

Facebook

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 **5 / 520** problems.

☒ **Show problem tags** Select time period: 1 year

#	Title	Tags	Acceptance	Difficulty
✓ 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
9	Palindrome Number (/p...	Math (/tag/math)	52.1%	Easy
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

#	Title	Tags	Acceptance	Difficulty
15	<a href="#">3Sum (/problems/3sum)</a>	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Sorting (/tag/sorting)</a>	30.6%	Medium
16	<a href="#">3Sum Closest (/proble...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Sorting (/tag/sorting)</a>	47.0%	Medium
17	<a href="#">Letter Combinations of ...</a>	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a> <a href="#">Backtracking (/tag/backtracking)</a>	53.0%	Medium
18	<a href="#">4Sum (/problems/4sum)</a>	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Sorting (/tag/sorting)</a>	37.0%	Medium
19	<a href="#">Remove Nth Node Fro...</a>	<a href="#">Linked List (/tag/linked-list)</a> <a href="#">Two Pointers (/tag/two-pointers)</a>	37.9%	Medium
20	<a href="#">Valid Parentheses (/pro...</a>	<a href="#">String (/tag/string)</a> <a href="#">Stack (/tag/stack)</a>	40.6%	Easy
21	<a href="#">Merge Two Sorted Lists...</a>	<a href="#">Linked List (/tag/linked-list)</a> <a href="#">Recursion (/tag/recursion)</a>	59.4%	Easy
22	<a href="#">Generate Parentheses (...</a>	<a href="#">String (/tag/string)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Backtracking (/tag/backtracking)</a>	69.4%	Medium
23	<a href="#">Merge k Sorted Lists (/...</a>	<a href="#">Linked List (/tag/linked-list)</a> <a href="#">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="#">Merge Sort (/tag/merge-sort)</a>	46.5%	Hard
24	<a href="#">Swap Nodes in Pairs (/p...</a>	<a href="#">Linked List (/tag/linked-list)</a> <a href="#">Recursion (/tag/recursion)</a>	58.0%	Medium
25	<a href="#">Reverse Nodes in k-Gro...</a>	<a href="#">Linked List (/tag/linked-list)</a> <a href="#">Recursion (/tag/recursion)</a>	50.2%	Hard
26	<a href="#">Remove Duplicates fro...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a>	48.3%	Easy
28	<a href="#">Implement strStr() (/pro...</a>	<a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">String (/tag/string)</a> <a href="#">String Matching (/tag/string-matching)</a>	35.6%	Easy
29	<a href="#">Divide Two Integers (/pr...</a>	<a href="#">Math (/tag/math)</a> <a href="#">Bit Manipulation (/tag/bit-manipulation)</a>	17.1%	Medium
30	<a href="#">Substring with Concate...</a>	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a> <a href="#">Sliding Window (/tag/sliding-window)</a>	27.8%	Hard
31	<a href="#">Next Permutation (/pro...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a>	35.3%	Medium
32	<a href="#">Longest Valid Parenthe...</a>	<a href="#">String (/tag/string)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Stack (/tag/stack)</a>	31.1%	Hard
33	<a href="#">Search in Rotated Sorte...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a>	37.4%	Medium
34	<a href="#">Find First and Last Posi...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a>	39.6%	Medium
35	<a href="#">Search Insert Position (...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a>	42.5%	Easy

#	Title	Tags	Acceptance	Difficulty
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
38	Count and Say (/proble...	String (/tag/string)	48.2%	Medium
39	Combination Sum (/pro...	Array (/tag/array) Backtracking (/tag/backtracking)	64.6%	Medium
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
43	Multiply Strings (/probl...	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	37.3%	Medium
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
47	Permutations II (/proble...	Array (/tag/array) Backtracking (/tag/backtracking)	53.4%	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

#	Title	Tags	Acceptance	Difficulty
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
60	Permutation Sequence ...	Math (/tag/math) Recursion (/tag/recursion)	41.6%	Hard
62	Unique Paths (/problem...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics)	59.4%	Medium
63	Unique Paths II (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	37.2%	Medium
65	Valid Number (/problem...	String (/tag/string)	17.8%	Hard
66	Plus One (/problems/pl...	Array (/tag/array) Math (/tag/math)	42.5%	Easy
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
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
73	Set Matrix Zeroes (/pro...	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	47.7%	Medium
74	Search a 2D Matrix (/pr...	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix)	42.4%	Medium
75	Sort Colors (/problems/...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	54.0%	Medium
76	Minimum Window Subs...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	38.6%	Hard
77	Combinations (/proble...	Array (/tag/array) Backtracking (/tag/backtracking)	62.9%	Medium

#	Title	Tags	Acceptance	Difficulty
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
81	Search in Rotated Sorte...	Array (/tag/array) Binary Search (/tag/binary-search)	34.4%	Medium
82	Remove Duplicates fro...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	42.4%	Medium
83	Remove Duplicates fro...	Linked List (/tag/linked-list)	48.6%	Easy
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
92	Reverse Linked List II (/...	Linked List (/tag/linked-list)	43.1%	Medium
93	Restore IP Addresses (/...	String (/tag/string) Backtracking (/tag/backtracking)	41.1%	Medium
✓ 94	Binary Tree Inorder Tra...	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	70.0%	Easy
95	Unique Binary Search T...	Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	48.7%	Medium
96	Unique Binary Search T...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	57.9%	Medium

#	Title	Tags	Acceptance	Difficulty
✓ 98	Validate Binary Search ...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/binary-search-tree">Binary Search Tree (/tag/binary-search-tree)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	30.2%	Medium
100	Same Tree (/problems/s...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	55.2%	Easy
101	Symmetric Tree (/probl...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	51.1%	Easy
102	Binary Tree Level Order...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	60.3%	Medium
103	Binary Tree Zigzag Lev...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	53.0%	Medium
104	Maximum Depth of Bin...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	71.4%	Easy
105	Construct Binary Tree f...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/divide-and-conquer">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	56.8%	Medium
108	Convert Sorted Array t...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/divide-and-conquer">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/binary-search-tree">Binary Search Tree (/tag/binary-search-tree)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	65.3%	Easy
109	Convert Sorted List to ...	<a href="/tag/linked-list">Linked List (/tag/linked-list)</a> <a href="/tag/divide-and-conquer">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/binary-search-tree">Binary Search Tree (/tag/binary-search-tree)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	54.8%	Medium
110	Balanced Binary Tree (/...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	46.4%	Easy

