

DoorDash

ProblemsDiscuss

**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 0 / 23 problems.

☒ Show problem tags Select time period: 1 year

#	Title	Tags	Acceptance	Difficulty	Frequency
1166	<a href="#">Design File System (/problems...</a>	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a> <a href="#">Design (/tag/design)</a> <a href="#">Trie (/tag/trie)</a>	62.2%	Medium	
286	<a href="#">Walls and Gates (/problems/w...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Matrix (/tag/matrix)</a>	60.9%	Medium	
1235	<a href="#">Maximum Profit in Job Schedu...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Sorting (/tag/sorting)</a>	53.4%	Hard	
826	<a href="#">Most Profit Assigning Work (/...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Greedy (/tag/greedy)</a> <a href="#">Sorting (/tag/sorting)</a>	45.5%	Medium	
1779	<a href="#">Find Nearest Point That Has th...</a>	<a href="#">Array (/tag/array)</a>	67.7%	Easy	
1347	<a href="#">Minimum Number of Steps to ...</a>	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a> <a href="#">Counting (/tag/counting)</a>	78.2%	Medium	
124	<a href="#">Binary Tree Maximum Path Su...</a>	<a href="#">Dynamic Programming (/tag/dynamic-programming)</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>	39.6%	Hard	
859	<a href="#">Buddy Strings (/problems/bud...</a>	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a>	32.9%	Easy	
658	<a href="#">Find K Closest Elements (/prob...</a>	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Sliding Window (/tag/sliding-window)</a> <a href="#">Sorting (/tag/sorting)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	47.0%	Medium	
556	<a href="#">Next Greater Element III (/pro...</a>	<a href="#">Math (/tag/math)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">String (/tag/string)</a>	33.9%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
2049	Count Nodes With the Highest...	<a href="/tag/array">Array (/tag/array)</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-tree">Binary Tree (/tag/binary-tree)</a>	47.7%	Medium	
827	Making A Large Island (/probl...	<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/matrix">Matrix (/tag/matrix)</a>	45.9%	Hard	
329	Longest Increasing Path in a M...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</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/graph">Graph (/tag/graph)</a> <a href="/tag/topological-sort">Topological Sort (/tag/topological-sort)</a> <a href="/tag/memoization">Memoization (/tag/memoization)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	53.0%	Hard	
1790	Check if One String Swap Can ...	<a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/counting">Counting (/tag/counting)</a>	45.3%	Easy	
1268	Search Suggestions System (/...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/trie">Trie (/tag/trie)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	65.7%	Medium	
875	Koko Eating Bananas (/proble...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a>	49.6%	Medium	
735	Asteroid Collision (/problems/...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/stack">Stack (/tag/stack)</a> <a href="/tag/simulation">Simulation (/tag/simulation)</a>	45.1%	Medium	
227	Basic Calculator II (/problems/...	<a href="/tag/math">Math (/tag/math)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/stack">Stack (/tag/stack)</a>	42.9%	Medium	
621	Task Scheduler (/problems/tas...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/counting">Counting (/tag/counting)</a>	57.6%	Medium	
297	Serialize and Deserialize Binary...	<a href="/tag/string">String (/tag/string)</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> <a href="/tag/design">Design (/tag/design)</a> <a href="/tag/binary-tree">Binary Tree (/tag/binary-tree)</a>	56.1%	Hard	
55	Jump Game (/problems/jump-...	<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>	38.6%	Medium	
15	3Sum (/problems/3sum)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a>	33.5%	Medium	
1	Two Sum (/problems/two-sum)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a>	51.0%	Easy	

Copyright © 2023 LeetCode

[Help Center \(/support\)](#) | [Jobs \(/jobs\)](#) | [Bug Bounty \(/bugbounty\)](#) | [Online Interview \(/interview/\)](#) | [Students \(/student\)](#) | [Terms \(/terms\)](#) |

[Privacy Policy \(/privacy\)](#)

 [United States \(/region\)](#)