LintCode

1 - strStr & Coding Style

Required (1/1)   Optional (4/4)

13. strStr (/problem/strstr)

2 - Binary Search

Required (9/9)   Optional (0/9)

60. Search Insert Position (/problem/search-insert-position)

28. Search a 2D Matrix (/problem/search-a-2d-matrix)

14. First Position of Target (/problem/first-position-of-target)

447. Search in a Big Sorted Array (/problem/search-in-a-big-sorted-array)

159. Find Minimum in Rotated Sorted Array (/problem/find-minimum-in-rotated-sorted-array)

75. Find Peak Element (/problem/find-peak-element)

74. First Bad Version (/problem/first-bad-version)

62. Search in Rotated Sorted Array (/problem/search-in-rotated-sorted-array)

61. Search for a Range (/problem/search-for-a-range)

3 - Binary Tree & Divide Conquer

Required (10/10)   Optional (4/17)

97. Maximum Depth of Binary Tree (/problem/maximum-depth-of-binary-tree)

66. Binary Tree Preorder Traversal (/problem/binary-tree-preorder-traversal)

475. Binary Tree Maximum Path Sum II (/problem/binary-tree-maximum-path-sum-ii)

448. Inorder Successor in Binary Search Tree (/problem/inorder-successor-in-binary-search-tree)

95. Validate Binary Search Tree (/problem/validate-binary-search-tree)

94. Binary Tree Maximum Path Sum (/problem/binary-tree-maximum-path-sum)

93. Balanced Binary Tree (/problem/balanced-binary-tree)

88. Lowest Common Ancestor (/problem/lowest-common-ancestor)

69. Binary Tree Level Order Traversal (/problem/binary-tree-level-order-traversal)

86. Binary Search Tree Iterator (/problem/binary-search-tree-iterator)

4 - Dynamic Programming I

Required (8/8)   Optional (0/0)

115. Unique Paths II (/problem/unique-paths-ii)

114. Unique Paths (/problem/unique-paths)

111. Climbing Stairs (/problem/climbing-stairs)

110. Minimum Path Sum (/problem/minimum-path-sum)

109. Triangle (/problem/triangle)

117. Jump Game II (/problem/jump-game-ii)

116. Jump Game (/problem/jump-game)

76. Longest Increasing Subsequence (/problem/longest-increasing-subsequence)

5 - Dynamic Programming II

Required (7/7)   Optional (0/6)

119. Edit Distance (/problem/edit-distance)

118. Distinct Subsequences (/problem/distinct-subsequences)

107. Word Break (/problem/word-break)

108. Palindrome Partitioning II (/problem/palindrome-partitioning-ii)

79. Longest Common Substring (/problem/longest-common-substring)

77. Longest Common Subsequence (/problem/longest-common-subsequence)

29. Interleaving String (/problem/interleaving-string)

6 - Linked List

Required (10/10)   Optional (0/18)

174. Remove Nth Node From End of List (/problem/remove-nth-node-from-end-of-list)

96. Partition List (/problem/partition-list)

113. Remove Duplicates from Sorted List II (/problem/remove-duplicates-from-sorted-list-ii)

106. Convert Sorted List to Balanced BST (/problem/convert-sorted-list-to-balanced-bst)

105. Copy List with Random Pointer (/problem/copy-list-with-random-pointer)

104. Merge k Sorted Lists (/problem/merge-k-sorted-lists)

99. Reorder List (/problem/reorder-list)

98. Sort List (/problem/sort-list)

36. Reverse Linked List II (/problem/reverse-linked-list-ii)

103. Linked List Cycle II (/problem/linked-list-cycle-ii)

7 - Array & Numbers

Required (10/10)   Optional (2/22)

138. Subarray Sum (/problem/subarray-sum)

64. Merge Sorted Array (/problem/merge-sorted-array)

41. Maximum Subarray (/problem/maximum-subarray)

148. Sort Colors (/problem/sort-colors)

139. Subarray Sum Closest (/problem/subarray-sum-closest)

59. 3Sum Closest (/problem/3sum-closest)

56. Two Sum (/problem/two-sum)

42. Maximum Subarray II (/problem/maximum-subarray-ii)

31. Partition Array (/problem/partition-array)

65. Median of two Sorted Arrays (/problem/median-of-two-sorted-arrays)

8 - Data Structure

Required (10/10)   Optional (5/9)

486. Merge k Sorted Arrays (/problem/merge-k-sorted-arrays)

471. Top K Frequent Words (/problem/top-k-frequent-words)

129. Rehashing (/problem/rehashing)

124. Longest Consecutive Sequence (/problem/longest-consecutive-sequence)

104. Merge k Sorted Lists (/problem/merge-k-sorted-lists)

40. Implement Queue by Two Stacks (/problem/implement-queue-by-two-stacks)

12. Min Stack (/problem/min-stack)

4. Ugly Number II (/problem/ugly-number-ii)

134. LRU Cache (/problem/lru-cache)

122. Largest Rectangle in Histogram (/problem/largest-rectangle-in-histogram)

9 - Graph & Search	Required (8/10)	Optional (1/5)

136. Palindrome Partitioning (/problem/palindrome-partitioning)

137. Clone Graph (/problem/clone-graph)

135. Combination Sum (/problem/combination-sum)

127. Topological Sorting (/problem/topological-sorting)

34. N-Queens II (/problem/n-queens-ii)

18. Subsets II (/problem/subsets-ii)

17. Subsets (/problem/subsets)

16. Permutations II (/problem/permutations-ii)

15. Permutations (/problem/permutations)

121. Word Ladder II (/problem/word-ladder-ii)

(/ladder/1/)

(/ladder/1/)

(/ladder/1/)

(/ladder/1/)

(/ladder/1/)   (/ladder/1/)

Nine Chapters: Algorithm (/ladder/1/)

Related problems for Nine Chapters online algorithm live course. More information on: http://www.jiuzhang.com/ (http://www.jiuzhang.com/?source=ladder)

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9	9	165
Levels	Unlocked	Problems