(/problems/find Explore(/explore/) Problems(/problemset/all/) Contest(/contest/) Discuss(/discuss/) Interview > Store > \$\precept{\cupsing} \circ 0\$ the-winner-of-a array-game/)

## **■** VMware

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 1 / 78 problems.

## Show problem tags

# Title Tags Acceptance Difficulty Frequency @ 146 LRU Cache (/problems/lru-cac... 41.8% Medium Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) 460 LFU Cache (/problems/lfu-cac... 43.7% (Hard) Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) 716 45.1% Max Stack (/problems/max-sta... Hard Linked List (/tag/linked-list) Stack (/tag/stack) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) Ordered Set (/tag/ordered-set) 52.0% 1328 Break a Palindrome (/problem... Medium String (/tag/string) Greedy (/tag/greedy) 56 46.7% Merge Intervals (/problems/m... (Medium) Array (/tag/array) Sorting (/tag/sorting) 56.2% 697 Degree of an Array (/problems... (Easy) Array (/tag/array) Hash Table (/tag/hash-table) 64 1% 863 All Nodes Distance K in Binary ... ( Medium ) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) 358 Rearrange String k Distance A... 38 5% (Hard) Hash Table (/tag/hash-table) | String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting) 1010 Pairs of Songs With Total Dura... Array (/tag/array) Hash Table (/tag/hash-table) 52.7% Medium Counting (/tag/counting) 1062 Longest Repeating Substring (... 59.8% Medium String (/tag/string) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Rolling Hash (/tag/rolling-hash) Suffix Array (/tag/suffix-array) Hash Function (/tag/hash-function) 432 All O'one Data Structure (/pro... 36.5% (Hard) Hash Table (/tag/hash-table)

Linked List (/tag/linked-list) Design (/tag/design)

Doubly-Linked List (/tag/doubly-linked-list)

All time

Select time period:

#	Title	Tags	Acceptance	Difficulty Frequency
1669	Merge In Between Linked Lists	Linked List (/tag/linked-list)	72.8%	Medium
706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	65.9%	Easy
		Linked List (/tag/linked-list) Design (/tag/design)		
		Hash Function (/tag/hash-function)		
20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy
49	Group Anagrams (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	67.1%	Medium
		String (/tag/string) Sorting (/tag/sorting)		
1611	Minimum One Bit Operations t	Dynamic Programming (/tag/dynamic-programming)	63.6%	Hard
		Bit Manipulation (/tag/bit-manipulation)		
		Memoization (/tag/memoization)		
295	Find Median from Data Stream	Two Pointers (/tag/two-pointers) Design (/tag/design)	51.5%	Hard
		Sorting (/tag/sorting)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Data Stream (/tag/data-stream)		
33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	40.1%	Medium
23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	51.2%	(Hard)
		Divide and Conquer (/tag/divide-and-conquer)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Merge Sort (/tag/merge-sort)		
4	Median of Two Sorted Arrays (	Array (/tag/array) Binary Search (/tag/binary-search)	38.3%	(Hard)
		Divide and Conquer (/tag/divide-and-conquer)		
1642	Furthest Building You Can Rea		48.4%	(Medium)
1042	ruitilest building fou can kea	Array (/tag/array) Greedy (/tag/greedy)	40.470	Wedidiii
		Heap (Priority Queue) (/tag/heap-priority-queue)		
200	Number of Islands (/problems	Array (/tag/array)	58.0%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Union Find (/tag/union-find) Matrix (/tag/matrix)		
1000	Minimum Cost to Merge Ston	Array (/tag/array)	42.9%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Prefix Sum (/tag/prefix-sum)		
75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.7%	Medium
		Sorting (/tag/sorting)		
98	Validate Binary Search Tree (/p	Tree (/tag/tree)	32.4%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Binary Search Tree (/tag/binary-search-tree)		
		Binary Tree (/tag/binary-tree)		
300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search)	53.5%	Medium
		Dynamic Programming (/tag/dynamic-programming)		
25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list) Recursion (/tag/recursion)	56.9%	Hard
5/1			<b>47</b> Ω0/	Modium
54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	47.9%	Medium
		Simulation (/tag/simulation)		

