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(/problems/fin Explore(/explore/) Problems(/problemset/all/) Contest(/contest/) Discuss(/discuss/) Interview Store 0 the-winner-of-array-game/)

■ Atlassian

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 **0 / 34** problems.

☑ Show problem tags

Select time period: 2 years ▼

#	Title	Tags	Acceptance	Difficulty	Frequency (
1366	Rank Teams by Votes (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	58.0%	Medium	
		String (/tag/string) Sorting (/tag/sorting)			
		Counting (/tag/counting)			
353	Design Snake Game (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	38.8%	Medium	
	₽	Design (/tag/design) Queue (/tag/queue)			
		Simulation (/tag/simulation)			
757	Set Intersection Size At Least T	Array (/tag/array) Greedy (/tag/greedy)	44.0%	Hard	
		Sorting (/tag/sorting)			
359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	75.7%	(Easy)	
	•	(23.9, 23.9, 23.9)			
2851	String Transformation (/proble	Math (/tag/math) String (/tag/string)	27.9%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		String Matching (/tag/string-matching)			
1639	Number of Ways to Form a Tar	Array (/tag/array) String (/tag/string)	52.4%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
1166	Design File System (/problems	Hash Table (/tag/hash-table) String (/tag/string)	62.2%	Medium	
	-	Design (/tag/design) Trie (/tag/trie)			
741	Cherry Pickup (/problems/cher	Array (/tag/array)	36.6%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
432	All O`one Data Structure (/pro	Hash Table (/tag/hash-table)	36.5%	Hard	
		Linked List (/tag/linked-list) Design (/tag/design)			
		Doubly-Linked List (/tag/doubly-linked-list)			
1334	Find the City With the Smallest	Dynamic Programming (/tag/dynamic-programming)	58.2%	Medium	
		Graph (/tag/graph) Shortest Path (/tag/shortest-path)			
2065	Maximum Path Quality of a Gr	Array (/tag/array) Backtracking (/tag/backtracking)	57.8%	Hard	
		Graph (/tag/graph)			
1297	Maximum Number of Occurre	Hash Table (/tag/hash-table) String (/tag/string)	51.8%	Medium	
		Sliding Window (/tag/sliding-window)			

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#	Title	Tags	Acceptance	Difficulty Frequency
730	Count Different Palindromic S	String (/tag/string)	44.9%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
2484	Count Palindromic Subsequen	String (/tag/string)	35.0%	(Hard)
		Dynamic Programming (/tag/dynamic-programming)		
911	Online Election (/problems/onl	Array (/tag/array) Hash Table (/tag/hash-table)	51.9%	(Medium)
		Binary Search (/tag/binary-search)		
		Design (/tag/design)		
1598	Crawler Log Folder (/problems	Array (/tag/array) String (/tag/string)	64.7%	(Easy)
		Stack (/tag/stack)		
1381	Design a Stack With Increment	Array (/tag/array) Stack (/tag/stack)	77.0%	Medium
		Design (/tag/design)		
1048	Longest String Chain (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	60.9%	Medium
		Two Pointers (/tag/two-pointers) String (/tag/string)		
		Dynamic Programming (/tag/dynamic-programming)		
362	Design Hit Counter (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	68.5%	Medium
	₽	Binary Search (/tag/binary-search)		
		Design (/tag/design) Queue (/tag/queue)		
692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string)	57.6%	Medium
		Trie (/tag/trie) Sorting (/tag/sorting)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)		
348	Design Tic-Tac-Toe (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	57.7%	(Medium)
	₽ Ĩ	Design (/tag/design) Matrix (/tag/matrix)		
		Simulation (/tag/simulation)		
441	Arranging Coins (/problems/ar	Math (/tag/math) Binary Search (/tag/binary-search)	46.4%	Easy
1235	Maximum Profit in Job Schedu	Array (/tag/array) Binary Search (/tag/binary-search)	53.4%	(Hard)
		Dynamic Programming (/tag/dynamic-programming)		
		Sorting (/tag/sorting)		
63	Unique Paths II (/problems/uni	Array (/tag/array)	41.1%	Medium
		Dynamic Programming (/tag/dynamic-programming)		
		Matrix (/tag/matrix)		
300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search)	53.5%	Medium
		Dynamic Programming (/tag/dynamic-programming)		
56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	46.7%	Medium
1071	Greatest Common Divisor of S	Math (/tag/math) String (/tag/string)	52.0%	Easy
6	Zigzag Conversion (/problems	String (/tag/string)	46.2%	Medium
49	Group Anagrams (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	67.1%	(Medium)
	, 3 (1	String (/tag/string) Sorting (/tag/sorting)		
153	Find Minimum in Rotated Sort		49.6%	(Medium)
133	i ma iviii muuni in Notatea sort	Array (/tag/array) Binary Search (/tag/binary-search)	₩9.070	weululii

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#	Title	Tags	Acceptance	Difficulty Frequency ②
88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	48.2%	Easy
136	Single Number (/problems/sin	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	71.8%	Easy
217	Contains Duplicate (/problems	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	61.1%	Easy
121	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.5%	Easy

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