#	Title	Tags	Acceptance	Difficulty
111	Minimum Depth of Bina...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	42.1%	Easy
112	Path Sum (/problems/p...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	45.0%	Easy
113	Path Sum II (/problems/...	Backtracking (/tag/backtracking) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.4%	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
116	Populating Next Right P...	Linked List (/tag/linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	55.9%	Medium
117	Populating Next Right P...	Linked List (/tag/linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	45.8%	Medium
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
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

#	Title	Tags	Acceptance	Difficulty
128	Longest Consecutive S...	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	48.4%	Medium
129	Sum Root to Leaf Numb...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	56.1%	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
141	Linked List Cycle (/prob...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	45.0%	Easy
142	Linked List Cycle II (/pr...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	43.7%	Medium
143	Reorder List (/problems...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	46.7%	Medium
145	Binary Tree Postorder T...	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	63.0%	Easy



#	Title	Tags	Acceptance	Difficulty
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
150	Evaluate Reverse Polish...	Array (/tag/array) Math (/tag/math) Stack (/tag/stack)	41.6%	Medium
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
157	Read N Characters Giv... 🔒	String (/tag/string) Simulation (/tag/simulation) Interactive (/tag/interactive)	40.0%	Easy
158	Read N Characters Giv... 🔒	String (/tag/string) Simulation (/tag/simulation) Interactive (/tag/interactive)	40.4%	Hard
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
163	Missing Ranges (/probl... 🔒	Array (/tag/array)	30.8%	Easy
166	Fraction to Recurring D...	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	23.4%	Medium
167	Two Sum II - Input Arra...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	58.2%	Medium
169	Majority Element (/prob...	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Counting (/tag/counting)	62.1%	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

#	Title	Tags	Acceptance	Difficulty
181	Employees Earning Mor...	Database (/tag/database)	65.5%	Easy
189	Rotate Array (/problem...	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers)	38.3%	Medium
190	Reverse Bits (/problems...	Divide and Conquer (/tag/divide-and-conquer) Bit Manipulation (/tag/bit-manipulation)	47.6%	Easy
191	Number of 1 Bits (/prob...	Bit Manipulation (/tag/bit-manipulation)	58.9%	Easy
198	House Robber (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	46.5%	Medium
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
201	Bitwise AND of Number...	Bit Manipulation (/tag/bit-manipulation)	41.6%	Medium
202	Happy Number (/proble...	Hash Table (/tag/hash-table) Math (/tag/math) Two Pointers (/tag/two-pointers)	52.8%	Easy
203	Remove Linked List Ele...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	42.9%	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

#	Title	Tags	Acceptance	Difficulty
212	Word Search II (/proble...	<a href="#">Array (/tag/array)</a> <a href="#">String (/tag/string)</a> <a href="#">Backtracking (/tag/backtracking)</a> <a href="#">Trie (/tag/trie)</a> <a href="#">Matrix (/tag/matrix)</a>	38.4%	Hard
215	Kth Largest Element in ...	<a href="#">Array (/tag/array)</a> <a href="#">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="#">Sorting (/tag/sorting)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="#">Quickselect (/tag/quickselect)</a>	62.7%	Medium
217	Contains Duplicate (/pr...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Sorting (/tag/sorting)</a>	60.2%	Easy
218	The Skyline Problem (/p...	<a href="#">Array (/tag/array)</a> <a href="#">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="#">Binary Indexed Tree (/tag/binary-indexed-tree)</a> <a href="#">Segment Tree (/tag/segment-tree)</a> <a href="#">Line Sweep (/tag/line-sweep)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="#">Ordered Set (/tag/ordered-set)</a>	38.4%	Hard
219	Contains Duplicate II (/...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Sliding Window (/tag/sliding-window)</a>	40.5%	Easy
224	Basic Calculator (/probl...	<a href="#">Math (/tag/math)</a> <a href="#">String (/tag/string)</a> <a href="#">Stack (/tag/stack)</a> <a href="#">Recursion (/tag/recursion)</a>	40.2%	Hard
226	Invert Binary Tree (/pro...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	70.9%	Easy
227	Basic Calculator II (/pro...	<a href="#">Math (/tag/math)</a> <a href="#">String (/tag/string)</a> <a href="#">Stack (/tag/stack)</a>	41.2%	Medium
228	Summary Ranges (/pro...	<a href="#">Array (/tag/array)</a>	44.6%	Easy
230	Kth Smallest Element in...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Search Tree (/tag/binary-search-tree)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	66.1%	Medium
234	Palindrome Linked List ...	<a href="#">Linked List (/tag/linked-list)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Stack (/tag/stack)</a> <a href="#">Recursion (/tag/recursion)</a>	45.8%	Easy
235	Lowest Common Ances...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Search Tree (/tag/binary-search-tree)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	56.2%	Easy

#	Title	Tags	Acceptance	Difficulty
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
241	Different Ways to Add P...	Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	61.0%	Medium
242	Valid Anagram (/proble...	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	61.0%	Easy
246	Strobogrammatic Num... 🔒	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string)	47.4%	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
252	Meeting Rooms (/probl... 🔒	Array (/tag/array) Sorting (/tag/sorting)	56.6%	Easy
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
257	Binary Tree Paths (/pro...	String (/tag/string) Backtracking (/tag/backtracking) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	57.8%	Easy
259	3Sum Smaller (/proble... 🔒	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	50.2%	Medium
260	Single Number III (/prob...	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	67.0%	Medium

