11/5/23, 11:54 AM Salesforce - LeetCode

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

## **■** Salesforce

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 / 122 problems.

## ☑ Show problem tags

#	Title	Tags	Acceptance	Difficulty	Fre
56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	46.7%	Medium	
1737	Change Minimum Characters t	Hash Table (/tag/hash-table) String (/tag/string)	35.8%	Medium	
		Counting (/tag/counting)			
		Prefix Sum (/tag/prefix-sum)			
146	LRU Cache (/problems/lru-cac	Hash Table (/tag/hash-table)	41.8%	Medium	
		Linked List (/tag/linked-list) Design (/tag/design)			
		Doubly-Linked List (/tag/doubly-linked-list)			
588	Design In-Memory File System	Hash Table (/tag/hash-table) String (/tag/string)	48.4%	Hard	
	•	Design (/tag/design) Trie (/tag/trie)			
460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table)	43.7%	Hard	
		Linked List (/tag/linked-list) Design (/tag/design)			
		Doubly-Linked List (/tag/doubly-linked-list)			
423	Reconstruct Original Digits fro	Hash Table (/tag/hash-table) Math (/tag/math)	51.1%	Medium	
		String (/tag/string)			
139	Word Break (/problems/word	Array (/tag/array) Hash Table (/tag/hash-table)	46.3%	Medium	
		String (/tag/string)			
		Dynamic Programming (/tag/dynamic-programming)			
		Trie (/tag/trie) Memoization (/tag/memoization)			
179	Largest Number (/problems/la	Array (/tag/array) String (/tag/string)	35.4%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	65.9%	Easy	
		Linked List (/tag/linked-list) Design (/tag/design)			

#	Title	Tags	Acceptance	Difficulty	Frec
691	Stickers to Spell Word (/proble	Array (/tag/array) String (/tag/string)	46.9%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation)			
		Bitmask (/tag/bitmask)			
1659	9 Maximize Grid Happiness (/pr	Dynamic Programming (/tag/dynamic-programming)	39.3%	(Hard)	
		Bit Manipulation (/tag/bit-manipulation)			
		Memoization (/tag/memoization)			
		Bitmask (/tag/bitmask)			
241	Different Ways to Add Parenth	M   (6	64.8%	Medium	
241	Different Ways to Add Parenth	Math (/tag/math) String (/tag/string)	04.076	Wedium	
		Dynamic Programming (/tag/dynamic-programming)			
		Recursion (/tag/recursion)			
		Memoization (/tag/memoization)			
341	Flatten Nested List Iterator (/p	Stack (/tag/stack) Tree (/tag/tree)	64.1%	(Medium)	
	<b>v</b> p····	Depth-First Search (/tag/depth-first-search)			
		Design (/tag/design) Queue (/tag/queue)			
		Iterator (/tag/iterator)			
243	Shortest Word Distance (/prob	Array (/tag/array) String (/tag/string)	65.1%	Easy	
	<b>₽</b>				
1326	Minimum Number of Taps to	Array (/tag/array)	51.5%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
		(**************************************			
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)			
502	IPO (/problems/ipo)		49.6%	(Hard)	
302	п о (грговістіз/тро)	Array (/tag/array) Greedy (/tag/greedy)	43.070	Tiaru	
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
829	Consecutive Numbers Sum (/p	Math (/tag/math) Enumeration (/tag/enumeration)	41.7%	Hard	
410	Split Array Largest Sum (/prob	Array (/tag/array)	54.5%	(Hard)	
		Binary Search (/tag/binary-search)			
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy) Prefix Sum (/tag/prefix-sum)			
1010	Pairs of Songs With Total Dura	Assess (the extension ) Heads Table (the extension Assistant	52.7%	Medium	
1010	rails of sorigs with lotal Dura	Array (/tag/array) Hash Table (/tag/hash-table)	32.770	Wedidiii	
		Counting (/tag/counting)			
895	Maximum Frequency Stack (/p	Hash Table (/tag/hash-table) Stack (/tag/stack)	66.5%	Hard	
		Design (/tag/design)			
		Ordered Set (/tag/ordered-set)			
887	Super Egg Drop (/problems/su	Math (/tag/math)	27.4%	(Hard)	
		Binary Search (/tag/binary-search)			
		Dynamic Programming (/tag/dynamic-programming)			

