

Nvidia

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 / 51 problems.

Show problem tags

Select time period: All time

#	Title	Tags	Acceptance	Difficulty	Frequency
1046	Last Stone Weight (/problems/...	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue)	65.1%	Easy	
697	Degree of an Array (/problems...	Array (/tag/array) Hash Table (/tag/hash-table)	56.2%	Easy	
696	Count Binary Substrings (/pro...	Two Pointers (/tag/two-pointers) String (/tag/string)	65.5%	Easy	
622	Design Circular Queue (/probl...	Array (/tag/array) Linked List (/tag/linked-list) Design (/tag/design) Queue (/tag/queue)	51.3%	Medium	
2571	Minimum Operations to Redu...	Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Bit Manipulation (/tag/bit-manipulation)	51.3%	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	
432	All O`one Data Structure (/pro...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	36.5%	Hard	
206	Reverse Linked List (/problems...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	75.0%	Easy	
48	Rotate Image (/problems/rotat...	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	72.9%	Medium	
200	Number of Islands (/problems...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	58.0%	Medium	
188	Best Time to Buy and Sell Stoc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	41.3%	Hard	

#	Title	Tags	Acceptance	Difficulty	Frequency
295	Find Median from Data Stream...	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	51.5%	Hard	
304	Range Sum Query 2D - Immut...	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	53.7%	Medium	
33	Search in Rotated Sorted Array...	Array (/tag/array) Binary Search (/tag/binary-search)	40.1%	Medium	
297	Serialize and Deserialize Binary...	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Tree (/tag/binary-tree)	56.1%	Hard	
75	Sort Colors (/problems/sort-co...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	60.7%	Medium	
10	Regular Expression Matching (...)	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	27.9%	Hard	
1197	Minimum Knight Moves (/pro... 📌	Breadth-First Search (/tag/breadth-first-search)	40.2%	Medium	
138	Copy List with Random Pointe... ★	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	54.5%	Medium	
160	Intersection of Two Linked List...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	56.1%	Easy	
56	Merge Intervals (/problems/m...	Array (/tag/array) Sorting (/tag/sorting)	46.7%	Medium	
54	Spiral Matrix (/problems/spiral...	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	47.9%	Medium	
231	Power of Two (/problems/pow...	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Recursion (/tag/recursion)	46.4%	Easy	
215	Kth Largest Element in an Arra...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	67.0%	Medium	
268	Missing Number (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	64.3%	Easy	

#	Title	Tags	Acceptance	Difficulty	Frequency
151	Reverse Words in a String (/pr...	Two Pointers (/tag/two-pointers) String (/tag/string)	37.9%	Medium	
1319	Number of Operations to Mak...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	62.5%	Medium	
1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	51.0%	Easy	
2816	Double a Number Represente...	Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack)	48.0%	Medium	
19	Remove Nth Node From End o...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	42.9%	Medium	
121	Best Time to Buy and Sell Stoc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.5%	Easy	
36	Valid Sudoku (/problems/valid...	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	58.8%	Medium	
20	Valid Parentheses (/problems/...	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
329	Longest Increasing Path in a M...	Array (/tag/array) 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)	53.0%	Hard	
2	Add Two Numbers (/problems...	Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	41.5%	Medium	
211	Design Add and Search Words...	String (/tag/string) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Trie (/tag/trie)	44.5%	Medium	
42	Trapping Rain Water (/proble...	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	60.1%	Hard	
3	Longest Substring Without Re...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	34.1%	Medium	
155	Min Stack (/problems/min-sta...	Stack (/tag/stack) Design (/tag/design)	53.2%	Medium	
540	Single Element in a Sorted Arr...	Array (/tag/array) Binary Search (/tag/binary-search)	59.0%	Medium	
707	Design Linked List (/problems/...	Linked List (/tag/linked-list) Design (/tag/design)	28.0%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
2433	Find The Original Array of Pref...	<a href="#">Array (/tag/array)</a> <a href="#">Bit Manipulation (/tag/bit-manipulation)</a>	88.9%	Medium	
49	Group Anagrams (/problems/...	<a href="#">Array (/tag/array)</a> <a href="#">String (/tag/string)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Sorting (/tag/sorting)</a>	67.1%	Medium	
73	Set Matrix Zeroes (/problems/...	<a href="#">Array (/tag/array)</a> <a href="#">Matrix (/tag/matrix)</a> <a href="#">Hash Table (/tag/hash-table)</a>	53.8%	Medium	
509	Fibonacci Number (/problems...	<a href="#">Math (/tag/math)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Recursion (/tag/recursion)</a> <a href="#">Memoization (/tag/memoization)</a>	70.4%	Easy	
46	Permutations (/problems/per...	<a href="#">Array (/tag/array)</a> <a href="#">Backtracking (/tag/backtracking)</a>	77.4%	Medium	
74	Search a 2D Matrix (/problems...	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Matrix (/tag/matrix)</a>	49.4%	Medium	
88	Merge Sorted Array (/problem...	<a href="#">Array (/tag/array)</a> <a href="#">Sorting (/tag/sorting)</a> <a href="#">Two Pointers (/tag/two-pointers)</a>	48.2%	Easy	
560	Subarray Sum Equals K (/probl...	<a href="#">Array (/tag/array)</a> <a href="#">Prefix Sum (/tag/prefix-sum)</a> <a href="#">Hash Table (/tag/hash-table)</a>	43.2%	Medium	
50	Pow(x, n) (/problems/powx-n)	<a href="#">Math (/tag/math)</a> <a href="#">Recursion (/tag/recursion)</a>	34.1%	Medium	
1610	Maximum Number of Visible P...	<a href="#">Array (/tag/array)</a> <a href="#">Geometry (/tag/geometry)</a> <a href="#">Sliding Window (/tag/sliding-window)</a> <a href="#">Sorting (/tag/sorting)</a> <a href="#">Math (/tag/math)</a>	37.3%	Hard	

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