#	Title	Tags	Acceptance	Difficulty
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
268	Missing Number (/probl...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	58.8%	Easy
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
270	Closest Binary Search T... 	Binary Search (/tag/binary-search) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	53.2%	Easy
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
274	H-Index (/problems/h-i...	Array (/tag/array) Sorting (/tag/sorting) Counting Sort (/tag/counting-sort)	37.4%	Medium
277	Find the Celebrity (/pro... 	Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Graph (/tag/graph) Interactive (/tag/interactive)	46.1%	Medium
278	First Bad Version (/prob...	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	41.0%	Easy
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
285	Inorder Successor in B... 	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	46.4%	Medium

#	Title	Tags	Acceptance	Difficulty
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
289	Game of Life (/problem...	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	62.2%	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
296	Best Meeting Point (/pr... 🔒	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting) Matrix (/tag/matrix)	59.4%	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
298	Binary Tree Longest Co... 🔒	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.7%	Medium
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
303	Range Sum Query - Im...	Array (/tag/array) Design (/tag/design) Prefix Sum (/tag/prefix-sum)	54.3%	Easy
304	Range Sum Query 2D - ...	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	46.8%	Medium
305	Number of Islands II (/p... 🔒	Array (/tag/array) Union Find (/tag/union-find)	39.3%	Hard
307	Range Sum Query - Mu...	Array (/tag/array) Design (/tag/design) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree)	38.5%	Medium
310	Minimum Height Trees ...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	38.0%	Medium

#	Title	Tags	Acceptance	Difficulty
311	Sparse Matrix Multiplic... 🔒	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	65.6%	Medium
314	Binary Tree Vertical Ord... 🔒	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)	50.6%	Medium
316	Remove Duplicate Lette...	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	41.3%	Medium
317	Shortest Distance from ... 🔒	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	43.5%	Hard
319	Bulb Switcher (/proble...	Math (/tag/math) Brainteaser (/tag/brainteaser)	47.0%	Medium
322	Coin Change (/problem...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	39.7%	Medium
323	Number of Connected ... 🔒	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	60.7%	Medium
325	Maximum Size Subarra... 🔒	Array (/tag/array) Hash Table (/tag/hash-table)	48.9%	Medium
328	Odd Even Linked List (/...	Linked List (/tag/linked-list)	59.3%	Medium
329	Longest Increasing Pat...	Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort) Memoization (/tag/memoization)	49.1%	Hard
332	Reconstruct Itinerary (/...	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Eulerian Circuit (/tag/eulerian-circuit)	39.9%	Hard
333	Largest BST Subtree (/... 🔒	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	40.8%	Medium
334	Increasing Triplet Subs...	Array (/tag/array) Greedy (/tag/greedy)	41.4%	Medium

#	Title	Tags	Acceptance	Difficulty
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
339	Nested List Weight Su... 🔒	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	80.3%	Medium
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
344	Reverse String (/proble...	Two Pointers (/tag/two-pointers) String (/tag/string) Recursion (/tag/recursion)	73.7%	Easy
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
348	Design Tic-Tac-Toe (/pr... 🔒	Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Matrix (/tag/matrix)	57.0%	Medium
349	Intersection of Two Arr...	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	68.4%	Easy
350	Intersection of Two Arr...	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	54.5%	Easy
359	Logger Rate Limiter (/pr... 🔒	Hash Table (/tag/hash-table) Design (/tag/design)	74.7%	Easy



#	Title	Tags	Acceptance	Difficulty
364	Nested List Weight Sum 	Stack (/tag/stack) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	67.8%	Medium
367	Valid Perfect Square (/p...	Math (/tag/math) Binary Search (/tag/binary-search)	42.8%	Easy
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
377	Combination Sum IV (/p...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	48.9%	Medium
378	Kth Smallest Element in...	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	59.2%	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
381	Insert Delete GetRando...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design) Randomized (/tag/randomized)	35.4%	Hard
387	First Unique Character i...	Hash Table (/tag/hash-table) String (/tag/string) Queue (/tag/queue) Counting (/tag/counting)	56.6%	Easy
388	Longest Absolute File P...	String (/tag/string) Stack (/tag/stack) Depth-First Search (/tag/depth-first-search)	45.6%	Medium
393	UTF-8 Validation (/prob...	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	39.1%	Medium
394	Decode String (/proble...	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	55.9%	Medium
398	Random Pick Index (/pr...	Hash Table (/tag/hash-table) Math (/tag/math) Reservoir Sampling (/tag/reservoir-sampling) Randomized (/tag/randomized)	63.0%	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
400	Nth Digit (/problems/nt...	Math (/tag/math) Binary Search (/tag/binary-search)	33.4%	Medium

#	Title	Tags	Acceptance	Difficulty
405	Convert a Number to H...	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	45.6%	Easy
406	Queue Reconstruction ...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	69.9%	Medium
408	Valid Word Abbreviatio... 👤	Two Pointers (/tag/two-pointers) String (/tag/string)	34.1%	Easy
410	Split Array Largest Sum...	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	49.8%	Hard
412	Fizz Buzz (/problems/fi...	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	66.1%	Easy
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
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
419	Battleships in a Board (/...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Matrix (/tag/matrix)	73.1%	Medium
424	Longest Repeating Cha...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	50.4%	Medium
435	Non-overlapping Interv...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Sorting (/tag/sorting)	47.6%	Medium
437	Path Sum III (/problems...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.0%	Medium
438	Find All Anagrams in a ...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	47.9%	Medium
442	Find All Duplicates in a...	Array (/tag/array) Hash Table (/tag/hash-table)	72.0%	Medium
443	String Compression (/p...	Two Pointers (/tag/two-pointers) String (/tag/string)	47.1%	Medium
445	Add Two Numbers II (/p...	Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack)	58.2%	Medium
448	Find All Numbers Disap...	Array (/tag/array) Hash Table (/tag/hash-table)	58.8%	Easy

