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🔖 **Uber**

| Problems | Discuss |

> **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 **4 / 379** problems.

☑ **Show problem tags**   Select time period: All time ▾

#	Title	Tags	Acceptance	Difficult
✔ 1	Two Sum (/problems/tw...	Array (/tag/array) Hash Table (/tag/hash-table)	48.3%	Easy
2	Add Two Numbers (/pro...	Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	37.9%	Medium
3	Longest Substring With...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	32.8%	Medium
4	Median of Two Sorted ...	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer)	33.7%	Hard
5	Longest Palindromic Su...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	31.7%	Medium
6	Zigzag Conversion (/pr...	String (/tag/string)	41.0%	Medium
7	Reverse Integer (/probl...	Math (/tag/math)	26.5%	Medium
8	String to Integer (atoi) (...	String (/tag/string)	16.5%	Medium
10	Regular Expression Mat...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	28.2%	Hard
11	Container With Most W...	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	53.4%	Medium
12	Integer to Roman (/pro...	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	59.0%	Medium
13	Roman to Integer (/pro...	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.8%	Easy
14	Longest Common Prefi...	String (/tag/string)	38.9%	Easy
15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	30.6%	Medium

#	Title	Tags	Acceptance	Difficult
16	3Sum Closest (/proble...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	47.0%	Medium
17	Letter Combinations of ...	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	53.0%	Medium
19	Remove Nth Node Fro...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	37.9%	Medium
20	Valid Parentheses (/pro...	String (/tag/string) Stack (/tag/stack)	40.6%	Easy
21	Merge Two Sorted Lists...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	59.4%	Easy
22	Generate Parentheses (...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	69.4%	Medium
23	Merge k Sorted Lists (/...	Linked List (/tag/linked-list) Divide and Conquer (/tag/divide-and-conquer) Heap (Priority Queue) (/tag/heap-priority-queue) Merge Sort (/tag/merge-sort)	46.5%	Hard
24	Swap Nodes in Pairs (/p...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	58.0%	Medium
25	Reverse Nodes in k-Gro...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	50.2%	Hard
26	Remove Duplicates fro...	Array (/tag/array) Two Pointers (/tag/two-pointers)	48.3%	Easy
27	Remove Element (/prob...	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.9%	Easy
28	Implement strStr() (/pro...	Two Pointers (/tag/two-pointers) String (/tag/string) String Matching (/tag/string-matching)	35.6%	Easy
29	Divide Two Integers (/pr...	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.1%	Medium
31	Next Permutation (/pro...	Array (/tag/array) Two Pointers (/tag/two-pointers)	35.3%	Medium
32	Longest Valid Parenthe...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)	31.1%	Hard
33	Search in Rotated Sorte...	Array (/tag/array) Binary Search (/tag/binary-search)	37.4%	Medium
34	Find First and Last Posi...	Array (/tag/array) Binary Search (/tag/binary-search)	39.6%	Medium
36	Valid Sudoku (/problem...	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	54.4%	Medium
37	Sudoku Solver (/proble...	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	53.0%	Hard
39	Combination Sum (/pro...	Array (/tag/array) Backtracking (/tag/backtracking)	64.6%	Medium

#	Title	Tags	Acceptance	Difficult
40	Combination Sum II (/pr...	Array (/tag/array) Backtracking (/tag/backtracking)	52.0%	Medium
41	First Missing Positive (/...	Array (/tag/array) Hash Table (/tag/hash-table)	35.7%	Hard
42	Trapping Rain Water (/p...	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	55.7%	Hard
44	Wildcard Matching (/pr...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion)	26.4%	Hard
45	Jump Game II (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	36.4%	Medium
46	Permutations (/problem...	Array (/tag/array) Backtracking (/tag/backtracking)	71.4%	Medium
48	Rotate Image (/problem...	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	65.6%	Medium
49	Group Anagrams (/prob...	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	63.4%	Medium
50	Pow(x, n) (/problems/p...	Math (/tag/math) Recursion (/tag/recursion)	32.1%	Medium
51	N-Queens (/problems/n...	Array (/tag/array) Backtracking (/tag/backtracking)	56.3%	Hard
53	Maximum Subarray (/pr...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming)	49.4%	Easy
54	Spiral Matrix (/problem...	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	40.5%	Medium
55	Jump Game (/problems...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	37.4%	Medium
56	Merge Intervals (/probl...	Array (/tag/array) Sorting (/tag/sorting)	44.4%	Medium
57	Insert Interval (/proble...	Array (/tag/array)	37.1%	Medium
59	Spiral Matrix II (/proble...	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	61.7%	Medium
64	Minimum Path Sum (/pr...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	58.9%	Medium

