medium	179	No
Graphs	<a href="#">Maximum Bipartite Matching</a>	Medium	179	No
Graphs	<a href="#">Water Flow</a>	Medium	180	No
Graphs	<a href="#">Possible paths between 2 vertices</a>	Medium	180	No
Graphs	<a href="#">X Total Shapes</a>	Medium	180	No
Graphs	<a href="#">Prerequisite Tasks</a>	Medium	181	No
Graphs	<a href="#">Find whether path exist</a>	Medium	181	No
Graphs	<a href="#">Strongly connected component (Tarjans's Algo)</a>	Hard	181	No
Graphs	<a href="#">Alien Dictionary</a>	Hard	182	No
Graphs	<a href="#">Minimum Cost Path</a>	Hard	182	No
Graphs	<a href="#">Articulation Point - I</a>	Hard	183	No
Graphs	<a href="#">Word Ladder I</a>	Hard	183	No
Graphs	<a href="#">Largest Sum Cycle</a>	Hard	184	No
Graphs	<a href="#">Shortest Path Using Atmost One Curved Edge</a>	Hard	184	No
Graphs	<a href="#">Word Ladder II</a>	Hard	185	No
Graphs	<a href="#">Assignment Problem</a>	Hard	185	No
Graphs	<a href="#">Articulation Point - II</a>	Hard	186	No
Graphs	<a href="#">Critical Connections</a>	Hard	186	No
Graphs	<a href="#">Find number of closed islands</a>	Hard	187	No
Dynamic Programming	<a href="#">Print first n Fibonacci Numbers</a>	Easy	188	No
Dynamic Programming	<a href="#">Count numbers containing 4</a>	Easy	188	No
Dynamic Programming	<a href="#">Nth Fibonacci Number</a>	Easy	188	No
Dynamic Programming	<a href="#">Stock buy and sell</a>	Easy	188	No
Dynamic Programming	<a href="#">Count number of hops</a>	Easy	189	No
Dynamic Programming	<a href="#">Coin Change Problem</a>	Medium	189	No
Dynamic Programming	<a href="#">Number of Coins</a>	Medium	189	No
Dynamic Programming	<a href="#">0-1 Knapsack</a>	Medium	190	No
Dynamic Programming	<a href="#">Tushar's Birthday Party</a>	Medium	190	No
Dynamic Programming	<a href="#">Matrix Chain Multiplication</a>	Medium	190	No
Dynamic Programming	<a href="#">Program for nth Catalan Number</a>	Medium	191	No
Dynamic Programming	<a href="#">Kadane's Algorithm</a>	Medium	191	No
Dynamic Programming	<a href="#">Longest Common Subsequence</a>	Medium	191	No
Dynamic Programming	<a href="#">Longest Increasing Subsequence</a>	Medium	192	No
Dynamic Programming	<a href="#">Longest Common Substring</a>	Medium	192	No
Dynamic Programming	<a href="#">Longest Repeating Subsequence</a>	Medium	192	No
Dynamic Programming	<a href="#">Longest Palindromic Subsequence</a>	Medium	193	No
Dynamic Programming	<a href="#">Longest Arithmetic Progression</a>	Medium	193	No
Dynamic Programming	<a href="#">Longest Bitonic subsequence</a>	Medium	193	No
Dynamic Programming	<a href="#">Longest Common Increasing Subsequence</a>	Medium	194	No
Dynamic Programming	<a href="#">Subset Sum Problem</a>	Medium	194	No
Dynamic Programming	<a href="#">Count Palindromic Subsequences</a>	Medium	194	No
Dynamic Programming	<a href="#">Longest Palindrome in a String</a>	Medium	195	No
Dynamic Programming	<a href="#">Egg Dropping Puzzle</a>	Medium	195	No
Dynamic Programming	<a href="#">Floyd Warshall</a>	Medium	195	No
Dynamic Programming	<a href="#">Word Break</a>	Medium	196	No
Dynamic Programming	<a href="#">Palindrome Partitioning II</a>	Medium	196	No

Dynamic Programming	<a href="#">Shortest Common Supersequence</a>	Medium	196	No
Dynamic Programming	<a href="#">LCS of three strings</a>	Medium	197	No
Dynamic Programming	<a href="#">Box Stacking</a>	Medium	197	No
Dynamic Programming	<a href="#">Count of Subarrays</a>	Medium	197	No
Dynamic Programming	<a href="#">Longest alternating subsequence</a>	Medium	198	No
Dynamic Programming	<a href="#">Count Cyclic Paths</a>	Medium	198	No
Dynamic Programming	<a href="#">Ways to sum to N</a>	Medium	198	No
Dynamic Programming	<a href="#">Maximum Sum Subsequence of length k</a>	Medium	199	No
Dynamic Programming	<a href="#">Find length of longest subsequence</a>	Medium	199	No
Dynamic Programming	<a href="#">Number of palindromic strings</a>	Medium	199	No
Dynamic Programming	<a href="#">Palindromic Strings</a>	Medium	200	No
Dynamic Programming	<a href="#">Trapping Rain Water</a>	Medium	200	No
Dynamic Programming	<a href="#">Maximum Product Subarray</a>	Medium	200	No