#	Title	Tags	Acceptance	Difficulty
449	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 Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	55.9%	Medium
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
459	Repeated Substring Pat...	String (/tag/string) String Matching (/tag/string-matching)	43.5%	Easy
460	LFU Cache (/problems/l...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	39.0%	Hard
463	Island Perimeter (/probl...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	68.7%	Easy
468	Validate IP Address (/pr...	String (/tag/string)	26.1%	Medium
477	Total Hamming Distanc...	Array (/tag/array) Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	51.9%	Medium
480	Sliding Window Median...	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue)	40.6%	Hard
485	Max Consecutive Ones ...	Array (/tag/array)	54.8%	Easy
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	Difficulty
493	Reverse Pairs (/problem...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/divide-and-conquer">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="/tag/binary-indexed-tree">Binary Indexed Tree (/tag/binary-indexed-tree)</a> <a href="/tag/segment-tree">Segment Tree (/tag/segment-tree)</a> <a href="/tag/merge-sort">Merge Sort (/tag/merge-sort)</a> <a href="/tag/ordered-set">Ordered Set (/tag/ordered-set)</a>	29.6%	Hard
494	Target Sum (/problems/...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/backtracking">Backtracking (/tag/backtracking)</a>	45.3%	Medium
496	Next Greater Element I ...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/stack">Stack (/tag/stack)</a> <a href="/tag/monotonic-stack">Monotonic Stack (/tag/monotonic-stack)</a>	69.5%	Easy
498	Diagonal Traverse (/pro...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a> <a href="/tag/simulation">Simulation (/tag/simulation)</a>	55.6%	Medium
503	Next Greater Element II ...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/stack">Stack (/tag/stack)</a> <a href="/tag/monotonic-stack">Monotonic Stack (/tag/monotonic-stack)</a>	61.5%	Medium
510	Inorder Successor in B... 📌	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/binary-search-tree">Binary Search Tree (/tag/binary-search-tree)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	61.6%	Medium
515	Find Largest Value in E...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	64.2%	Medium
518	Coin Change 2 (/proble...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a>	56.6%	Medium
523	Continuous Subarray S...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/math">Math (/tag/math)</a> <a href="/tag/prefix-sum">Prefix Sum (/tag/prefix-sum)</a>	26.9%	Medium
525	Contiguous Array (/pro...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/prefix-sum">Prefix Sum (/tag/prefix-sum)</a>	46.1%	Medium
1721	Swapping Nodes in a Li...	<a href="/tag/linked-list">Linked List (/tag/linked-list)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a>	65.6%	Medium
529	Minesweeper (/problem...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	64.3%	Medium

#	Title	Tags	Acceptance	Difficulty
532	K-diff Pairs in an Array (...)	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Sorting (/tag/sorting)</a>	39.8%	Medium
536	Construct Binary Tree f... 🔒	<a href="#">String (/tag/string)</a> <a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	55.3%	Medium
538	Convert BST to Greater...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Search Tree (/tag/binary-search-tree)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	62.4%	Medium
540	Single Element in a Sort...	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a>	58.7%	Medium
543	Diameter of Binary Tree...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	53.5%	Easy
545	Boundary of Binary Tre... 🔒	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	42.7%	Medium
548	Split Array with Equal S... 🔒	<a href="#">Array (/tag/array)</a> <a href="#">Prefix Sum (/tag/prefix-sum)</a>	49.7%	Hard
556	Next Greater Element III...	<a href="#">Math (/tag/math)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">String (/tag/string)</a>	33.6%	Medium
560	Subarray Sum Equals K...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Prefix Sum (/tag/prefix-sum)</a>	44.1%	Medium
567	Permutation in String (/...	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">String (/tag/string)</a> <a href="#">Sliding Window (/tag/sliding-window)</a>	45.1%	Medium
572	Subtree of Another Tre...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">String Matching (/tag/string-matching)</a> <a href="#">Binary Tree (/tag/binary-tree)</a> <a href="#">Hash Function (/tag/hash-function)</a>	45.2%	Easy
581	Shortest Unsorted Con...	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Stack (/tag/stack)</a> <a href="#">Greedy (/tag/greedy)</a> <a href="#">Sorting (/tag/sorting)</a> <a href="#">Monotonic Stack (/tag/monotonic-stack)</a>	34.0%	Medium
597	Friend Requests I: Over... 🔒	<a href="#">Database (/tag/database)</a>	42.6%	Easy
605	Can Place Flowers (/pro...	<a href="#">Array (/tag/array)</a> <a href="#">Greedy (/tag/greedy)</a>	33.0%	Easy

#	Title	Tags	Acceptance	Difficulty
609	Find Duplicate File in S...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	63.7%	Medium
610	Triangle Judgement (/p... 🔒	Database (/tag/database)	70.6%	Easy
616	Add Bold Tag in String (... 🔒	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) String Matching (/tag/string-matching)	47.7%	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
636	Exclusive Time of Funct...	Array (/tag/array) Stack (/tag/stack)	59.5%	Medium
637	Average of Levels in Bin...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	68.2%	Easy
643	Maximum Average Sub...	Array (/tag/array) Sliding Window (/tag/sliding-window)	43.3%	Easy
647	Palindromic Substrings ...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	64.2%	Medium
648	Replace Words (/proble...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	61.6%	Medium
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
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

#	Title	Tags	Acceptance	Difficulty
661	Image Smoother (/probl...	Array (/tag/array) Matrix (/tag/matrix)	53.9%	Easy
662	Maximum Width of Bina...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	39.6%	Medium
670	Maximum Swap (/probl...	Math (/tag/math) Greedy (/tag/greedy)	47.2%	Medium
674	Longest Continuous Inc...	Array (/tag/array)	48.1%	Easy
676	Implement Magic Dictio...	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	56.4%	Medium
678	Valid Parenthesis String...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Greedy (/tag/greedy)	32.9%	Medium
680	Valid Palindrome II (/pro...	Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	38.4%	Easy
681	Next Closest Time (/pro... 🔒	String (/tag/string) Enumeration (/tag/enumeration)	46.5%	Medium
689	Maximum Sum of 3 No...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	48.3%	Hard
691	Stickers to Spell Word (...)	Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)	46.7%	Hard
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
695	Max Area of Island (/pr...	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)	68.9%	Medium