#	Title	Tags	Acceptance	Difficult
67	Add Binary (/problems/...	Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	50.1%	Easy
68	Text Justification (/prob...	Array (/tag/array) String (/tag/string) Simulation (/tag/simulation)	34.3%	Hard
69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	36.3%	Easy
70	Climbing Stairs (/proble...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)	50.7%	Easy
71	Simplify Path (/problem...	String (/tag/string) Stack (/tag/stack)	37.4%	Medium
72	Edit Distance (/problem...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.2%	Hard
74	Search a 2D Matrix (/pr...	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix)	42.4%	Medium
76	Minimum Window Subs...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	38.6%	Hard
78	Subsets (/problems/sub...	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	70.5%	Medium
79	Word Search (/problem...	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	39.4%	Medium
84	Largest Rectangle in Hi...	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	40.4%	Hard
85	Maximal Rectangle (/pr...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Matrix (/tag/matrix) Monotonic Stack (/tag/monotonic-stack)	42.3%	Hard
88	Merge Sorted Array (/pr...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	43.3%	Easy
90	Subsets II (/problems/s...	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	52.6%	Medium
91	Decode Ways (/proble...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	29.7%	Medium
97	Interleaving String (/pro...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	34.5%	Medium

#	Title	Tags	Acceptance	Difficult
✔ 98	Validate Binary Search ...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	30.2%	Medium
99	Recover Binary Search ...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	45.8%	Medium
101	Symmetric Tree (/probl...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	51.1%	Easy
102	Binary Tree Level Order...	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	60.3%	Medium
103	Binary Tree Zigzag Lev...	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	53.0%	Medium
104	Maximum Depth of Bin...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	71.4%	Easy
105	Construct Binary Tree f...	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	56.8%	Medium
114	Flatten Binary Tree to Li...	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	57.0%	Medium
118	Pascal's Triangle (/prob...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.0%	Easy
121	Best Time to Buy and S...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.8%	Easy
122	Best Time to Buy and S...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	61.5%	Medium
123	Best Time to Buy and S...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	42.7%	Hard

	#	Title	Tags	Acceptance	Difficult
	124	Binary Tree Maximum P...	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	37.3%	Hard
✔	125	Valid Palindrome (/prob...	Two Pointers (/tag/two-pointers) String (/tag/string)	40.9%	Easy
✔	126	Word Ladder II (/proble...	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	26.6%	Hard
	127	Word Ladder (/problem...	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	35.0%	Hard
	128	Longest Consecutive S...	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	48.4%	Medium
	130	Surrounded Regions (/p...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	33.4%	Medium
	131	Palindrome Partitioning...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	58.6%	Medium
	133	Clone Graph (/problem...	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	45.5%	Medium
	134	Gas Station (/problems/...	Array (/tag/array) Greedy (/tag/greedy)	44.3%	Medium
	136	Single Number (/proble...	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	69.0%	Easy
	138	Copy List with Random ...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	46.2%	Medium
	139	Word Break (/problems/...	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie) Memoization (/tag/memoization)	44.1%	Medium
	140	Word Break II (/problem...	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)	41.2%	Hard
	143	Reorder List (/problems...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	46.7%	Medium

#	Title	Tags	Acceptance	Difficult
144	Binary Tree Preorder Tr...	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	61.7%	Easy
146	LRU Cache (/problems/l...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	39.3%	Medium
148	Sort List (/problems/sor...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Merge Sort (/tag/merge-sort)	50.1%	Medium
149	Max Points on a Line (/...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry)	20.0%	Hard
151	Reverse Words in a Stri...	Two Pointers (/tag/two-pointers) String (/tag/string)	27.8%	Medium
152	Maximum Product Sub...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	34.4%	Medium
153	Find Minimum in Rotate...	Array (/tag/array) Binary Search (/tag/binary-search)	47.7%	Medium
154	Find Minimum in Rotate...	Array (/tag/array) Binary Search (/tag/binary-search)	43.2%	Hard
155	Min Stack (/problems/m...	Stack (/tag/stack) Design (/tag/design)	49.6%	Easy
160	Intersection of Two Link...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	49.0%	Easy
161	One Edit Distance (/pro... 🔓	Two Pointers (/tag/two-pointers) String (/tag/string)	33.9%	Medium
162	Find Peak Element (/pro...	Array (/tag/array) Binary Search (/tag/binary-search)	45.6%	Medium
168	Excel Sheet Column Titl...	Math (/tag/math) String (/tag/string)	33.5%	Easy
171	Excel Sheet Column Nu...	Math (/tag/math) String (/tag/string)	59.0%	Easy
173	Binary Search Tree Iter...	Stack (/tag/stack) Tree (/tag/tree) Design (/tag/design) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) Iterator (/tag/iterator)	64.9%	Medium
174	Dungeon Game (/probl...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	36.2%	Hard
177	Nth Highest Salary (/pr...	Database (/tag/database)	35.7%	Medium
179	Largest Number (/probl...	String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting)	32.5%	Medium

