## **■** Bloomberg

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 / 568 problems.

#	Title	Tags	Acceptance	Difficulty	Free
1396	Design Underground System (	Hash Table (/tag/hash-table) String (/tag/string)	74.7%	Medium	
		Design (/tag/design)			
723	Candy Crush (/problems/cand	Array (/tag/array) Two Pointers (/tag/two-pointers)	76.9%	Medium	
	<b>-</b>	Matrix (/tag/matrix) Simulation (/tag/simulation)			
430	Flatten a Multilevel Doubly Lin	Linked List (/tag/linked-list)	59.8%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Doubly-Linked List (/tag/doubly-linked-list)			
1029	Two City Scheduling (/proble	Array (/tag/array) Greedy (/tag/greedy)	66.2%	Medium	
		Sorting (/tag/sorting)			
1274	Number of Ships in a Rectangl	Array (/tag/array)	68.8%	Hard	
	<b>■</b>	Divide and Conquer (/tag/divide-and-conquer)			
		Interactive (/tag/interactive)			
1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	56.8%	Medium	
1169	Invalid Transactions (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	31.1%	Medium	
		String (/tag/string) Sorting (/tag/sorting)			
253	Meeting Rooms II (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.8%	Medium	
	•	Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Prefix Sum (/tag/prefix-sum)			
394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)	58.6%	Medium	
		Recursion (/tag/recursion)			
1244	Design A Leaderboard (/probl	Hash Table (/tag/hash-table) Design (/tag/design)	68.1%	Medium	
	<b>₽</b>	Sorting (/tag/sorting)			

#	Title	Tags	Acceptance	Difficulty
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)		
797	All Paths From Source to Targe	Backtracking (/tag/backtracking)	82.4%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Graph (/tag/graph)		
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)		
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)		
445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math)	61.0%	Medium
	v 1	Stack (/tag/stack)		
140	Word Break II (/problems/wor	Array (/tag/array) Hash Table (/tag/hash-table)	46.6%	(Hard)
0	Word Break ii y problems, wor		10.070	
		String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)		
		Backtracking (/tag/backtracking)   Trie (/tag/trie)		
		Memoization (/tag/memoization)		
1656	Design an Ordered Stream (/p	Array (/tag/array) Hash Table (/tag/hash-table)	84.5%	(Easy)
	g.,	Design (/tag/design) Data Stream (/tag/data-stream)		
1472	Design Browser History (/prob	Array (/tag/array) Linked List (/tag/linked-list)	77.7%	Medium
	besign browser matery ( prob	Stack (/tag/stack)  Design (/tag/design)	11.170	
		Doubly-Linked List (/tag/doubly-linked-list)		
		Data Stream (/tag/data-stream)		
138	Copy List with Random Pointe	Hash Table (/tag/hash-table)	54.5%	Medium
.50	<b>★</b>	Linked List (/tag/linked-list)	31.370	
ron	Vill Dragge (/problems/kill pr		60.09/	NA adicum
582	Kill Process (/problems/kill-pr	Array (/tag/array) Hash Table (/tag/hash-table)	69.0%	Medium
		Tree (/tag/tree)		
		Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)		
56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	46.7%	Medium
387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string)	60.3%	Easy
		Queue (/tag/queue) Counting (/tag/counting)		
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)		