#	Title	Tags	Acceptance	Difficulty
698	Partition to K Equal Su...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/backtracking">Backtracking (/tag/backtracking)</a> <a href="/tag/bit-manipulation">Bit Manipulation (/tag/bit-manipulation)</a> <a href="/tag/memoization">Memoization (/tag/memoization)</a> <a href="/tag/bitmask">Bitmask (/tag/bitmask)</a>	45.3%	Medium
713	Subarray Product Less ...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/sliding-window">Sliding Window (/tag/sliding-window)</a>	43.1%	Medium
714	Best Time to Buy and S...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a>	61.5%	Medium
715	Range Module (/proble...	<a href="/tag/design">Design (/tag/design)</a> <a href="/tag/segment-tree">Segment Tree (/tag/segment-tree)</a> <a href="/tag/ordered-set">Ordered Set (/tag/ordered-set)</a>	43.3%	Hard
716	Max Stack (/problems/... 🔒)	<a href="/tag/linked-list">Linked List (/tag/linked-list)</a> <a href="/tag/stack">Stack (/tag/stack)</a> <a href="/tag/design">Design (/tag/design)</a> <a href="/tag/doubly-linked-list">Doubly-Linked List (/tag/doubly-linked-list)</a> <a href="/tag/ordered-set">Ordered Set (/tag/ordered-set)</a>	44.8%	Easy
719	Find K-th Smallest Pair ...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a>	34.6%	Hard
721	Accounts Merge (/probl...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find">Union Find (/tag/union-find)</a>	55.4%	Medium
723	Candy Crush (/problem... 🔒)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a> <a href="/tag/simulation">Simulation (/tag/simulation)</a>	74.8%	Medium
724	Find Pivot Index (/probl...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/prefix-sum">Prefix Sum (/tag/prefix-sum)</a>	50.8%	Easy
729	My Calendar I (/proble...	<a href="/tag/design">Design (/tag/design)</a> <a href="/tag/segment-tree">Segment Tree (/tag/segment-tree)</a> <a href="/tag/ordered-set">Ordered Set (/tag/ordered-set)</a>	55.0%	Medium
732	My Calendar III (/proble...	<a href="/tag/design">Design (/tag/design)</a> <a href="/tag/segment-tree">Segment Tree (/tag/segment-tree)</a> <a href="/tag/ordered-set">Ordered Set (/tag/ordered-set)</a>	66.1%	Hard
734	Sentence Similarity (/pr... 🔒)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/string">String (/tag/string)</a>	42.9%	Easy
735	Asteroid Collision (/pro...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/stack">Stack (/tag/stack)</a>	44.3%	Medium



#	Title	Tags	Acceptance	Difficulty
739	Daily Temperatures (/pr...	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	66.8%	Medium
740	Delete and Earn (/probl...	Array (/tag/array) Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming)	55.0%	Medium
741	Cherry Pickup (/proble...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	36.2%	Hard
742	Closest Leaf in a Binary... 🔒	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	45.4%	Medium
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
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
759	Employee Free Time (/p... 🔒	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	70.8%	Hard
430	Flatten a Multilevel Dou...	Linked List (/tag/linked-list) Depth-First Search (/tag/depth-first-search) Doubly-Linked List (/tag/doubly-linked-list)	58.8%	Medium
763	Partition Labels (/probl...	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	78.6%	Medium
765	Couples Holding Hands...	Greedy (/tag/greedy) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	56.4%	Hard
766	Toeplitz Matrix (/proble...	Array (/tag/array) Matrix (/tag/matrix)	67.5%	Easy
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

#	Title	Tags	Acceptance	Difficulty
772	Basic Calculator III (/pro... 🔒	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	47.0%	Hard
702	Search in a Sorted Arra... 🔒	Array (/tag/array) Binary Search (/tag/binary-search) Interactive (/tag/interactive)	70.5%	Medium
703	Kth Largest Element in ...	Tree (/tag/tree) Design (/tag/design) Binary Search Tree (/tag/binary-search-tree) Heap (Priority Queue) (/tag/heap-priority-queue) Binary Tree (/tag/binary-tree) Data Stream (/tag/data-stream)	52.5%	Easy
778	Swim in Rising Water (/...	Array (/tag/array) Binary Search (/tag/binary-search) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	58.3%	Hard
785	Is Graph Bipartite? (/pr...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	50.0%	Medium
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
788	Rotated Digits (/proble...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	57.3%	Medium
791	Custom Sort String (/pr...	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	68.6%	Medium
794	Valid Tic-Tac-Toe State ...	Array (/tag/array) String (/tag/string)	35.1%	Medium
797	All Paths From Source t...	Backtracking (/tag/backtracking) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	80.7%	Medium
809	Expressive Words (/pro...	Array (/tag/array) Two Pointers (/tag/two-pointers) String (/tag/string)	46.3%	Medium
814	Binary Tree Pruning (/pr...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	71.0%	Medium

#	Title	Tags	Acceptance	Difficulty
815	Bus Routes (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) Breadth-First Search (/tag/breadth-first-search)	45.0%	Hard
708	Insert into a Sorted Cir... 📌	Linked List (/tag/linked-list)	34.1%	Medium
824	Goat Latin (/problems/g...	String (/tag/string)	67.5%	Easy
825	Friends Of Appropriate ...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	45.5%	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
641	Design Circular Deque (...)	Array (/tag/array) Linked List (/tag/linked-list) Design (/tag/design) Queue (/tag/queue)	57.2%	Medium
622	Design Circular Queue ...	Array (/tag/array) Linked List (/tag/linked-list) Design (/tag/design) Queue (/tag/queue)	48.5%	Medium
833	Find And Replace in Stri...	Array (/tag/array) String (/tag/string) Sorting (/tag/sorting)	54.1%	Medium
489	Robot Room Cleaner (/... 📌	Backtracking (/tag/backtracking) Interactive (/tag/interactive)	75.3%	Hard
844	Backspace String Com...	Two Pointers (/tag/two-pointers) String (/tag/string) Stack (/tag/stack) Simulation (/tag/simulation)	47.4%	Easy
852	Peak Index in a Mountai...	Array (/tag/array) Binary Search (/tag/binary-search)	71.1%	Easy
856	Score of Parentheses (/...	String (/tag/string) Stack (/tag/stack)	65.5%	Medium
862	Shortest Subarray with ...	Array (/tag/array) Binary Search (/tag/binary-search) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Prefix Sum (/tag/prefix-sum) Monotonic Queue (/tag/monotonic-queue)	26.1%	Hard
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
865	Smallest Subtree with a...	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)	67.5%	Medium