#	Title	Tags	Acceptance	Difficult
185	Department Top Three ...	Database (/tag/database)	45.9%	Hard
186	Reverse Words in a Stri... 🔓	Two Pointers (/tag/two-pointers) String (/tag/string)	50.3%	Medium
188	Best Time to Buy and S...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	33.0%	Hard
193	Valid Phone Numbers (/...	Shell (/tag/shell)	25.8%	Easy
199	Binary Tree Right Side ...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	59.1%	Medium
200	Number of Islands (/pro...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	53.1%	Medium
202	Happy Number (/proble...	Hash Table (/tag/hash-table) Math (/tag/math) Two Pointers (/tag/two-pointers)	52.8%	Easy
205	Isomorphic Strings (/pr...	Hash Table (/tag/hash-table) String (/tag/string)	41.9%	Easy
206	Reverse Linked List (/pr...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	69.5%	Easy
207	Course Schedule (/prob...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	44.9%	Medium
208	Implement Trie (Prefix T...	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	57.2%	Medium
209	Minimum Size Subarray...	Array (/tag/array) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	42.6%	Medium
210	Course Schedule II (/pr...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	46.0%	Medium
211	Design Add and Search...	String (/tag/string) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Trie (/tag/trie)	44.0%	Medium
212	Word Search II (/proble...	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	38.4%	Hard

#	Title	Tags	Acceptance	Difficult
215	Kth Largest Element in ...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	62.7%	Medium
217	Contains Duplicate (/pr...	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	60.2%	Easy
218	The Skyline Problem (/p...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Line Sweep (/tag/line-sweep) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set)	38.4%	Hard
224	Basic Calculator (/probl...	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	40.2%	Hard
226	Invert Binary Tree (/pro...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	70.9%	Easy
227	Basic Calculator II (/pro...	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	41.2%	Medium
228	Summary Ranges (/pro...	Array (/tag/array)	44.6%	Easy
230	Kth Smallest Element in...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	66.1%	Medium
233	Number of Digit One (/...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	33.2%	Hard
234	Palindrome Linked List ...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	45.8%	Easy
235	Lowest Common Ances...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	56.2%	Easy

#	Title	Tags	Acceptance	Difficult
236	Lowest Common Ances...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	54.4%	Medium
238	Product of Array Excep...	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	63.6%	Medium
239	Sliding Window Maximu...	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	46.1%	Hard
240	Search a 2D Matrix II (/...	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Matrix (/tag/matrix)	47.8%	Medium
242	Valid Anagram (/proble...	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	61.0%	Easy
243	Shortest Word Distanc... 🔓	Array (/tag/array) String (/tag/string)	64.0%	Easy
247	Strobogrammatic Num... 🔓	Array (/tag/array) String (/tag/string) Recursion (/tag/recursion)	50.1%	Medium
249	Group Shifted Strings (/... 🔓	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	62.7%	Medium
253	Meeting Rooms II (/pro... 🔓	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	49.3%	Medium
254	Factor Combinations (/... 🔓	Array (/tag/array) Backtracking (/tag/backtracking)	48.5%	Medium
262	Trips and Users (/probl...	Database (/tag/database)	37.5%	Hard
266	Palindrome Permutatio... 🔓	Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation)	65.0%	Easy
267	Palindrome Permutatio... 🔓	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	39.3%	Medium
269	Alien Dictionary (/probl... 🔓	Array (/tag/array) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	34.6%	Hard
271	Encode and Decode Str... 🔓	Array (/tag/array) String (/tag/string) Design (/tag/design)	36.8%	Medium
273	Integer to English Word...	Math (/tag/math) String (/tag/string) Recursion (/tag/recursion)	29.4%	Hard