#	Title	Tags	Acceptance	Difficulty
2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)  Recursion (/tag/recursion)	41.5%	Medium
117	Populating Next Right Pointers	Linked List (/tag/linked-list)	51.4%	Medium
	. 3 3	Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Binary Tree (/tag/binary-tree)		
1583	Count Unhappy Friends (/prob	Array (/tag/array) Simulation (/tag/simulation)	61.4%	Medium
16	Populating Next Right Pointers	Linked List (/tag/linked-list) Tree (/tag/tree)	61.7%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Binary Tree (/tag/binary-tree)		
12	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)		
79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking)	40.9%	Medium
		Matrix (/tag/matrix)		
1347	Minimum Number of Steps to	Hash Table (/tag/hash-table) String (/tag/string)	78.2%	Medium
		Counting (/tag/counting)		
314	Binary Tree Vertical Order Trav	Hash Table (/tag/hash-table) Tree (/tag/tree)	52.9%	Medium
	₽	Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Binary Tree (/tag/binary-tree)		
151	Sort Characters By Frequency (	Hash Table (/tag/hash-table) String (/tag/string)	70.5%	Medium
		Sorting (/tag/sorting)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Bucket Sort (/tag/bucket-sort)		
		Counting (/tag/counting)		
3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	34.1%	Medium
		Sliding Window (/tag/sliding-window)		
987	Vertical Order Traversal of a Bi	Hash Table (/tag/hash-table) Tree (/tag/tree)	46.4%	Hard
		Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Binary Tree (/tag/binary-tree)		
269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)	35.5%	Hard
	₽	Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Graph (/tag/graph)		
		Topological Sort (/tag/topological-sort)		
511	Valid Triangle Number (/probl	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.8%	Medium
		Binary Search (/tag/binary-search)		

	Title	Tags	Acceptance	Difficulty	
155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	53.2%	Medium	
311	Sparse Matrix Multiplication (/	Array (/tag/array) Hash Table (/tag/hash-table)	67.8%	Medium	
	•'	Matrix (/tag/matrix)			
1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	51.0%	Easy	
692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string)	57.6%	Medium	
		Trie (/tag/trie)   Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Bucket Sort (/tag/bucket-sort)			
		Counting (/tag/counting)			
20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
935	Knight Dialer (/problems/knig	Dynamic Programming (/tag/dynamic-programming)	51.5%	Medium	
139	Word Break (/problems/word	Array (/tag/array) Hash Table (/tag/hash-table)	46.3%	Medium	
		String (/tag/string)	Table (/tag/hash-table) 46.3% Mediu ag/dynamic-programming) tion (/tag/memoization) 51.2% Hard		
		Dynamic Programming (/tag/dynamic-programming)			
		Trie (/tag/trie) Memoization (/tag/memoization)			
23	Marga k Sartad Lists (/proble		51 <b>2</b> 0/	Howd	
25	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	31.270	Hard	
		Divide and Conquer (/tag/divide-and-conquer)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Merge Sort (/tag/merge-sort)			
308	Range Sum Query 2D - Mutab	Array (/tag/array) Design (/tag/design)	43.6%	Hard	
	<b>₽</b>	Binary Indexed Tree (/tag/binary-indexed-tree)			
		Segment Tree (/tag/segment-tree)			
		Matrix (/tag/matrix)			
694	Number of Distinct Islands (/p	Hash Table (/tag/hash-table)	61.0%	Medium	
	<b>₽</b>	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find)			
		Hash Function (/tag/hash-function)			
399	Evaluate Division (/problems/e	Array (/tag/array)	61.4%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
		Shortest Path (/tag/shortest-path)			
1614	Maximum Nesting Depth of th	String (/tag/string) Stack (/tag/stack)	81.6%	Easy	
301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking)	47.5%	Hard	
		Breadth-First Search (/tag/breadth-first-search)			
1823	Find the Winner of the Circular	Array (/tag/array) Math (/tag/math)	78.2%	Medium	
		Recursion (/tag/recursion) Queue (/tag/queue)			
		Simulation (/tag/simulation)			