#	Title	Tags	Acceptance	Difficulty
875	Koko Eating Bananas (/...	Array (/tag/array) Binary Search (/tag/binary-search)	54.6%	Medium
528	Random Pick with Weig...	Math (/tag/math) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum) Randomized (/tag/randomized)	46.0%	Medium
884	Uncommon Words from...	Hash Table (/tag/hash-table) String (/tag/string)	65.3%	Easy
895	Maximum Frequency St...	Hash Table (/tag/hash-table) Stack (/tag/stack) Design (/tag/design) Ordered Set (/tag/ordered-set)	64.7%	Hard
896	Monotonic Array (/probl...	Array (/tag/array)	58.4%	Easy
897	Increasing Order Searc...	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)	76.0%	Easy
905	Sort Array By Parity (/pr...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	74.8%	Easy
919	Complete Binary Tree I...	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Tree (/tag/binary-tree)	63.6%	Medium
921	Minimum Add to Make ...	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	77.4%	Medium
932	Beautiful Array (/proble...	Array (/tag/array) Math (/tag/math) Divide and Conquer (/tag/divide-and-conquer)	64.5%	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
935	Knight Dialer (/problem...	Dynamic Programming (/tag/dynamic-programming)	48.7%	Medium
938	Range Sum of BST (/pr...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	84.8%	Easy
939	Minimum Area Rectangl...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry) Sorting (/tag/sorting)	53.4%	Medium
946	Validate Stack Sequenc...	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	65.3%	Medium

#	Title	Tags	Acceptance	Difficulty
951	Flip Equivalent Binary T...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	66.6%	Medium
953	Verifying an Alien Dictio...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	52.3%	Easy
958	Check Completeness o...	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	53.4%	Medium
963	Minimum Area Rectangl...	Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry)	54.4%	Medium
509	Fibonacci Number (/pro...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	68.1%	Easy
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
974	Subarray Sums Divisibl...	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	52.9%	Medium
977	Squares of a Sorted Arr...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.5%	Easy
979	Distribute Coins in Bina...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	71.2%	Medium
981	Time Based Key-Value ...	Hash Table (/tag/hash-table) String (/tag/string) Binary Search (/tag/binary-search) Design (/tag/design)	52.8%	Medium
983	Minimum Cost For Tick...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.8%	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
989	Add to Array-Form of In...	Array (/tag/array) Math (/tag/math)	45.2%	Easy

#	Title	Tags	Acceptance	Difficulty
993	Cousins in Binary Tree (...)	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	53.7%	Easy
994	Rotting Oranges (/probl...	<a href="#">Array (/tag/array)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Matrix (/tag/matrix)</a>	51.5%	Medium
1002	Find Common Characte...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a>	68.4%	Easy
1004	Max Consecutive Ones ...	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Sliding Window (/tag/sliding-window)</a> <a href="#">Prefix Sum (/tag/prefix-sum)</a>	62.5%	Medium
1008	Construct Binary Searc...	<a href="#">Array (/tag/array)</a> <a href="#">Stack (/tag/stack)</a> <a href="#">Tree (/tag/tree)</a> <a href="#">Binary Search Tree (/tag/binary-search-tree)</a> <a href="#">Monotonic Stack (/tag/monotonic-stack)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	80.0%	Medium
1055	Shortest Way to Form S... 🔒	<a href="#">String (/tag/string)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Greedy (/tag/greedy)</a>	58.2%	Medium
1011	Capacity To Ship Packa...	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Greedy (/tag/greedy)</a>	63.0%	Medium
1060	Missing Element in Sort... 🔒	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a>	55.2%	Medium
1099	Two Sum Less Than K (...) 🔒	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Sorting (/tag/sorting)</a>	60.5%	Easy
1027	Longest Arithmetic Sub...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a>	48.4%	Medium
1026	Maximum Difference B...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	73.0%	Medium
1029	Two City Scheduling (/p...	<a href="#">Array (/tag/array)</a> <a href="#">Greedy (/tag/greedy)</a> <a href="#">Sorting (/tag/sorting)</a>	59.9%	Medium
1032	Stream of Characters (/...	<a href="#">Array (/tag/array)</a> <a href="#">String (/tag/string)</a> <a href="#">Design (/tag/design)</a> <a href="#">Trie (/tag/trie)</a> <a href="#">Data Stream (/tag/data-stream)</a>	51.3%	Hard