#	Title	Tags	Acceptance	Difficult
277	Find the Celebrity (/pro... 🔓	Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Graph (/tag/graph) Interactive (/tag/interactive)	46.1%	Medium
279	Perfect Squares (/probl...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	51.6%	Medium
282	Expression Add Operat...	Math (/tag/math) String (/tag/string) Backtracking (/tag/backtracking)	39.1%	Hard
283	Move Zeroes (/problem...	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.2%	Easy
286	Walls and Gates (/probl... 🔓	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	58.8%	Medium
287	Find the Duplicate Num...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation)	58.4%	Medium
290	Word Pattern (/problem...	Hash Table (/tag/hash-table) String (/tag/string)	40.1%	Easy
291	Word Pattern II (/proble... 🔓	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	45.9%	Medium
295	Find Median from Data ...	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	50.0%	Hard
297	Serialize and Deserializ...	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Tree (/tag/binary-tree)	53.1%	Hard
300	Longest Increasing Sub...	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	48.6%	Medium
301	Remove Invalid Parenth...	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	46.6%	Hard
305	Number of Islands II (/p... 🔓	Array (/tag/array) Union Find (/tag/union-find)	39.3%	Hard
312	Burst Balloons (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	56.1%	Hard

#	Title	Tags	Acceptance	Difficult
315	Count of Smaller Numb...	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Merge Sort (/tag/merge-sort) Ordered Set (/tag/ordered-set)	42.1%	Hard
322	Coin Change (/problem...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	39.7%	Medium
330	Patching Array (/proble...	Array (/tag/array) Greedy (/tag/greedy)	39.4%	Hard
332	Reconstruct Itinerary (/...	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Eulerian Circuit (/tag/eulerian-circuit)	39.9%	Hard
334	Increasing Triplet Subs...	Array (/tag/array) Greedy (/tag/greedy)	41.4%	Medium
336	Palindrome Pairs (/prob...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	36.1%	Hard
337	House Robber III (/probl...	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.3%	Medium
338	Counting Bits (/problem...	Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation)	72.6%	Easy
340	Longest Substring with ... 🔓	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	47.1%	Medium
341	Flatten Nested List Iter...	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Queue (/tag/queue) Iterator (/tag/iterator)	58.2%	Medium
346	Moving Average from D... 🔓	Array (/tag/array) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	75.7%	Easy
347	Top K Frequent Elemen...	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting) Quickselect (/tag/quickselect)	64.4%	Medium

#	Title	Tags	Acceptance	Difficult
354	Russian Doll Envelopes ...	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	39.4%	Hard
361	Bomb Enemy (/problem... 🔓	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	49.7%	Medium
371	Sum of Two Integers (/...	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	50.7%	Medium
373	Find K Pairs with Smalle...	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue)	38.9%	Medium
380	Insert Delete GetRando...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design) Randomized (/tag/randomized)	51.1%	Medium
384	Shuffle an Array (/probl...	Array (/tag/array) Math (/tag/math) Randomized (/tag/randomized)	56.7%	Medium
388	Longest Absolute File P...	String (/tag/string) Stack (/tag/stack) Depth-First Search (/tag/depth-first-search)	45.6%	Medium
392	Is Subsequence (/probl...	Two Pointers (/tag/two-pointers) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.1%	Easy
394	Decode String (/proble...	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	55.9%	Medium
395	Longest Substring with ...	Hash Table (/tag/hash-table) String (/tag/string) Divide and Conquer (/tag/divide-and-conquer) Sliding Window (/tag/sliding-window)	44.4%	Medium
399	Evaluate Division (/prob...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph) Shortest Path (/tag/shortest-path)	56.7%	Medium
410	Split Array Largest Sum...	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	49.8%	Hard
415	Add Strings (/problems/...	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	51.7%	Easy
416	Partition Equal Subset ...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	46.2%	Medium