	Title	Tags	Acceptance	Difficulty	Frequenc
362	Design Hit Counter (/problem	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search) Design (/tag/design)  Queue (/tag/queue)	68.5%	Medium	
103	Binary Tree Zigzag Level Order	Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)	58.1%	Medium	
15	3Sum (/problems/3sum)	Binary Tree (/tag/binary-tree)  Array (/tag/array) Two Pointers (/tag/two-pointers)	33.5%	(Medium )	
	, ,	Sorting (/tag/sorting)			
696	Count Binary Substrings (/pro	Two Pointers (/tag/two-pointers) String (/tag/string)	65.5%	(Easy)	
121	Best Time to Buy and Sell Stoc	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	53.5%	Easy	
206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	75.0%	Easy	
1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	51.0%	Easy	
3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	34.1%	Medium	
32	Longest Valid Parentheses (/pr	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)	33.3%	Hard	
981	Time Based Key-Value Store (/	Hash Table (/tag/hash-table) String (/tag/string) Binary Search (/tag/binary-search) Design (/tag/design)	50.2%	Medium	
669	Trim a Binary Search Tree (/pro	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	66.3%	Medium	
17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	58.9%	Medium	
210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Topological Sort (/tag/topological-sort)	49.5%	Medium	
5	Longest Palindromic Substring	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	33.2%	Medium	
21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list) Recursion (/tag/recursion)	63.3%	Easy	
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	
1046	Last Stone Weight (/problems/	Array (/tag/array)  Heap (Priority Queue) (/tag/heap-priority-queue)	65.1%	Easy	
239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue)	46.4%	Hard	

	Title	Tags	Acceptance	Difficulty	Frequency
316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack)	48.9%	Medium	
		Greedy (/tag/greedy)			
		Monotonic Stack (/tag/monotonic-stack)			
278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search)	43.9%	Easy	
		Interactive (/tag/interactive)			
151	Reverse Words in a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	37.9%	Medium	
238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	65.1%	Medium	
347	Top K Frequent Elements (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	62.9%	Medium	
		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)			
994	Rotting Oranges (/problems/r	Array (/tag/array)	53.6%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	49.0%	Easy	
		Stack (/tag/stack) Simulation (/tag/simulation)			
53	Maximum Subarray (/problem	Array (/tag/array)	50.4%	Medium	
		Divide and Conquer (/tag/divide-and-conquer)			
		Dynamic Programming (/tag/dynamic-programming)			
1424	Diagonal Traverse II (/problem	Array (/tag/array) Sorting (/tag/sorting)	50.8%	Medium	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	76.4%	Medium	
	, , ,	Bit Manipulation (/tag/bit-manipulation)			
162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	45.8%	Medium	
101	Symmetric Tree (/problems/sy	Tree (/tag/tree)	55.5%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math)	63.4%	Medium	
		String (/tag/string)			
1290	Convert Binary Number in a Li	Linked List (/tag/linked-list) Math (/tag/math)	81.4%	Easy	
11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	54.3%	Medium	
	<b>V</b>	Greedy (/tag/greedy)			
283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	61.4%	Easy	
114	Flatten Binary Tree to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack)	63.6%	Medium	
		Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
1356	Sort Integers by The Number	Array (/tag/array)	78.0%	Easy	

#	Title	Tags	Acceptance	Difficulty	Frequency (
207	Course Schedule (/problems/c	Depth-First Search (/tag/depth-first-search)	46.3%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	53.2%	Medium	
268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	64.3%	Easy	
		Math (/tag/math) Binary Search (/tag/binary-search)			
		Bit Manipulation (/tag/bit-manipulation)			
		Sorting (/tag/sorting)			
26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.6%	Easy	
503	Next Greater Element II (/prob	Array (/tag/array) Stack (/tag/stack)	63.4%	Medium	
		Monotonic Stack (/tag/monotonic-stack)			
234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)	51.2%	Easy	
		Two Pointers (/tag/two-pointers) Stack (/tag/stack)			
		Recursion (/tag/recursion)			
498	Diagonal Traverse (/problems/	Array (/tag/array) Matrix (/tag/matrix)	58.8%	Medium	
		Simulation (/tag/simulation)			
19	Remove Nth Node From End o	Linked List (/tag/linked-list)	42.9%	Medium	
		Two Pointers (/tag/two-pointers)			
14	Longest Common Prefix (/pro	String (/tag/string) Trie (/tag/trie)	41.7%	Easy	
55	Jump Game (/problems/jump	Array (/tag/array)	38.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
1472	Design Browser History (/prob	Array (/tag/array) Linked List (/tag/linked-list)	77.7%	Medium	
		Stack (/tag/stack) Design (/tag/design)			
		Doubly-Linked List (/tag/doubly-linked-list)			
		Data Stream (/tag/data-stream)			
35	Search Insert Position (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	44.7%	Easy	
2217	Find Palindrome With Fixed Le	Array (/tag/array) Math (/tag/math)	33.9%	Medium	
2263	Make Array Non-decreasing o	Dynamic Programming (/tag/dynamic-programming)	65.2%	Hard	
	<b>-</b>	Greedy (/tag/greedy)			

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