	Title	Tags	Acceptance	Difficulty	
121	Best Time to Buy and Sell Stoc	Array (/tag/array)	53.5%	Easy	
		Dynamic Programming (/tag/dynamic-programming)			
4	Median of Two Sorted Arrays (	Array (/tag/array) Binary Search (/tag/binary-search)	38.3%	Hard	
		Divide and Conquer (/tag/divide-and-conquer)			
332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)	43.4%	Hard	
		Graph (/tag/graph)			
		Eulerian Circuit (/tag/eulerian-circuit)			
242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)	63.4%	Easy	
		Sorting (/tag/sorting)			
1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	66.4%	Medium	
463	Island Perimeter (/problems/isl	Array (/tag/array)	70.0%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
384	Shuffle an Array (/problems/sh	Array (/tag/array) Math (/tag/math)	58.0%	Medium	
		Randomized (/tag/randomized)			
390	Elimination Game (/problems/	Math (/tag/math) Recursion (/tag/recursion)	45.9%	Medium	
2463	Minimum Total Distance Travel	Array (/tag/array)	40.1%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			
283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	61.4%	Easy	
716	Max Stack (/problems/max-sta	Linked List (/tag/linked-list) Stack (/tag/stack)	45.1%	Hard	
	₽	Design (/tag/design)			
		Doubly-Linked List (/tag/doubly-linked-list)			
		Ordered Set (/tag/ordered-set)			
127	Word Ladder (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	38.2%	Hard	
		Breadth-First Search (/tag/breadth-first-search)			
33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	40.1%	Medium	
50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	34.1%	Medium	
333	Largest BST Subtree (/problem	Dynamic Programming (/tag/dynamic-programming)	43.2%	Medium	
	₽	Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
1236	Web Crawler (/problems/web	String (/tag/string)	67.7%	Medium	
	<b>-</b>	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Interactive (/tag/interactive)			

	Title	Tags	Acceptance	Difficulty
102	Binary Tree Level Order Travers	Tree (/tag/tree)	66.0%	Medium
		Breadth-First Search (/tag/breadth-first-search)		
		Binary Tree (/tag/binary-tree)		
7	Reverse Integer (/problems/re	Math (/tag/math)	28.0%	Medium
78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	76.4%	Medium
		Bit Manipulation (/tag/bit-manipulation)		
53	Maximum Subarray (/problem	Array (/tag/array)	50.4%	Medium
		Divide and Conquer (/tag/divide-and-conquer)		
		Dynamic Programming (/tag/dynamic-programming)		
381	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table)	35.4%	(Hard)
		Math (/tag/math) Design (/tag/design)		
		Randomized (/tag/randomized)		
114	Flatten Binary Tree to Linked Li		63.6%	Medium
114	riacteri biriary free to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack)	05.0%	Wedium
		Tree (/tag/tree)		
		Depth-First Search (/tag/depth-first-search)		
		Binary Tree (/tag/binary-tree)		
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)		
31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	38.8%	Medium
15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	33.5%	Medium
		Sorting (/tag/sorting)		
542	Design Search Autocomplete	String (/tag/string) Design (/tag/design)	48.7%	Hard
	<b>-</b>	Trie (/tag/trie) Data Stream (/tag/data-stream)		
322	Coin Change (/problems/coin	Array (/tag/array)	43.1%	Medium
_	- 3- v p	Dynamic Programming (/tag/dynamic-programming)	- · · · · <del>·</del>	
		Breadth-First Search (/tag/breadth-first-search)		
		2. cada i instrucción y tagy predata instrucción		
1291	Sequential Digits (/problems/s	Enumeration (/tag/enumeration)	61.3%	(Medium)
1387	Sort Integers by The Power Val	Dynamic Programming (/tag/dynamic-programming)	69.9%	Medium
		Memoization (/tag/memoization)		
		Sorting (/tag/sorting)		
295	Find Median from Data Stream	Two Pointers (/tag/two-pointers) Design (/tag/design)	51.5%	Hard
		Sorting (/tag/sorting)	3370	
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Data Stream (/tag/data-stream)		
126	Word Ladder II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	27.3%	(Hard)
		Backtracking (/tag/backtracking)		
		backtracking (/tag/backtracking)		