#	Title	Tags	Acceptance	Difficulty
1102	Path With Maximum Mi... 🔒	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find">Union Find (/tag/union-find)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	52.4%	Medium
1136	Parallel Courses (/probl... 🔒	<a href="/tag/graph">Graph (/tag/graph)</a> <a href="/tag/topological-sort">Topological Sort (/tag/topological-sort)</a>	60.7%	Medium
1034	Coloring A Border (/pro...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	48.1%	Medium
1160	Find Words That Can B...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/string">String (/tag/string)</a>	67.7%	Easy
1038	Binary Search Tree to G...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/binary-search-tree">Binary Search Tree (/tag/binary-search-tree)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	84.4%	Medium
1161	Maximum Level Sum of ...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	66.7%	Medium
1044	Longest Duplicate Subs...	<a href="/tag/string">String (/tag/string)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/sliding-window">Sliding Window (/tag/sliding-window)</a> <a href="/tag/rolling-hash">Rolling Hash (/tag/rolling-hash)</a> <a href="/tag/suffix-array">Suffix Array (/tag/suffix-array)</a> <a href="/tag/hash-function">Hash Function (/tag/hash-function)</a>	31.3%	Hard
1047	Remove All Adjacent D...	<a href="/tag/string">String (/tag/string)</a> <a href="/tag/stack">Stack (/tag/stack)</a>	71.0%	Easy
1048	Longest String Chain (/...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a>	57.6%	Medium
1053	Previous Permutation ...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a>	52.0%	Medium
1197	Minimum Knight Moves... 🔒	<a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a>	39.5%	Medium
1168	Optimize Water Distrib... 🔒	<a href="/tag/union-find">Union Find (/tag/union-find)</a> <a href="/tag/graph">Graph (/tag/graph)</a> <a href="/tag/minimum-spanning-tree">Minimum Spanning Tree (/tag/minimum-spanning-tree)</a>	63.5%	Hard
1074	Number of Submatrices...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a> <a href="/tag/prefix-sum">Prefix Sum (/tag/prefix-sum)</a>	66.2%	Hard

#	Title	Tags	Acceptance	Difficulty
1213	Intersection of Three S... 	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Counting (/tag/counting)	79.9%	Easy
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
1245	Tree Diameter (/proble... 	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	62.3%	Medium
1216	Valid Palindrome III (/pr... 	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	51.4%	Hard
1094	Car Pooling (/problems/...	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Simulation (/tag/simulation) Prefix Sum (/tag/prefix-sum)	58.7%	Medium
1231	Divide Chocolate (/prob... 	Array (/tag/array) Binary Search (/tag/binary-search)	56.0%	Hard
1104	Path In Zigzag Labelled...	Math (/tag/math) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	74.3%	Medium
1108	Defanging an IP Addres...	String (/tag/string)	88.8%	Easy
1110	Delete Nodes And Retu...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	69.2%	Medium
1123	Lowest Common Ances...	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)	69.7%	Medium
1299	Replace Elements with ...	Array (/tag/array)	74.4%	Easy
1328	Break a Palindrome (/pr...	String (/tag/string) Greedy (/tag/greedy)	52.4%	Medium
1329	Sort the Matrix Diagona...	Array (/tag/array) Sorting (/tag/sorting) Matrix (/tag/matrix)	81.4%	Medium
1331	Rank Transform of an A...	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	58.4%	Easy



#	Title	Tags	Acceptance	Difficulty
1361	Validate Binary Tree No...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Union Find (/tag/union-find)</a> <a href="#">Graph (/tag/graph)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	41.7%	Medium
1382	Balance a Binary Searc...	<a href="#">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="#">Greedy (/tag/greedy)</a> <a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Search Tree (/tag/binary-search-tree)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	80.0%	Medium
1192	Critical Connections in ...	<a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Graph (/tag/graph)</a> <a href="#">Biconnected Component (/tag/biconnected-component)</a>	52.0%	Hard
1944	Number of Visible Peop...	<a href="#">Array (/tag/array)</a> <a href="#">Stack (/tag/stack)</a> <a href="#">Monotonic Stack (/tag/monotonic-stack)</a>	69.3%	Hard
1202	Smallest String With S...	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Union Find (/tag/union-find)</a>	52.4%	Medium
1209	Remove All Adjacent D...	<a href="#">String (/tag/string)</a> <a href="#">Stack (/tag/stack)</a>	56.1%	Medium
1218	Longest Arithmetic Sub...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a>	50.6%	Medium
1233	Remove Sub-Folders fr...	<a href="#">Array (/tag/array)</a> <a href="#">String (/tag/string)</a> <a href="#">Trie (/tag/trie)</a>	64.9%	Medium
1249	Minimum Remove to M...	<a href="#">String (/tag/string)</a> <a href="#">Stack (/tag/stack)</a>	65.2%	Medium
1428	Leftmost Column with a... 🔒	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Matrix (/tag/matrix)</a> <a href="#">Interactive (/tag/interactive)</a>	52.3%	Medium
1263	Minimum Moves to Mov...	<a href="#">Array (/tag/array)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="#">Matrix (/tag/matrix)</a>	48.1%	Hard
1269	Number of Ways to Sta...	<a href="#">Dynamic Programming (/tag/dynamic-programming)</a>	43.4%	Hard
1275	Find Winner on a Tic Ta...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Matrix (/tag/matrix)</a> <a href="#">Simulation (/tag/simulation)</a>	55.2%	Easy
1265	Print Immutable Linked ... 🔒	<a href="#">Linked List (/tag/linked-list)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Stack (/tag/stack)</a> <a href="#">Recursion (/tag/recursion)</a>	94.2%	Medium

#	Title	Tags	Acceptance	Difficulty
1293	Shortest Path in a Grid ...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	43.7%	Hard
1305	All Elements in Two Bin...	<a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/binary-search-tree">Binary Search Tree (/tag/binary-search-tree)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	79.6%	Medium
1306	Jump Game III (/proble...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a>	62.6%	Medium
1319	Number of Operations t...	<a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find">Union Find (/tag/union-find)</a> <a href="/tag/graph">Graph (/tag/graph)</a>	57.2%	Medium
1344	Angle Between Hands ...	<a href="/tag/math">Math (/tag/math)</a>	62.8%	Medium
1326	Minimum Number of Ta...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a>	48.3%	Hard
1322	Ads Performance (/pro... 📌	<a href="/tag/database">Database (/tag/database)</a>	59.8%	Easy
1373	Maximum Sum BST in B...	<a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/binary-search-tree">Binary Search Tree (/tag/binary-search-tree)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	38.6%	Hard
1351	Count Negative Numbe...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	75.2%	Easy
1353	Maximum Number of E...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	33.2%	Medium
1424	Diagonal Traverse II (/pr...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	49.5%	Medium
1443	Minimum Time to Colle...	<a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/tree">Tree (/tag/tree)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a>	55.4%	Medium
1460	Make Two Arrays Equal ...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a>	72.6%	Easy
1498	Number of Subsequenc...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a>	39.3%	Medium

