ore(/explore/)   Problems(/problemset/all/)   Contest(/contest/)   Discuss(/discuss/)   Interview ⌄   Store ⌄   🔔   ⬙ 0   (/problem
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🔖 **Twitter**

| 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 / 79** problems.

☑ **Show problem tags**   Select time period: [All time   ⌄]

#	Title	Tags	Acceptance	Difficulty	Frequency
635	Design Log Storage System (/... 🔓	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Ordered Set (/tag/ordered-set)	61.9%	Medium	
1348	Tweet Counts Per Frequency (/...	Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Design (/tag/design) Sorting (/tag/sorting) Ordered Set (/tag/ordered-set)	44.1%	Medium	
433	Minimum Genetic Mutation (/...	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	53.1%	Medium	
256	Paint House (/problems/paint-... 🔓	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	61.7%	Medium	
1817	Finding the Users Active Minut...	Array (/tag/array) Hash Table (/tag/hash-table)	80.3%	Medium	
780	Reaching Points (/problems/re...	Math (/tag/math)	32.8%	Hard	
341	Flatten Nested List Iterator (/p...	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Queue (/tag/queue) Iterator (/tag/iterator)	64.1%	Medium	
453	Minimum Moves to Equal Arra...	Array (/tag/array) Math (/tag/math)	56.4%	Medium	
1326	Minimum Number of Taps to ...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	51.5%	Hard	
269	Alien Dictionary (/problems/ali... 🔓	Array (/tag/array) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	35.5%	Hard	

#	Title	Tags	Acceptance	Difficulty	Frequency
358	Rearrange String k Distance A...	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	38.5%	Hard	
468	Validate IP Address (/problems...	String (/tag/string)	26.8%	Medium	
1868	Product of Two Run-Length En...	Array (/tag/array) Two Pointers (/tag/two-pointers)	57.6%	Medium	
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	
296	Best Meeting Point (/problems...	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting) Matrix (/tag/matrix)	60.2%	Hard	
642	Design Search Autocomplete ...	String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	48.7%	Hard	
57	Insert Interval (/problems/inse...	Array (/tag/array)	39.5%	Medium	
79	Word Search (/problems/word...	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	40.9%	Medium	
647	Palindromic Substrings (/probl...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	67.9%	Medium	
212	Word Search II (/problems/wo...	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	36.1%	Hard	
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	
355	Design Twitter (/problems/des...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Heap (Priority Queue) (/tag/heap-priority-queue)	38.6%	Medium	
706	Design HashMap (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Hash Function (/tag/hash-function)	65.9%	Easy	
580	Count Student Number in Dep...	Database (/tag/database)	58.7%	Medium	
56	Merge Intervals (/problems/m...	Array (/tag/array) Sorting (/tag/sorting)	46.7%	Medium	
208	Implement Trie (Prefix Tree) (/...	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	64.0%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
218	The Skyline Problem (/proble...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Line Sweep (/tag/line-sweep) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set)	42.3%	Hard	
161	One Edit Distance (/problems/... 🔓	Two Pointers (/tag/two-pointers) String (/tag/string)	34.2%	Medium	
68	Text Justification (/problems/t...	Array (/tag/array) String (/tag/string) Simulation (/tag/simulation)	41.6%	Hard	
833	Find And Replace in String (/pr...	Array (/tag/array) String (/tag/string) Sorting (/tag/sorting)	53.5%	Medium	
608	Tree Node (/problems/tree-no...	Database (/tag/database)	71.5%	Medium	
831	Masking Personal Information ...	String (/tag/string)	48.1%	Medium	
251	Flatten 2D Vector (/problems/f... 🔓	Array (/tag/array) Two Pointers (/tag/two-pointers) Design (/tag/design) Iterator (/tag/iterator)	49.3%	Medium	
721	Accounts Merge (/problems/a...	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)	56.7%	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	
20	Valid Parentheses (/problems/...	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
1347	Minimum Number of Steps to ...	Hash Table (/tag/hash-table) String (/tag/string) Counting (/tag/counting)	78.2%	Medium	
332	Reconstruct Itinerary (/proble...	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Eulerian Circuit (/tag/eulerian-circuit)	43.4%	Hard	
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	
139	Word Break (/problems/word-...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie) Memoization (/tag/memoization)	46.3%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
149	Max Points on a Line (/proble...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry)	25.9%	Hard	
10	Regular Expression Matching (...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	27.9%	Hard	
528	Random Pick with Weight (/pr...	Array (/tag/array) Math (/tag/math) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum) Randomized (/tag/randomized)	46.3%	Medium	
239	Sliding Window Maximum (/pr...	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	46.4%	Hard	
23	Merge k Sorted Lists (/proble...	Linked List (/tag/linked-list) Divide and Conquer (/tag/divide-and-conquer) Heap (Priority Queue) (/tag/heap-priority-queue) Merge Sort (/tag/merge-sort)	51.2%	Hard	
921	Minimum Add to Make Parent...	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	75.0%	Medium	
585	Investments in 2016 (/problem...	Database (/tag/database)	47.3%	Medium	
1244	Design A Leaderboard (/probl... 🔓	Hash Table (/tag/hash-table) Design (/tag/design) Sorting (/tag/sorting)	68.1%	Medium	
17	Letter Combinations of a Phon...	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	58.9%	Medium	
2073	Time Needed to Buy Tickets (/...	Array (/tag/array) Queue (/tag/queue) Simulation (/tag/simulation)	62.7%	Easy	
140	Word Break II (/problems/wor...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)	46.6%	Hard	
43	Multiply Strings (/problems/m...	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	39.6%	Medium	
407	Trapping Rain Water II (/probl...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	47.6%	Hard	
60	Permutation Sequence (/probl...	Math (/tag/math) Recursion (/tag/recursion)	45.7%	Hard	
1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	51.0%	Easy	