#	Title	Tags	Acceptance	Difficulty	
103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	58.1%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
5	Longest Palindromic Substring	String (/tag/string)	33.2%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
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)			
38	Count and Say (/problems/cou	String (/tag/string)	53.5%	Medium	
236	Lowest Common Ancestor of a	Trop (Abouthrop)	60.7%	Medium	
230	Lowest Common Ancestor of a	Tree (/tag/tree)	00.770	(inculain)	
		Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)			
		billary free (rag/billary-free)			
1229	Meeting Scheduler (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	55.1%	Medium	
	<b>-</b>	Sorting (/tag/sorting)			
206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	75.0%	Easy	
524	Longest Word in Dictionary thr	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.1%	Medium	
		String (/tag/string) Sorting (/tag/sorting)			
871	Minimum Number of Refuelin	Array (/tag/array)	39.8%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
105	Construct Binary Tree from Pre		62.8%	Medium	
103	Construct binary free from Fre	Array (/tag/array) Hash Table (/tag/hash-table)  Divide and Conquer (/tag/divide-and-conquer)	02.070	(Mediani)	
		Tree (/tag/tree)   Binary Tree (/tag/binary-tree)			
		mee (tag/may nee (tag/may nee)			
21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list) Recursion (/tag/recursion)	63.3%	(Easy)	
662	Maximum Width of Binary Tre	Tree (/tag/tree)	42.7%	Medium	
		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)			
1478	Allocate Mailboxes (/problems	Array (/tag/array) Math (/tag/math)	55.2%	(Hard)	
-	W.D	Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			
22	Congrete Deventheres (Invelte		72.69/	(M. J.	
22	Generate Parentheses (/proble	String (/tag/string)	73.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			

#	Title	Tags	Acceptance	Difficulty	
2646	Minimize the Total Price of the	Array (/tag/array)	43.3%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
		Graph (/tag/graph)			
315	Count of Smaller Numbers Aft	Array (/tag/array) Binary Search (/tag/binary-search)	42.4%	(Hard)	
		Divide and Conquer (/tag/divide-and-conquer)			
		Binary Indexed Tree (/tag/binary-indexed-tree)			
		Segment Tree (/tag/segment-tree)			
		Merge Sort (/tag/merge-sort)			
		Ordered Set (/tag/ordered-set)			
		Control of Villagi Control			
362	Design Hit Counter (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	68.5%	Medium	
		Binary Search (/tag/binary-search)			
		Design (/tag/design) Queue (/tag/queue)			
496	Next Greater Element I (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	71.7%	(Easy)	
	· VF - 2····	Stack (/tag/stack)			
		Monotonic Stack (/tag/monotonic-stack)	nck)		
		monotonic stack v tag, monotonic stacky			
174	Dungeon Game (/problems/d	Array (/tag/array)	37.7%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)	72.9%	Medium	
	у реголисти	Matrix (/tag/matrix)			
		(Wattix ( tag/matix)			
13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)	59.7%	Easy	
		String (/tag/string)			
695	Max Area of Island (/problems	Array (/tag/array)	71.9%	Medium	
	VI	Depth-First Search (/tag/depth-first-search)	7 1.370		
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Matrix (/tag/matrix)			
529	Minesweeper (/problems/min	Array (/tag/array)	66.1%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
665	Non-decreasing Array (/proble	Array (/tag/array)	24.5%	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)			
		(			

85	Maximal Rectangle (/problems	Array (/tag/array)	46.0%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
		Stack (/tag/stack) Matrix (/tag/matrix)			
		Monotonic Stack (/tag/monotonic-stack)			
560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	43.2%	Medium	
		Prefix Sum (/tag/prefix-sum)			
1130	Minimum Cost Tree From Leaf	Array (/tag/array)	67.9%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			
		Stack (/tag/stack) Greedy (/tag/greedy)			
		Monotonic Stack (/tag/monotonic-stack)			
1095	Find in Mountain Array (/probl	Aurai (/hag/aurai) Binam (Casuah //hag/hinam asauah)	40.7%	(Hard)	
1033	Tina in Modificant Array ( problim	Array (/tag/array) Binary Search (/tag/binary-search)	40.770	( in the second	
		Interactive (/tag/interactive)			
118	Pascal's Triangle (/problems/p	• • • • • • • • • • • • • • • • • • • •	Easy		
		Dynamic Programming (/tag/dynamic-programming)			
160	Intersection of Two Linked List	Hash Table (/tag/hash-table)	56.1%	Easy	
		Linked List (/tag/linked-list)			
		Two Pointers (/tag/two-pointers)			
422	D . T' . D . LC !! C'		65.207	( "	
122	Best Time to Buy and Sell Stoc	Array (/tag/array)	65.3%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
1047	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	69.1%	Easy	
428	Serialize and Deserialize N-ary	String (/tag/string) Tree (/tag/tree)	66.3%	Hard	
	<b>₽</b>	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
10	Regular Expression Matching (	String (/tag/string)	27.9%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
		Recursion (/tag/recursion)			
100	D: T D: L: C: L V' (/		62.40/		
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)			
62	Unique Paths (/problems/uniq	Math (/tag/math)	63.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Combinatorics (/tag/combinatorics)			
99	Recover Binary Search Tree (/p	Tree (/tag/tree)	52.2%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			