001	Boots to Cours Boomle //public		FC 20/		
881	Boats to Save People (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.2%	(Medium)	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
459	Repeated Substring Pattern (/	String (/tag/string)	46.1%	(Easy)	
		String Matching (/tag/string-matching)			
628	Maximum Product of Three N	Array (/tag/array) Math (/tag/math)	45.3%	(Easy)	
		Sorting (/tag/sorting)			
1268	Search Suggestions System (/	Array (/tag/array) String (/tag/string)	65.7%	Medium	
		Binary Search (/tag/binary-search) Trie (/tag/trie)			
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)	30.2%	(Hard)	
		Recursion (/tag/recursion)			
91	Decode Ways (/problems/dec	String (/tag/string)	33.5%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
697	Degree of an Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	56.2%	(Easy)	
253	Meeting Rooms II (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.8%	Medium	
	<b>₽</b>	Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Prefix Sum (/tag/prefix-sum)			
		real cas, premisent			
1481	Least Number of Unique Integ	Array (/tag/array) Hash Table (/tag/hash-table)	56.0%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Counting (/tag/counting)			
1353	Maximum Number of Events T	Array (/tag/array) Greedy (/tag/greedy)	32.2%	Medium	
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
526	Beautiful Arrangement (/probl	Array (/tag/array)	64.3%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation)			
		Bitmask (/tag/bitmask)			
1200	Minimum Absolute Difference	Array (/tag/array) Sorting (/tag/sorting)	69.5%	Easy	
25.4	D : D !! 5		27.20/		
354	Russian Doll Envelopes (/probl	Array (/tag/array)	37.3%	Hard	
		Binary Search (/tag/binary-search)			
		Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			
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)			

		Tags	Acceptance	Difficulty	Fre
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)			
41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	37.3%	Hard	
236	Lowest Common Ancestor of a	Tree (/tag/tree)	60.7%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
735	Asteroid Collision (/problems/	Array (/tag/array) Stack (/tag/stack)	45.1%	Medium	
		Simulation (/tag/simulation)			
20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search)	49.5%	(Medium)	
	The state of the s	Breadth-First Search (/tag/deptn-first-search)			
		Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
		reportogrear sort ( tag) topological sort )			
37	Sudoku Solver (/problems/sud	Array (/tag/array) Hash Table (/tag/hash-table)	59.5%	(Hard)	
		Backtracking (/tag/backtracking)			
		Matrix (/tag/matrix)			
15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	33.5%	Medium	
		Sorting (/tag/sorting)			
42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.1%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Stack (/tag/stack)			
		Monotonic Stack (/tag/monotonic-stack)			
22	Generate Parentheses (/proble	String (/tag/string)	73.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue)	46.4%	Hard	
		Sliding Window (/tag/sliding-window)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Monotonic Queue (/tag/monotonic-queue)			
1032	Stream of Characters (/proble	Array (/tag/array) String (/tag/string)	51.8%	Hard	
		Design (/tag/design) Trie (/tag/trie)			
		Data Stream (/tag/data-stream)			
173	Binary Search Tree Iterator (/pr	Stack (/tag/stack) Tree (/tag/tree)	70.9%	Medium	
		Design (/tag/design)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
		Iterator (/tag/iterator)			