#	Title	Tags	Acceptance	Difficult
417	Pacific Atlantic Water Fl...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	47.9%	Medium
418	Sentence Screen Fittin... 🔓	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Simulation (/tag/simulation)	35.2%	Medium
420	Strong Password Check...	String (/tag/string) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	14.1%	Hard
424	Longest Repeating Cha...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	50.4%	Medium
432	All O`one Data Structur...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	35.3%	Hard
433	Minimum Genetic Muta...	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	45.7%	Medium
438	Find All Anagrams in a ...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	47.9%	Medium
445	Add Two Numbers II (/p...	Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack)	58.2%	Medium
446	Arithmetic Slices II - Su...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	39.2%	Hard
450	Delete Node in a BST (/...	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	48.5%	Medium
451	Sort Characters By Fre...	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	67.3%	Medium
452	Minimum Number of Ar...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	52.7%	Medium
454	4Sum II (/problems/4su...	Array (/tag/array) Hash Table (/tag/hash-table)	56.9%	Medium
465	Optimal Account Balan... 🔓	Array (/tag/array) Backtracking (/tag/backtracking)	48.7%	Hard
490	The Maze (/problems/t... 🔓	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	54.4%	Medium

#	Title	Tags	Acceptance	Difficult
493	Reverse Pairs (/problem...	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Merge Sort (/tag/merge-sort) Ordered Set (/tag/ordered-set)	29.6%	Hard
494	Target Sum (/problems/...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	45.3%	Medium
502	IPO (/problems/ipo)	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	43.7%	Hard
516	Longest Palindromic Su...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	58.8%	Medium
518	Coin Change 2 (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	56.6%	Medium
527	Word Abbreviation (/pr... 🔓	Array (/tag/array) String (/tag/string) Greedy (/tag/greedy) Trie (/tag/trie) Sorting (/tag/sorting)	58.0%	Hard
529	Minesweeper (/problem...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	64.3%	Medium
532	K-diff Pairs in an Array (...	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	39.8%	Medium
535	Encode and Decode Tin...	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Hash Function (/tag/hash-function)	83.3%	Medium
542	01 Matrix (/problems/0...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	43.4%	Medium
545	Boundary of Binary Tre... 🔓	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	42.7%	Medium

#	Title	Tags	Acceptance	Difficult
546	Remove Boxes (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)	47.3%	Hard
547	Number of Provinces (/...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	62.5%	Medium
560	Subarray Sum Equals K...	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	44.1%	Medium
588	Design In-Memory File ... 🔓	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	48.3%	Hard
608	Tree Node (/problems/t... 🔓	Database (/tag/database)	71.1%	Medium
611	Valid Triangle Number (...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Greedy (/tag/greedy) Sorting (/tag/sorting)	49.5%	Medium
617	Merge Two Binary Tree...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	77.5%	Easy
621	Task Scheduler (/proble...	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	54.2%	Medium
628	Maximum Product of T...	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting)	46.8%	Easy
631	Design Excel Sum Form... 🔓	Graph (/tag/graph) Design (/tag/design) Topological Sort (/tag/topological-sort)	40.2%	Hard
636	Exclusive Time of Funct...	Array (/tag/array) Stack (/tag/stack)	59.5%	Medium
642	Design Search Autoco... 🔓	String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	48.0%	Hard
646	Maximum Length of Pai...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Sorting (/tag/sorting)	55.4%	Medium
648	Replace Words (/proble...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	61.6%	Medium

#	Title	Tags	Acceptance	Difficult
653	Two Sum IV - Input is a ...	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	58.5%	Easy
655	Print Binary Tree (/probl...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	59.0%	Medium
658	Find K Closest Element...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	44.2%	Medium
659	Split Array into Consec...	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	45.5%	Medium
671	Second Minimum Node...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	43.5%	Easy
678	Valid Parenthesis String...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Greedy (/tag/greedy)	32.9%	Medium
679	24 Game (/problems/2...	Array (/tag/array) Math (/tag/math) Backtracking (/tag/backtracking)	48.6%	Hard
681	Next Closest Time (/pro... 🔓	String (/tag/string) Enumeration (/tag/enumeration)	46.5%	Medium
690	Employee Importance (/...	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	63.3%	Medium
692	Top K Frequent Words (...	Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	54.2%	Medium
694	Number of Distinct Isla... 🔓	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Hash Function (/tag/hash-function)	59.4%	Medium

#	Title	Tags	Acceptance	Difficult
699	Falling Squares (/proble...	Array (/tag/array) Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)	43.6%	Hard
716	Max Stack (/problems/... 🔓	Linked List (/tag/linked-list) Stack (/tag/stack) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) Ordered Set (/tag/ordered-set)	44.8%	Easy
721	Accounts Merge (/probl...	Array (/tag/array) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find)	55.4%	Medium
723	Candy Crush (/problem... 🔓	Array (/tag/array) Two Pointers (/tag/two-pointers) Matrix (/tag/matrix) Simulation (/tag/simulation)	74.8%	Medium
724	Find Pivot Index (/probl...	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	50.8%	Easy
733	Flood Fill (/problems/flo...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	57.6%	Easy
735	Asteroid Collision (/pro...	Array (/tag/array) Stack (/tag/stack)	44.3%	Medium
739	Daily Temperatures (/pr...	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	66.8%	Medium
741	Cherry Pickup (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	36.2%	Hard
743	Network Delay Time (/p...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Shortest Path (/tag/shortest-path)	48.0%	Medium
746	Min Cost Climbing Stair...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.9%	Easy
752	Open the Lock (/proble...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	55.2%	Medium