#	Title	Tags	Acceptance	Difficulty	
96	Unique Binary Search Trees (/p	Math (/tag/math)	60.5%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Tree (/tag/tree)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)	58.9%	Medium	
		Backtracking (/tag/backtracking)			
11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	54.3%	Medium	
		Greedy (/tag/greedy)			
328	Odd Even Linked List (/proble	Linked List (/tag/linked-list)	61.4%	Medium	
203	Remove Linked List Elements (	Linked List (/tag/linked-list) Recursion (/tag/recursion)	47.5%	Easy	
91	Decode Ways (/problems/dec	String (/tag/string)	33.5%	Medium	
	y v1	Dynamic Programming (/tag/dynamic-programming)			
252	Meeting Rooms (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	57.6%	(Easy)	
	•	Joining (rag/sorting)		•	
41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	37.3%	Hard	
84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)	43.5%	Hard	
		Monotonic Stack (/tag/monotonic-stack)			
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)			
991	Broken Calculator (/problems/	Math (/tag/math) Greedy (/tag/greedy)	54.2%	Medium	
503	Next Greater Element II (/prob	Array (/tag/array) Stack (/tag/stack)	63.4%	Medium	
		Monotonic Stack (/tag/monotonic-stack)			
T 4	Cultural Martinia (1) control (1)		47.00/	(II. II.	
54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	47.9%	Medium	
		Simulation (/tag/simulation)			
69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	38.1%	Easy	
8	String to Integer (atoi) (/probl	String (/tag/string)	16.8%	Medium	
241	Different Ways to Add Parenth	Math (/tag/math) String (/tag/string)	64.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Recursion (/tag/recursion)			
		Memoization (/tag/memoization)			
234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)	51.2%	Easy	
		Two Pointers (/tag/two-pointers) Stack (/tag/stack)			
		Recursion (/tag/recursion)			
852	Peak Index in a Mountain Arra	Array (/tag/array) Binary Search (/tag/binary-search)	68.7%	(Medium)	
		July ( tag/anay)	-		

#	Title	Tags	Acceptance	Difficulty	
44	Wildcard Matching (/problems	String (/tag/string)	27.3%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy) Recursion (/tag/recursion)			
34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	43.5%	Medium	
397	Integer Replacement (/proble	Dynamic Programming (/tag/dynamic-programming)	35.4%	Medium	
		Greedy (/tag/greedy)			
		Bit Manipulation (/tag/bit-manipulation)			
		Memoization (/tag/memoization)			
986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	71.3%	Medium	
128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table)	47.4%	Medium	
		Union Find (/tag/union-find)			
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)			
		quienseitett (rag) quienseitett)			
535	Encode and Decode TinyURL (	Hash Table (/tag/hash-table) String (/tag/string)	86.2%	Medium	
		Design (/tag/design)			
		Hash Function (/tag/hash-function)			
652	Find Duplicate Subtrees (/prob	Hash Table (/tag/hash-table) Tree (/tag/tree)	59.2%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	54.3%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Counting (/tag/counting)			
413	Arithmetic Slices (/problems/a	Array (/tag/array)	65.0%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
64	Minimum Path Sum (/problem	Array (/tag/array)	63.0%	Medium	
	•	Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
739	Daily Temperatures (/problem	Array (/tag/array) Stock (/tag/stock)	65.9%	Medium	
. 55	= my temperatures ( problem.	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	55.576	····	
658	Find K Closest Elements (/prob	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.0%	(Medium)	
		Binary Search (/tag/binary-search)			
		Sliding Window (/tag/sliding-window)			
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
1010	Pairs of Songs With Total Dura	Array (/tag/array) Hash Table (/tag/hash-table)	52.7%	Medium	
		Counting (/tag/counting)			

