ore(/explore/)   Problems(/problemset/all/)   Contest(/contest/)   Discuss(/discuss/)   Interview ⌄   Store ⌄   🔔   ⬙ 0   (/problem… the-winne array-gan

🔖 **Citadel**

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 / 20** problems.

☑ **Show problem tags**   **Select time period:**   [1 year ▾]

#	Title	Tags	Acceptance	Difficulty	Frequency
2771	Longest Non-decreasing Suba…	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	27.6%	Medium	
2533	Number of Good Binary String… 🔓	Dynamic Programming (/tag/dynamic-programming)	53.2%	Medium	
1197	Minimum Knight Moves (/pro… 🔓	Breadth-First Search (/tag/breadth-first-search)	40.2%	Medium	
740	Delete and Earn (/problems/d…	Array (/tag/array) Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming)	56.6%	Medium	
124	Binary Tree Maximum Path Su…	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	39.6%	Hard	
974	Subarray Sums Divisible by K (…	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	54.0%	Medium	
460	LFU Cache (/problems/lfu-cac…	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	43.7%	Hard	
2466	Count Ways To Build Good Stri…	Dynamic Programming (/tag/dynamic-programming)	55.3%	Medium	
489	Robot Room Cleaner (/proble… 🔓	Backtracking (/tag/backtracking) Interactive (/tag/interactive)	76.6%	Hard	
688	Knight Probability in Chessboa…	Dynamic Programming (/tag/dynamic-programming)	56.2%	Medium	
310	Minimum Height Trees (/probl…	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	38.7%	Medium	
150	Evaluate Reverse Polish Notati…	Array (/tag/array) Math (/tag/math) Stack (/tag/stack)	48.0%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
380	Insert Delete GetRandom O(1)...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design) Randomized (/tag/randomized)	52.8%	Medium	
44	Wildcard Matching (/problems...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion)	27.3%	Hard	
123	Best Time to Buy and Sell Stoc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	47.0%	Hard	
287	Find the Duplicate Number (/p...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation)	59.4%	Medium	
122	Best Time to Buy and Sell Stoc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	65.3%	Medium	
98	Validate Binary Search Tree (/p...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	32.4%	Medium	
146	LRU Cache (/problems/lru-cac...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	41.8%	Medium	
198	House Robber (/problems/hou...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	50.1%	Medium	

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