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(/problen Store ✓ 🚨 ° 0 the-winne ore(/explore/) Problems(/problemset/all/) Contest(/contest/) Discuss(/discuss/) Interview ~

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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 / 32** problems.

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#	Title	Tags	Acceptance	Difficulty	Frequency
2232	Minimize Result by Adding Par	String (/tag/string)	66.2%	Medium	
		Enumeration (/tag/enumeration)			
759	Employee Free Time (/proble	Array (/tag/array) Sorting (/tag/sorting)	71.9%	Hard	
	- r	Heap (Priority Queue) (/tag/heap-priority-queue)			
532	Smallest Range Covering Elem	Array (/tag/array) Hash Table (/tag/hash-table)	62.0%	Hard	
		Greedy (/tag/greedy)			
		Sliding Window (/tag/sliding-window)			
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
1293	Shortest Path in a Grid with O	Array (/tag/array)	45.2%	Hard	
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
38	Count and Say (/problems/cou	String (/tag/string)	53.5%	Medium	
719	Find K-th Smallest Pair Distanc	Array (/tag/array) Two Pointers (/tag/two-pointers)	37.3%	Hard	
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
1306	Jump Game III (/problems/jum	Array (/tag/array)	64.3%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
311	Sparse Matrix Multiplication (/	Array (/tag/array) Hash Table (/tag/hash-table)	67.8%	Medium	
	₽	Matrix (/tag/matrix)			
277	Find the Celebrity (/problems/	Two Pointers (/tag/two-pointers)	46.9%	Medium	
	■	Graph (/tag/graph) Interactive (/tag/interactive)			
642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)	48.7%	Hard	
	₽	Trie (/tag/trie) Data Stream (/tag/data-stream)			

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#	Title	Tags	Acceptance	Difficulty	Frequen
2050	Parallel Courses III (/problems/	Array (/tag/array)	68.2%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
710	Random Pick with Blacklist (/p	Array (/tag/array) Hash Table (/tag/hash-table)	33.4%	Hard	
		Math (/tag/math)			
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
		Randomized (/tag/randomized)			
291	Word Pattern II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	47.3%	Medium	
		Backtracking (/tag/backtracking)			
980	Unique Paths III (/problems/un	Array (/tag/array) Backtracking (/tag/backtracking)	81.8%	Hard	
		Bit Manipulation (/tag/bit-manipulation)			
		Matrix (/tag/matrix)			
2302	Count Subarrays With Score L	Array (/tag/array)	53.6%	(Hard)	
		Binary Search (/tag/binary-search)	551676		
		Sliding Window (/tag/sliding-window)			
		Prefix Sum (/tag/prefix-sum)			
		Trenx sum (tag, prenx sum)			
465	Optimal Account Balancing (/p	Array (/tag/array)	49.3%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation)			
		Bitmask (/tag/bitmask)			
767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	54.3%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Counting (/tag/counting)			
864	Shortest Path to Get All Keys (/	Array (/tag/array)	54.0%	Hard	
		Bit Manipulation (/tag/bit-manipulation)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
721	Accounts Merge (/problems/a		56.7%	Medium	
, _ 1		Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)			
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Sorting (/tag/sorting)			
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)			

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#	Title	Tags	Acceptance	Difficulty	Freque
269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)	35.5%	Hard	
	₽	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
621	Task Scheduler (/problems/tas	Array (/tag/array) Hash Table (/tag/hash-table)	57.6%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Counting (/tag/counting)			
1235	Maximum Profit in Joh Schedu		53.4%	(Hard)	
1233	Maximum Profit in Job Schedu	Array (/tag/array)	53.4%	Hard	
		Binary Search (/tag/binary-search)			
		Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			
208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string)	64.0%	Medium	
		Design (/tag/design) Trie (/tag/trie)			
323	Number of Connected Compo	Depth-First Search (/tag/depth-first-search)	62.5%	Medium	
	₽	Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
329	Longest Increasing Path in a M	Array (/tag/array)	53.0%	Hard	
		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)			
		Matrix (/tag/matrix)			
297	Serialize and Deserialize Binary	String (/tag/string) Tree (/tag/tree)	56.1%	Hard	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Design (/tag/design) Binary Tree (/tag/binary-tree)			
17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)	58.9%	Medium	
		Backtracking (/tag/backtracking)			
443	String Compression (/problem		53.2%	Medium	
443	String Compression (problem	Two Pointers (/tag/two-pointers) String (/tag/string)	33.270	Mediaiii	
		Stillig (tag/stillig)			
56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	46.7%	Medium	
133	Clone Graph (/problems/clone	Hash Table (/tag/hash-table)	55.3%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Graph (/tag/graph)			
36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)	58.8%	Medium	
		Matrix (/tag/matrix)			

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