#	Title	Tags	Acceptance	Difficulty
378	Kth Smallest Element in a Sort	Array (/tag/array) Binary Search (/tag/binary-search)	62.1%	Medium
		Sorting (/tag/sorting)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Matrix (/tag/matrix)		
16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)	45.5%	Medium
		Sorting (/tag/sorting)		
46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	77.4%	Medium
353	Design Snake Game (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	38.8%	Medium
	<b>₫</b> '	Design (/tag/design) Queue (/tag/queue)		
		Simulation (/tag/simulation)		
967	Numbers With Same Consecut	Backtracking (/tag/backtracking)	57.7%	Medium
		Breadth-First Search (/tag/breadth-first-search)		
1578	Minimum Time to Make Rope	Array (/tag/array) String (/tag/string)	63.0%	Medium
	•	Dynamic Programming (/tag/dynamic-programming)		
		Greedy (/tag/greedy)		
49	Group Angarama (Involuence)		67.1%	Madiner
49	Group Anagrams (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	67.1%	Medium
		String (/tag/string)   Sorting (/tag/sorting)		
659	Split Array into Consecutive Su	Array (/tag/array) Hash Table (/tag/hash-table)	50.9%	Medium
		Greedy (/tag/greedy)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
1977	Number of Ways to Separate	String (/tag/string)	20.3%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Suffix Array (/tag/suffix-array)		
18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	35.8%	Medium
		Sorting (/tag/sorting)		
212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string)	36.1%	(Hard)
		Backtracking (/tag/backtracking) Trie (/tag/trie)		
		Matrix (/tag/matrix)		
312	Burst Balloons (/problems/bur	Array (/tag/array)	58.1%	(Hard)
<del>-</del>	2 v problemb, bui	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	- 30	
		25ame (129.amming y tag) dynamic programming)		
1756	Design Most Recently Used Q	Array (/tag/array) Hash Table (/tag/hash-table)	76.6%	Medium
	-	Stack (/tag/stack) Design (/tag/design)		
		Binary Indexed Tree (/tag/binary-indexed-tree)		
		Ordered Set (/tag/ordered-set)		
162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	45.8%	Medium
287	Find the Duplicate Number (/p	Array (/tag/array) Two Pointers (/tag/two-pointers)	59.4%	Medium
		Binary Search (/tag/binary-search)		
		Bit Manipulation (/tag/bit-manipulation)		
72	Edit Distance (/problems/edit	String (/tag/string)	55.6%	Medium
	•	Dynamic Programming (/tag/dynamic-programming)		

	#	Title	Tags	Acceptance	Difficulty	Fre
	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	
	1553	Minimum Number of Days to	Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization)	35.0%	Hard	
	198	House Robber (/problems/hou	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	50.1%	Medium	
	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	53.2%	Medium	
	518	Coin Change II (/problems/coi	Array (/tag/array)	63.2%	Medium	
	70	Climbing Stairs (/problems/cli	Dynamic Programming (/tag/dynamic-programming)  Math (/tag/math)	52.2%	Easy	
			Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization)		_	
	25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list) Recursion (/tag/recursion)	56.9%	Hard	
	124	Binary Tree Maximum Path Su	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	39.6%	Hard	
			Binary Tree (/tag/binary-tree)	72.604		
	442	Find All Duplicates in an Array	Array (/tag/array) Hash Table (/tag/hash-table)	73.6%	Medium	
•	14	Longest Common Prefix (/pro	String (/tag/string) Trie (/tag/trie)	41.7%	Easy	
	1200	Minimum Absolute Difference	Array (/tag/array) Sorting (/tag/sorting)	69.5%	Easy	
	698	Partition to K Equal Sum Subs	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)  Memoization (/tag/memoization)  Bitmask (/tag/bitmask)	38.8%	Medium	
	1105	Filling Bookcase Shelves (/pro	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	59.5%	Medium	
	349	Intersection of Two Arrays (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	71.8%	Easy	
	133	Clone Graph (/problems/clone	Hash Table (/tag/hash-table)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)	55.3%	Medium	