#	Title	Tags	Acceptance	Difficult
426	Convert Binary Search ... 🔓	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) Doubly-Linked List (/tag/doubly-linked-list)	64.1%	Medium
757	Set Intersection Size At...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	43.0%	Hard
759	Employee Free Time (/p... 🔓	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	70.8%	Hard
428	Serialize and Deserializ... 🔓	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	64.0%	Hard
763	Partition Labels (/probl...	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	78.6%	Medium
764	Largest Plus Sign (/pro...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	48.5%	Medium
427	Construct Quad Tree (/...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Matrix (/tag/matrix)	64.8%	Medium
767	Reorganize String (/pro...	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	51.7%	Medium
771	Jewels and Stones (/pr...	Hash Table (/tag/hash-table) String (/tag/string)	87.6%	Easy
700	Search in a Binary Sear...	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	75.1%	Easy
772	Basic Calculator III (/pro... 🔓	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	47.0%	Hard
773	Sliding Puzzle (/proble...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	62.9%	Hard
704	Binary Search (/proble...	Array (/tag/array) Binary Search (/tag/binary-search)	54.6%	Easy

#	Title	Tags	Acceptance	Difficult
787	Cheapest Flights Within...	Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Shortest Path (/tag/shortest-path)	36.3%	Medium
706	Design HashMap (/prob...	Array (/tag/array) Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Hash Function (/tag/hash-function)	63.8%	Easy
815	Bus Routes (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) Breadth-First Search (/tag/breadth-first-search)	45.0%	Hard
826	Most Profit Assigning ...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Greedy (/tag/greedy) Sorting (/tag/sorting)	41.0%	Medium
827	Making A Large Island (...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	44.7%	Hard
836	Rectangle Overlap (/pro...	Math (/tag/math) Geometry (/tag/geometry)	43.2%	Easy
852	Peak Index in a Mountai...	Array (/tag/array) Binary Search (/tag/binary-search)	71.1%	Easy
855	Exam Room (/problems/...	Design (/tag/design) Ordered Set (/tag/ordered-set)	43.5%	Medium
863	All Nodes Distance K in...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	60.6%	Medium
710	Random Pick with Blac...	Hash Table (/tag/hash-table) Math (/tag/math) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Randomized (/tag/randomized)	33.2%	Hard
871	Minimum Number of Re...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	35.5%	Hard
470	Implement Rand10() U...	Math (/tag/math) Rejection Sampling (/tag/rejection-sampling) Randomized (/tag/randomized) Probability and Statistics (/tag/probability-and-statistics)	46.6%	Medium

#	Title	Tags	Acceptance	Difficult
528	Random Pick with Weig...	Math (/tag/math) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum) Randomized (/tag/randomized)	46.0%	Medium
888	Fair Candy Swap (/prob...	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	60.3%	Easy
889	Construct Binary Tree f...	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	69.6%	Medium
907	Sum of Subarray Minim...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	33.7%	Medium
909	Snakes and Ladders (/p...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	40.2%	Medium
918	Maximum Sum Circular ...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) Queue (/tag/queue) Monotonic Queue (/tag/monotonic-queue)	36.6%	Medium
934	Shortest Bridge (/probl...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	52.2%	Medium
941	Valid Mountain Array (/...	Array (/tag/array)	33.9%	Easy
942	DI String Match (/probl...	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	75.5%	Easy
945	Minimum Increment to ...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting) Counting (/tag/counting)	48.7%	Medium
947	Most Stones Removed ...	Depth-First Search (/tag/depth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	56.2%	Medium
953	Verifying an Alien Dictio...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	52.3%	Easy
959	Regions Cut By Slashes...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	68.4%	Medium