Dynamic Programming	<a href="#">nCr</a>	Medium	201	No
Dynamic Programming	<a href="#">Maximize The Cut Segments</a>	Medium	201	No
Dynamic Programming	<a href="#">Edit Distance</a>	Medium	201	No
Dynamic Programming	<a href="#">Partition Equal Subset Sum</a>	Medium	202	No
Dynamic Programming	<a href="#">Count ways to reach the n'th stair</a>	Medium	202	No
Dynamic Programming	<a href="#">Stickler Thief</a>	Medium	202	No
Dynamic Programming	<a href="#">Job Sequencing Problem</a>	Medium	203	No
Dynamic Programming	<a href="#">Perfect Sum Problem</a>	Medium	203	No
Dynamic Programming	<a href="#">Maximum sum increasing subsequence</a>	Medium	203	No
Dynamic Programming	<a href="#">Max length chain</a>	Medium	204	No
Dynamic Programming	<a href="#">Maximum path sum in matrix</a>	Medium	204	No
Dynamic Programming	<a href="#">Regular Expression Match</a>	Medium	204	No
Dynamic Programming	<a href="#">Smallest sequence with given Primes</a>	Medium	205	No
Dynamic Programming	<a href="#">Wildcard Pattern Matching</a>	Medium	205	No
Dynamic Programming	<a href="#">Tiling With Dominoes</a>	Medium	205	No
Dynamic Programming	<a href="#">Paint House!</a>	Medium	206	No
Dynamic Programming	<a href="#">Intersecting Chords in a Circle</a>	Medium	206	No
Dynamic Programming	<a href="#">N digit numbers with digit sum S</a>	Medium	206	No
Dynamic Programming	<a href="#">Kth Manhattan Distance Neighbourhood</a>	Medium	207	No
Dynamic Programming	<a href="#">Best Time to Buy and Sell Stock atmost B times</a>	Medium	207	No
Dynamic Programming	<a href="#">Best Time to Buy and Sell Stocks III</a>	Medium	207	No
Dynamic Programming	<a href="#">Longest valid Parentheses</a>	Medium	208	No
Dynamic Programming	<a href="#">Rod Cutting</a>	Medium	208	No
Dynamic Programming	<a href="#">Max Rectangle in Binary Matrix</a>	Medium	208	No
Dynamic Programming	<a href="#">Maximum Size Square Sub-matrix</a>	Medium	209	No
Dynamic Programming	<a href="#">Maximum Path in Triangle</a>	Medium	209	No
Dynamic Programming	<a href="#">Min Sum Path in Matrix</a>	Medium	209	No
Dynamic Programming	<a href="#">Coin Sum Infinite</a>	Medium	210	No
Dynamic Programming	<a href="#">Arrange II</a>	Medium	210	No
Dynamic Programming	<a href="#">Interleaved Strings</a>	Medium	210	No
Dynamic Programming	<a href="#">Consecutive 1's not allowed</a>	Medium	211	No
Dynamic Programming	<a href="#">Unique BST's</a>	Medium	211	No
Dynamic Programming	<a href="#">Minimum number of Coins</a>	Medium	211	No
Dynamic Programming	<a href="#">Maximum Tip Calculator</a>	Medium	212	No
Dynamic Programming	<a href="#">Snake and Ladder Problem</a>	Medium	212	No
Dynamic Programming	<a href="#">Special Keyboard</a>	Medium	212	No
Dynamic Programming	<a href="#">Minimum cost to fill given weight in a bag</a>	Medium	213	No
Dynamic Programming	<a href="#">Count ways to N'th Stair(Order does not matter)</a>	Medium	213	No
Dynamic Programming	<a href="#">Distinct occurrences</a>	Medium	213	No
Dynamic Programming	<a href="#">Count subsequences of type <math>a^i, b^j, c^k</math></a>	Medium	214	No
Dynamic Programming	<a href="#">Special Matrix</a>	Medium	214	No
Dynamic Programming	<a href="#">Number of ways</a>	Medium	214	No
Dynamic Programming	<a href="#">Distinct Coloring</a>	Medium	215	No
Dynamic Programming	<a href="#">Shortest XY distance in Grid</a>	Medium	215	No
Dynamic Programming	<a href="#">Water Overflow</a>	Medium	215	No
Dynamic Programming	<a href="#">Count possible ways to construct buildings</a>	Medium	216	No
Dynamic Programming	<a href="#">Number of paths in a matrix with k coins</a>	Medium	216	No
Dynamic Programming	<a href="#">Buy and Sell a Share at most twice</a>	Medium	216	No
Dynamic Programming	<a href="#">Minimum steps to destination</a>	Medium	217	No

Dynamic Programming	<a href="#">Player with max score</a>	Medium	217	No
Dynamic Programming	<a href="#">Cutting Binary String</a>	Medium	217	No
Dynamic Programming	<a href="#">Two water Jug problem</a>	Medium	218	No
Dynamic Programming	<a href="#">Min cut Square</a>	Medium	218	No