#	Title	Tags	Acceptance	Difficulty	
1048	Longest String Chain (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	60.9%	Medium	
		Two Pointers (/tag/two-pointers) String (/tag/string)			
		Dynamic Programming (/tag/dynamic-programming)			
543	Diameter of Binary Tree (/prob	Tree (/tag/tree)	58.2%	(Easy)	
	,	Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
9	Palindrome Number (/proble	Math (/tag/math)	54.7%	(Easy)	
508	Most Frequent Subtree Sum (/	Hash Table (/tag/hash-table) Tree (/tag/tree)	65.7%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
895	Maximum Frequency Stack (/p	Hash Table (/tag/hash-table) Stack (/tag/stack)	66.5%	Hard	
		Design (/tag/design) Ordered Set (/tag/ordered-set)			
402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)	30.8%	Medium	
		Greedy (/tag/greedy)			
		Monotonic Stack (/tag/monotonic-stack)			
		Monotonic Stack (/tag/monotonic-stack)			
493	Reverse Pairs (/problems/rever	Array (/tag/array) Binary Search (/tag/binary-search)	30.5%	(Hard)	
		Divide and Conquer (/tag/divide-and-conquer)			
		Binary Indexed Tree (/tag/binary-indexed-tree)			
		Segment Tree (/tag/segment-tree)			
		Merge Sort (/tag/merge-sort)			
		Ordered Set (/tag/ordered-set)			
2034	Stock Price Fluctuation (/probl	Hash Table (/tag/hash-table) Design (/tag/design)	48.8%	Medium	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Data Stream (/tag/data-stream)			
		Ordered Set (/tag/ordered-set)			
229	Majority Element II (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	50.4%	Medium	
		Sorting (/tag/sorting) Counting (/tag/counting)			
151	Reverse Words in a String (/pr	Two Pointers (/tag/two-pointers)   String (/tag/string)	37.9%	Medium	
230	Kth Smallest Element in a BST	Tree (/tag/tree)	71.5%	Medium	
	nan omanost ziement in a zo i in	Depth-First Search (/tag/depth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
286	Walls and Gates (/problems/w	Array (/tag/array)	60.9%	Medium	
	<del>-</del>	Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
993	Cousins in Binary Tree (/proble	Tree (/tag/tree)	55.4%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
1041	Robot Bounded In Circle (/pro	Math (/tag/math) String (/tag/string)	55.5%	Medium	
		Simulation (/tag/simulation)			

#	Title	Tags	Acceptance	Difficulty	
1510	Stone Game IV (/problems/sto	Math (/tag/math)	59.8%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Game Theory (/tag/game-theory)			
438	Find All Anagrams in a String (	Hash Table (/tag/hash-table) String (/tag/string)	50.5%	Medium	
		Sliding Window (/tag/sliding-window)			
63	Unique Paths II (/problems/uni	Array (/tag/array)	41.1%	(Medium )	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
		Wattix ( tag/mattix)			
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)			
1470	Shuffle the Array (/problems/s	Array (/tag/array)	88.4%	Easy	
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)			
		Topological Soft (/tag/topological-soft)			
134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	45.8%	Medium	
412	Fizz Buzz (/problems/fizz-buzz)	Math (/tag/math) String (/tag/string)	71.1%	Easy	
		Simulation (/tag/simulation)			
845	Longest Mountain in Array (/p	Array (/tag/array) Two Pointers (/tag/two-pointers)	40.2%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Enumeration (/tag/enumeration)			
39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	70.2%	Medium	
	·	Array (rtag/array)   Backtracking (rtag/backtracking)			
240	Search a 2D Matrix II (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	51.9%	Medium	
		Divide and Conquer (/tag/divide-and-conquer)			
		Matrix (/tag/matrix)			
218	The Skyline Problem (/proble	Array (/tag/array)	42.3%	Hard	
		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)			
359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	75.7%	Easy	
88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)	48.2%	(Easy)	
	, , , , , , , , , , , , , , , , , , , ,	Sorting (/tag/sorting)		•	
74	Search a 2D Matrix (/problems	Array (Mag (array))	49.4%	(Medium )	
, –	Scarcii a 25 iviatiix (/piobleiiis	Array (/tag/array) Binary Search (/tag/binary-search)  Matrix (/tag/matrix)	7J. <del>4</del> /0	····cuiuiii	