#	Title	Tags	Acceptance	Difficult
967	Numbers With Same C...	Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	46.9%	Medium
969	Pancake Sorting (/probl...	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting)	69.6%	Medium
973	K Closest Points to Orig...	Array (/tag/array) Math (/tag/math) Divide and Conquer (/tag/divide-and-conquer) Geometry (/tag/geometry) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	66.0%	Medium
977	Squares of a Sorted Arr...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.5%	Easy
981	Time Based Key-Value ...	Hash Table (/tag/hash-table) String (/tag/string) Binary Search (/tag/binary-search) Design (/tag/design)	52.8%	Medium
986	Interval List Intersectio...	Array (/tag/array) Two Pointers (/tag/two-pointers)	70.8%	Medium
987	Vertical Order Traversal...	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	41.0%	Hard
992	Subarrays with K Differ...	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window) Counting (/tag/counting)	53.1%	Hard
1002	Find Common Characte...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	68.4%	Easy
1011	Capacity To Ship Packa...	Array (/tag/array) Binary Search (/tag/binary-search) Greedy (/tag/greedy)	63.0%	Medium
1064	Fixed Point (/problems/f... 🔓	Array (/tag/array) Binary Search (/tag/binary-search)	63.4%	Easy
1025	Divisor Game (/problem...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Brainteaser (/tag/brainteaser) Game Theory (/tag/game-theory)	66.5%	Easy
1027	Longest Arithmetic Sub...	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	48.4%	Medium
1135	Connecting Cities With ... 🔓	Union Find (/tag/union-find) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Minimum Spanning Tree (/tag/minimum-spanning-tree)	60.7%	Medium

#	Title	Tags	Acceptance	Difficult
1136	Parallel Courses (/probl... 🔓	Graph (/tag/graph) Topological Sort (/tag/topological-sort)	60.7%	Medium
1036	Escape a Large Maze (/...	Array (/tag/array) · Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	34.3%	Hard
1039	Minimum Score Triangu...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	52.2%	Medium
1044	Longest Duplicate Subs...	String (/tag/string) · Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Rolling Hash (/tag/rolling-hash) Suffix Array (/tag/suffix-array) Hash Function (/tag/hash-function)	31.3%	Hard
1047	Remove All Adjacent D...	String (/tag/string) · Stack (/tag/stack)	71.0%	Easy
1182	Shortest Distance to Ta... 🔓	Array (/tag/array) · Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	54.4%	Medium
1052	Grumpy Bookstore Own...	Array (/tag/array) · Sliding Window (/tag/sliding-window)	56.6%	Medium
1091	Shortest Path in Binary ...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	42.1%	Medium
1244	Design A Leaderboard (... 🔓	Hash Table (/tag/hash-table) · Design (/tag/design) Sorting (/tag/sorting)	68.0%	Medium
1188	Design Bounded Blocki... 🔓	Concurrency (/tag/concurrency)	73.0%	Medium
1286	Iterator for Combinatio...	String (/tag/string) · Backtracking (/tag/backtracking) Design (/tag/design) · Iterator (/tag/iterator)	73.2%	Medium
1146	Snapshot Array (/probl...	Array (/tag/array) · Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) · Design (/tag/design)	37.0%	Medium
1143	Longest Common Subs...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	58.8%	Medium
1171	Remove Zero Sum Con...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	42.4%	Medium
1200	Minimum Absolute Diff...	Array (/tag/array) · Sorting (/tag/sorting)	69.8%	Easy
1218	Longest Arithmetic Sub...	Array (/tag/array) · Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming)	50.6%	Medium
1235	Maximum Profit in Job ...	Array (/tag/array) · Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	50.8%	Hard

#	Title	Tags	Acceptance	Difficult
1249	Minimum Remove to M...	String (/tag/string) Stack (/tag/stack)	65.2%	Medium
1428	Leftmost Column with a... 🔓	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix) Interactive (/tag/interactive)	52.3%	Medium
1254	Number of Closed Islan...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	63.0%	Medium
1281	Subtract the Product a...	Math (/tag/math)	85.9%	Easy
1283	Find the Smallest Divis...	Array (/tag/array) Binary Search (/tag/binary-search)	53.2%	Medium
1290	Convert Binary Number...	Linked List (/tag/linked-list) Math (/tag/math)	82.7%	Easy
1344	Angle Between Hands ...	Math (/tag/math)	62.8%	Medium
1334	Find the City With the S...	Dynamic Programming (/tag/dynamic-programming) Graph (/tag/graph) Shortest Path (/tag/shortest-path)	50.7%	Medium
1335	Minimum Difficulty of a ...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	56.8%	Hard
1352	Product of the Last K N...	Array (/tag/array) Math (/tag/math) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	47.4%	Medium
1368	Minimum Cost to Make ...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix) Shortest Path (/tag/shortest-path)	60.3%	Hard
1385	Find the Distance Value...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	66.1%	Easy
1388	Pizza With 3n Slices (/p...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	48.4%	Hard
1400	Construct K Palindrome...	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Counting (/tag/counting)	63.9%	Medium
1391	Check if There is a Vali...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	46.5%	Medium
1431	Kids With the Greatest ...	Array (/tag/array)	87.8%	Easy