#	Title	Tags	Acceptance	Difficulty
1485	Clone Binary Tree With ... 🔒	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)	79.7%	Medium
1539	Kth Missing Positive Nu...	Array (/tag/array) Binary Search (/tag/binary-search)	55.2%	Easy
1541	Minimum Insertions to ...	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	48.8%	Medium
1511	Customer Order Freque... 🔒	Database (/tag/database)	73.4%	Easy
1559	Detect Cycles in 2D Gri...	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)	47.7%	Medium
1522	Diameter of N-Ary Tree... 🔒	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	72.9%	Medium
1547	Minimum Cost to Cut a ...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	54.9%	Hard
1554	Strings Differ by One C... 🔒	Hash Table (/tag/hash-table) String (/tag/string) Rolling Hash (/tag/rolling-hash) Hash Function (/tag/hash-function)	65.5%	Medium
1570	Dot Product of Two Spa... 🔒	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Design (/tag/design)	90.5%	Medium
1614	Maximum Nesting Dept...	String (/tag/string) Stack (/tag/stack)	82.9%	Easy
1636	Sort Array by Increasin...	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	68.3%	Easy
1644	Lowest Common Ances... 🔒	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	58.6%	Medium
1650	Lowest Common Ances... 🔒	Hash Table (/tag/hash-table) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	77.5%	Medium
1699	Number of Calls Betwe... 🔒	Database (/tag/database)	86.1%	Medium
1748	Sum of Unique Element...	Array (/tag/array) Hash Table (/tag/hash-table) Counting (/tag/counting)	75.4%	Easy
1757	Recyclable and Low Fat... 🔒	Database (/tag/database)	95.8%	Easy
1762	Buildings With an Ocea... 🔒	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	80.6%	Medium

#	Title	Tags	Acceptance	Difficulty
1832	Check if the Sentence I...	Hash Table (/tag/hash-table) String (/tag/string)	81.4%	Easy
1834	Single-Threaded CPU (...)	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	40.2%	Medium
1854	Maximum Population Y...	Array (/tag/array) Counting (/tag/counting)	58.5%	Easy
1868	Product of Two Run-Le... 🔒	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.5%	Medium
1909	Remove One Element t...	Array (/tag/array)	27.8%	Easy
1884	Egg Drop With 2 Eggs a...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	70.2%	Medium
1891	Cutting Ribbons (/probl... 🔒	Array (/tag/array) Binary Search (/tag/binary-search)	48.8%	Medium
1901	Find a Peak Element II (...)	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Matrix (/tag/matrix)	53.7%	Medium
1963	Minimum Number of S...	Two Pointers (/tag/two-pointers) String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	66.2%	Medium
1985	Find the Kth Largest Int...	Array (/tag/array) String (/tag/string) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	44.7%	Medium
1973	Count Nodes Equal to S... 🔒	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	74.4%	Medium
2025	Maximum Number of W...	Array (/tag/array) Hash Table (/tag/hash-table) Counting (/tag/counting) Enumeration (/tag/enumeration) Prefix Sum (/tag/prefix-sum)	30.1%	Hard
2019	The Score of Students ...	Array (/tag/array) Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Memoization (/tag/memoization)	33.2%	Hard
2033	Minimum Operations to...	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting) Matrix (/tag/matrix)	49.1%	Medium

#	Title	Tags	Acceptance	Difficulty
2034	Stock Price Fluctuation ...	<a href="/tag/hash-table/">Hash Table (/tag/hash-table)</a> <a href="/tag/design/">Design (/tag/design)</a> <a href="/tag/heap-priority-queue/">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/data-stream/">Data Stream (/tag/data-stream)</a> <a href="/tag/ordered-set/">Ordered Set (/tag/ordered-set)</a>	45.4%	Medium
2056	Number of Valid Move ...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/string/">String (/tag/string)</a> <a href="/tag/backtracking/">Backtracking (/tag/backtracking)</a> <a href="/tag/simulation/">Simulation (/tag/simulation)</a>	58.3%	Hard
2071	Maximum Number of Ta...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/binary-search/">Binary Search (/tag/binary-search)</a> <a href="/tag/greedy/">Greedy (/tag/greedy)</a> <a href="/tag/queue/">Queue (/tag/queue)</a> <a href="/tag/sorting/">Sorting (/tag/sorting)</a> <a href="/tag/monotonic-queue/">Monotonic Queue (/tag/monotonic-queue)</a>	37.2%	Hard
2060	Check if an Original Stri...	<a href="/tag/string/">String (/tag/string)</a> <a href="/tag/dynamic-programming/">Dynamic Programming (/tag/dynamic-programming)</a>	38.7%	Hard
2065	Maximum Path Quality ...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/backtracking/">Backtracking (/tag/backtracking)</a> <a href="/tag/graph/">Graph (/tag/graph)</a>	57.6%	Hard
2076	Process Restricted Frie...	<a href="/tag/union-find/">Union Find (/tag/union-find)</a> <a href="/tag/graph/">Graph (/tag/graph)</a>	52.4%	Hard
2081	Sum of k-Mirror Numbe...	<a href="/tag/math/">Math (/tag/math)</a> <a href="/tag/enumeration/">Enumeration (/tag/enumeration)</a>	39.1%	Hard
2089	Find Target Indices Afte...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/binary-search/">Binary Search (/tag/binary-search)</a> <a href="/tag/sorting/">Sorting (/tag/sorting)</a>	81.0%	Easy
2092	Find All People With Se...	<a href="/tag/depth-first-search/">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search/">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find/">Union Find (/tag/union-find)</a> <a href="/tag/graph/">Graph (/tag/graph)</a> <a href="/tag/sorting/">Sorting (/tag/sorting)</a>	32.0%	Hard

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