#	Title	Tags	Acceptance	Difficulty	Freq
240	Search a 2D Matrix II (/proble	Array (/tag/array)	51.9%	Medium	
		Binary Search (/tag/binary-search)			
		Divide and Conquer (/tag/divide-and-conquer)			
		Matrix (/tag/matrix)			
394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)	58.6%	Medium	
		Recursion (/tag/recursion)			
221	Maximal Square (/problems/m	Array (/tag/array)	45.9%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
49	Group Anagrams (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	67.1%	Medium	
		String (/tag/string) Sorting (/tag/sorting)			
215	Kth Largest Element in an Arra	Array (/tag/array)	67.0%	Medium	
		Divide and Conquer (/tag/divide-and-conquer)			
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Quickselect (/tag/quickselect)			
994	Rotting Oranges (/problems/r	Array (/tag/array)	53.6%	Medium	
	The same of the sa	Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	51.0%	Easy	
380	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table)	52.8%	Medium	
		Math (/tag/math) Design (/tag/design)			
		Randomized (/tag/randomized)			
105	Construct Binary Tree from Pre	Array (/tag/array) Hash Table (/tag/hash-table)	62.8%	Medium	
		Divide and Conquer (/tag/divide-and-conquer)			
		Tree (/tag/tree) Binary Tree (/tag/binary-tree)			
1011	Capacity To Ship Packages Wit	Array (/tag/array)	68.6%	Medium	
		Binary Search (/tag/binary-search)			
5	Longest Palindromic Substring	String (/tag/string)	33.2%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
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)			
456	132 Pattern (/problems/132-p	Array (/tag/array)	33.7%	Medium	
		Binary Search (/tag/binary-search)		_	
		Stack (/tag/stack)			
		Monotonic Stack (/tag/monotonic-stack)			
		Ordered Set (/tag/ordered-set)			
84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)	43.5%	(Hard)	
		Monotonic Stack (/tag/monotonic-stack)			

	Title	Tags	Acceptance	Difficulty	Fre
33	Search in Rotated Sorted Array	Array (/tag/array)	40.1%	Medium	
		Binary Search (/tag/binary-search)			
155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	53.2%	Medium	
121	Best Time to Buy and Sell Stoc	Array (/tag/array)	53.5%	Easy	
		Dynamic Programming (/tag/dynamic-programming)			
1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	56.8%	Medium	
557	Reverse Words in a String III (/	Two Pointers (/tag/two-pointers)	82.9%	Easy	
		String (/tag/string)			
1834	Single-Threaded CPU (/proble	Array (/tag/array) Sorting (/tag/sorting)	45.6%	Medium	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
55	Jump Game (/problems/jump	Array (/tag/array)	38.6%	(Medium)	
	, , , , , , , , , , , , , , , , , , ,	Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
53	Maximum Subarray (/problem	Array (/tag/array)	50.4%	Medium	
		Divide and Conquer (/tag/divide-and-conquer)			
		Dynamic Programming (/tag/dynamic-programming)			
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)			
283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	61.4%	Easy	
3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	34.1%	Medium	
		Sliding Window (/tag/sliding-window)			
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)			
120	Triangle (/problems/triangle)	Array (/tag/array)	55.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	58.1%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	77.4%	Medium	
2016	Maximum Difference Between	Array (/tag/array)	55.1%	Easy	
875	Koko Eating Bananas (/proble	Array (/tag/array)	49.6%	Medium	
		Binary Search (/tag/binary-search)			

	Title	Tags	Acceptance	Difficulty	Fre
141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table)	49.0%	Easy	
		Linked List (/tag/linked-list)			
		Two Pointers (/tag/two-pointers)			
71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	41.1%	(Medium)	
2035	Partition Array Into Two Arrays	Array (/tag/array) Two Pointers (/tag/two-pointers)	19.4%	Hard	
		Binary Search (/tag/binary-search)			
		Dynamic Programming (/tag/dynamic-programming)			
		Bit Manipulation (/tag/bit-manipulation)			
		Ordered Set (/tag/ordered-set)			
		Bitmask (/tag/bitmask)			
75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.7%	Medium	
	ν μ. σ.				
		Sorting (/tag/sorting)			
122	Best Time to Buy and Sell Stoc	Array (/tag/array)	65.3%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
339	Nested List Weight Sum (/pro	Depth-First Search (/tag/depth-first-search)	82.6%	Medium	
	₽	Breadth-First Search (/tag/breadth-first-search)			
115	Distinct Subsequences (/probl		45.6%	(Hard)	
113	Distilict Subsequences (/piobi	String (/tag/string)	45.076	Halu	
		Dynamic Programming (/tag/dynamic-programming)			
739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack)	65.9%	Medium	
		Monotonic Stack (/tag/monotonic-stack)			
114	Flatten Binary Tree to Linked Li		63.6%	Medium	
114	riatteri biriary free to Liriked Li	Linked List (/tag/linked-list) Stack (/tag/stack)	05.0%	Wedidiii	
		Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	70.2%	Medium	
238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	65.1%	Medium	
19	Remove Nth Node From End o	Linked List (/tag/linked-list)	42.9%	(Medium)	
		Two Pointers (/tag/two-pointers)			
		Two Fornters ( tag/ two-pointers)			
1047	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	69.1%	Easy	
316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack)	48.9%	Medium	
		Greedy (/tag/greedy)			
		Monotonic Stack (/tag/monotonic-stack)			
1046	Last Stone Weight (/problems/	Array (/tag/array)	65.1%	(Easy)	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
486	Predict the Winner (/problems	Array (/tag/array) Math (/tag/math)	55.4%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Recursion (/tag/recursion)			
		Game Theory (/tag/game-theory)			