Dynamic Programming	<a href="#">Maximum sum of elements not part of LIS</a>	Medium	218	No
Dynamic Programming	<a href="#">Count of AP Subsequences</a>	Medium	219	No
Dynamic Programming	<a href="#">Pascal's Triangle</a>	Medium	219	No
Dynamic Programming	<a href="#">Pascal's Triangle II</a>	Medium	219	No
Dynamic Programming	<a href="#">Best Time to Buy and Sell Stock IV</a>	Medium	220	No
Dynamic Programming	<a href="#">House Robber</a>	Medium	220	No
Dynamic Programming	<a href="#">House Robber II</a>	Medium	220	No
Dynamic Programming	<a href="#">Last Stone Weight II</a>	Medium	221	No
Dynamic Programming	<a href="#">Predict the Winner</a>	Medium	221	No
Dynamic Programming	<a href="#">Palindromic Partitioning</a>	Hard	221	No
Dynamic Programming	<a href="#">Minimum sum partition</a>	Hard	222	No
Dynamic Programming	<a href="#">Smallest window in a string containing all the characters of another</a>	Hard	222	No
Dynamic Programming	<a href="#">The Painter's Partition Problem-II</a>	Hard	223	No
Dynamic Programming	<a href="#">Word Wrap</a>	Hard	223	No
Dynamic Programming	<a href="#">Partition array to K subsets</a>	Hard	224	No
Dynamic Programming	<a href="#">Word Break - Part 2</a>	Hard	224	No
Dynamic Programming	<a href="#">Maximum Profit</a>	Hard	225	No
Dynamic Programming	<a href="#">Maximum Number of coins</a>	Hard	225	No
Dynamic Programming	<a href="#">Minimum Points To Reach Destination</a>	Hard	226	No
Dynamic Programming	<a href="#">Count occurrences of a given word in a 2-d array</a>	Hard	227	No
Dynamic Programming	<a href="#">Print all LCS sequences</a>	Hard	227	No
Dynamic Programming	<a href="#">Find all possible palindromic partitions of a String</a>	Hard	228	No
Dynamic Programming	<a href="#">Strictly Increasing Array</a>	Hard	228	No
Dynamic Programming	<a href="#">Brackets in Matrix Chain Multiplication</a>	Hard	229	No
Dynamic Programming	<a href="#">Longest Zig-Zag Sub Sequence</a>	Hard	229	No
Dynamic Programming	<a href="#">Longest Increasing Path in a Matrix</a>	Hard	230	No
Dynamic Programming	<a href="#">Burst Balloons</a>	Hard	230	No
Dynamic Programming	<a href="#">Russian Doll Envelopes</a>	Hard	231	No
Dynamic Programming	<a href="#">Number of Ways to Stay in the</a>	Hard	231	No
Dynamic Programming	<a href="#">Maximum Sum BST in Binary</a>	Hard	232	No
Segment Tree	<a href="#">XOR of a given range</a>	Easy	233	No
Segment Tree	<a href="#">Maximum prefix sum for a given range</a>	Easy	233	No
Segment Tree	<a href="#">Range Minimum Query</a>	Medium	233	No
Segment Tree	<a href="#">Nitika and her queries</a>	Medium	233	No
Segment Tree	<a href="#">Smallest Subarray GCD</a>	Medium	234	No
Segment Tree	<a href="#">Element left after performing alternate OR &amp; XOR operation</a>	Medium	234	No
Segment Tree	<a href="#">Array Partition</a>	Hard	234	No
Segment Tree	<a href="#">Akku and Arrays</a>	Hard	235	No
Segment Tree	<a href="#">Greater or Less</a>	Hard	235	No
Trie	<a href="#">Unique rows in boolean matrix</a>	Easy	236	No
Trie	<a href="#">Trie I (Insert and Search)</a>	Medium	236	No
Trie	<a href="#">Word Boggle</a>	Medium	236	No
Trie	<a href="#">Most frequent word in an array of strings</a>	Medium	236	No
Trie	<a href="#">Maximum XOR subarray</a>	Medium	237	No
Trie	<a href="#">CamelCase Pattern Matching</a>	Medium	237	No
Trie	<a href="#">Trie I (Delete)</a>	Medium	237	No
Trie	<a href="#">Word Boggle - II</a>	Medium	238	No
Trie	<a href="#">Prefix match with other strings</a>	Medium	238	No
Trie	<a href="#">Phone directory</a>	Hard	238	No
Trie	<a href="#">Palindrome Pairs</a>	Hard	239	No
Trie	<a href="#">Shortest Unique prefix for every word</a>	Hard	239	No
Trie	<a href="#">Word Break (Trie)</a>	Hard	240	No
Trie	<a href="#">Find duplicate rows in a binary matrix</a>	Hard	240	No
Fenwick Tree	<a href="#">Range Sum Query - Mutable</a>	Medium	241	No
Fenwick Tree	<a href="#">Count Number of Teams</a>	Medium	241	No

Fenwick Tree	<a href="#">Minimum Possible Integer After at Most K Adjacent Swaps On Digits</a>	Hard	242	No
Fenwick Tree	<a href="#">Count Increasing Quadruplets</a>	Hard	242	No