#	Title	Tags	Acceptance	Difficult
1423	Maximum Points You C...	Array (/tag/array) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	49.8%	Medium
1438	Longest Continuous Su...	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set) Monotonic Queue (/tag/monotonic-queue)	45.8%	Medium
1462	Course Schedule IV (/pr...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	47.6%	Medium
1475	Final Prices With a Spe...	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	75.1%	Easy
1470	Shuffle the Array (/prob...	Array (/tag/array)	88.3%	Easy
1480	Running Sum of 1d Arr...	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	89.5%	Easy
1497	Check If Array Pairs Are...	Array (/tag/array) Hash Table (/tag/hash-table) Counting (/tag/counting)	40.4%	Medium
1531	String Compression II (/...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	37.5%	Hard
1515	Best Position for a Serv...	Math (/tag/math) Geometry (/tag/geometry) Randomized (/tag/randomized)	39.0%	Hard
1519	Number of Nodes in th...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	39.3%	Medium
1556	Thousand Separator (/p...	String (/tag/string)	56.4%	Easy
1552	Magnetic Force Betwee...	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	53.7%	Medium
1579	Remove Max Number o...	Union Find (/tag/union-find) Graph (/tag/graph)	50.0%	Hard
1582	Special Positions in a Bi...	Array (/tag/array) Matrix (/tag/matrix)	64.9%	Easy
1626	Best Team With No Con...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	40.4%	Medium
1640	Check Array Formation ...	Array (/tag/array) Hash Table (/tag/hash-table)	55.7%	Easy
1668	Maximum Repeating Su...	String (/tag/string) String Matching (/tag/string-matching)	39.5%	Easy

#	Title	Tags	Acceptance	Difficult
1635	Hopper Company Queri... 🔓	Database (/tag/database)	54.3%	Hard
1645	Hopper Company Queri... 🔓	Database (/tag/database)	39.4%	Hard
1672	Richest Customer Weal...	Array (/tag/array) Matrix (/tag/matrix)	89.4%	Easy
1651	Hopper Company Queri... 🔓	Database (/tag/database)	66.7%	Hard
1696	Jump Game VI (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	42.5%	Medium
1719	Number Of Ways To Re...	Tree (/tag/tree) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	41.5%	Hard
1705	Maximum Number of E...	Array (/tag/array) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	36.0%	Medium
1743	Restore the Array From ...	Array (/tag/array) Hash Table (/tag/hash-table)	67.9%	Medium
1768	Merge Strings Alternate...	Two Pointers (/tag/two-pointers) String (/tag/string)	74.7%	Easy
1793	Maximum Score of a G...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	51.1%	Hard
1829	Maximum XOR for Each...	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation) Prefix Sum (/tag/prefix-sum)	75.9%	Medium
1818	Minimum Absolute Sum...	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Ordered Set (/tag/ordered-set)	28.7%	Medium
1861	Rotating the Box (/probl...	Array (/tag/array) Two Pointers (/tag/two-pointers) Matrix (/tag/matrix)	64.3%	Medium
1856	Maximum Subarray Min...	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) Prefix Sum (/tag/prefix-sum)	35.1%	Medium
1926	Nearest Exit from Entra...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	37.1%	Medium
1891	Cutting Ribbons (/probl... 🔓	Array (/tag/array) Binary Search (/tag/binary-search)	48.8%	Medium
1920	Build Array from Permu...	Array (/tag/array) Simulation (/tag/simulation)	91.8%	Easy

#	Title	Tags	Acceptance	Difficult
1968	Array With Elements No...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	48.2%	Medium
1961	Check If String Is a Pref...	Array (/tag/array) String (/tag/string)	54.8%	Easy
1967	Number of Strings That...	String (/tag/string)	79.2%	Easy
2009	Minimum Number of O...	Array (/tag/array) Binary Search (/tag/binary-search)	45.4%	Hard

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