#	Title	Tags	Acceptance	Difficulty	Frequ
378	Kth Smallest Element in a Sort	Array (/tag/array)	62.1%	Medium	
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Matrix (/tag/matrix)			
435	Non-overlapping Intervals (/pr	Array (/tag/array)	52.4%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
124	Binary Tree Maximum Path Su	Dynamic Programming (/tag/dynamic-programming)	39.6%	(Hard)	
		Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
63	Unique Paths II (/problems/uni	Array (/tag/array)	41.1%	(Medium)	
	•	Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
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)			
1492	The kth Factor of n (/problems	Math (/tag/math)	65.9%	Medium	
		Number Theory (/tag/number-theory)			
199	Binary Tree Right Side View (/p	Tree (/tag/tree)	62.4%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
45	Jump Game II (/problems/jum	Array (/tag/array)	40.2%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
44	Wildcard Matching (/problems	String (/tag/string)	27.3%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy) Recursion (/tag/recursion)			
417	Pacific Atlantic Water Flow (/pr	Array (/tag/array)	54.8%	(Medium)	
	• 1	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
229	Majority Element II (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	50.4%	Medium	
	•	Sorting (/tag/sorting) Counting (/tag/counting)			
1448	Count Good Nodes in Binary T	Tree (/tag/tree)	73.4%	Medium	
	,	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			

	54 AM		Salesforce - LeetCode			
	#	Title	Tags	Acceptance	Difficulty	Freque
	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers)	48.0%	Easy	
			String (/tag/string)			
			Dynamic Programming (/tag/dynamic-programming)			
	74 Search a 2D Matrix (/pr	Search a 2D Matrix (/problems	Array (/tag/array)	49.4%	(Medium)	
		VI	Binary Search (/tag/binary-search)			
			Matrix (/tag/matrix)			
	169	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	63.9%	(Easy)	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting) Counting (/tag/counting)			
<b>~</b>	14	Longest Common Prefix (/pro	String (/tag/string) Trie (/tag/trie)	41.7%	Easy	
	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	39.9%	Medium	
			Two Pointers (/tag/two-pointers)			
	34	Find First and Last Position of	Array (/tag/array)	43.5%	Medium	
			Binary Search (/tag/binary-search)			
	9	Palindrome Number (/proble	Math (/tag/math)	54.7%	Easy	
	1150 Check If a Number Is Majority	Check If a Number Is Majority	Array (/tag/array)	58.7%	(Easy)	
			Binary Search (/tag/binary-search)			
	1051	Height Checker (/problems/he		76.1%	Face	
	1031	rieight Checker (/problems/ne	Array (/tag/array) Sorting (/tag/sorting)	70.170	(Easy)	
			Counting Sort (/tag/counting-sort)			
	1701	Average Waiting Time (/proble	Array (/tag/array) Simulation (/tag/simulation)	63.0%	Medium	
	2068	Check Whether Two Strings ar	Hash Table (/tag/hash-table)   String (/tag/string)	63.6%	(Easy)	
			Counting (/tag/counting)			
	2563	Count the Number of Fair Pair	Array (/tag/array) Two Pointers (/tag/two pointers)	32.5%	Medium	
	2503 Count the Number of Fair	Count the Humber of Full Full	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)	32.370		
			Sorting (/tag/sorting)			
			Sorting ( tag/sorting)			
	2866	Beautiful Towers II (/problems/	Array (/tag/array) Stack (/tag/stack)	33.3%	Medium	
			Monotonic Stack (/tag/monotonic-stack)			
	2865	Beautiful Towers I (/problems/	Array (/tag/array) Stack (/tag/stack)	42.7%	Medium	
			Monotonic Stack (/tag/monotonic-stack)			

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