#	Title	Tags	Acceptance	Difficulty	Frequency
895	Maximum Frequency Stack (/p...	Hash Table (/tag/hash-table) Stack (/tag/stack) Design (/tag/design) Ordered Set (/tag/ordered-set)	66.5%	Hard	
347	Top K Frequent Elements (/pro...	Array (/tag/array) Hash Table (/tag/hash-table) 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)	62.9%	Medium	
12	Integer to Roman (/problems/i...	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	63.4%	Medium	
78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	76.4%	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	
202	Happy Number (/problems/ha...	Hash Table (/tag/hash-table) Math (/tag/math) Two Pointers (/tag/two-pointers)	55.4%	Easy	
586	Customer Placing the Largest ...	Database (/tag/database)	65.4%	Easy	
235	Lowest Common Ancestor of a...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	63.4%	Medium	
44	Wildcard Matching (/problems...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion)	27.3%	Hard	
443	String Compression (/problem...	Two Pointers (/tag/two-pointers) String (/tag/string)	53.2%	Medium	
206	Reverse Linked List (/problems...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	75.0%	Easy	
118	Pascal's Triangle (/problems/p...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	73.2%	Easy	
323	Number of Connected Compo...	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	

#	Title	Tags	Acceptance	Difficulty	Frequency
378	Kth Smallest Element in a Sort…	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	62.1%	Medium	
868	Binary Gap (/problems/binary-…	Bit Manipulation (/tag/bit-manipulation)	62.8%	Easy	
1206	Design Skiplist (/problems/des…	Linked List (/tag/linked-list) Design (/tag/design)	60.6%	Hard	
1459	Rectangles Area (/problems/re…	Database (/tag/database)	68.7%	Medium	
1683	Invalid Tweets (/problems/inva…	Database (/tag/database)	84.7%	Easy	
1797	Design Authentication Manag…	Hash Table (/tag/hash-table) Design (/tag/design)	57.0%	Medium	
1785	Minimum Elements to Add to …	Array (/tag/array) Greedy (/tag/greedy)	42.9%	Medium	
1882	Process Tasks Using Servers (/…	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue)	39.7%	Medium	
1910	Remove All Occurrences of a S…	String (/tag/string)	76.4%	Medium	
1905	Count Sub 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)	67.4%	Medium	
2768	Number of Black Blocks (/prob…	Array (/tag/array) Hash Table (/tag/hash-table) Enumeration (/tag/enumeration)	35.4%	Medium	

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