#	Title	Tags	Acceptance	Difficulty	
835	Image Overlap (/problems/im	Array (/tag/array) Matrix (/tag/matrix)	63.7%	Medium	
188	Best Time to Buy and Sell Stoc	Array (/tag/array)	41.3%	(Hard)	
	·	Dynamic Programming (/tag/dynamic-programming)			
123	Best Time to Buy and Sell Stoc	Array (/tag/array)	47.0%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
90	Subsets II (/problems/subsets-ii)	Array (/tag/array) Backtracking (/tag/backtracking)	56.6%	Medium	
		Bit Manipulation (/tag/bit-manipulation)			
24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	63.3%	Medium	
143	Reorder List (/problems/reord	Linked List (/tag/linked-list)	54.8%	Medium	
		Two Pointers (/tag/two-pointers) Stack (/tag/stack)			
		Recursion (/tag/recursion)			
823	Binary Trees With Factors (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	53.0%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			
1332	Remove Palindromic Subsequ	Two Pointers (/tag/two-pointers) String (/tag/string)	76.3%	Easy	
1642	Furthest Building You Can Rea	Array (/tag/array) Greedy (/tag/greedy)	48.4%	Medium	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
209	Minimum Size Subarray Sum (	Array (/tag/array) Binary Search (/tag/binary-search)	46.5%	Medium	
		Sliding Window (/tag/sliding-window)			
		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)			
238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	65.1%	Medium	
202	Happy Number (/problems/ha	Hash Table (/tag/hash-table) Math (/tag/math)	55.4%	Easy	
		Two Pointers (/tag/two-pointers)			
1498	Number of Subsequences Tha	Array (/tag/array) Two Pointers (/tag/two-pointers)	44.0%	Medium	
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	47.2%	Medium	
51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	66.5%	Hard	
1140	Stone Game II (/problems/sto	Array (/tag/array) Math (/tag/math)	68.3%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Prefix Sum (/tag/prefix-sum)			
		Game Theory (/tag/game-theory)			
415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string)	51.9%	Easy	
		Simulation (/tag/simulation)			
136	Single Number (/problems/sin	Array (/tag/array)	71.8%	Easy	
		Bit Manipulation (/tag/bit-manipulation)			

	Title	Tags	Acceptance	Difficulty	
2127	Maximum Employees to Be In	Depth-First Search (/tag/depth-first-search)	36.3%	Hard	
		Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
32	Longest Valid Parentheses (/pr	(a	33.3%	(Hard)	
J_	Longest valid Farentheses () prim	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	33.370		
		Stack (/tag/stack)			
		Stack ( tag/stack)			
289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix)	68.3%	Medium	
		Simulation (/tag/simulation)			
45	Jump Game II (/problems/jum	Array (/tag/array)	40.2%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
532	K-diff Pairs in an Array (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	42.0%	Medium	
		Two Pointers (/tag/two-pointers)			
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
120	Triangle (/problems/triangle)	Array (/tag/array)	55.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
168	Excel Sheet Column Title (/pro	Math (/tag/math) String (/tag/string)	39.6%	(Easy)	
43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string)	39.6%	Medium	
		Simulation (/tag/simulation)			
630	Course Schedule III (/problems	Array (/tag/array) Greedy (/tag/greedy)	40.1%	Hard	
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
354	Russian Doll Envelopes (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	37.3%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			
718	Maximum Length of Repeated	Annual (Annual Annual A	51.0%	Medium	
		Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	31.070		
		Sliding Window (/tag/sliding-window)			
		Rolling Hash (/tag/rolling-hash)			
		Hash Function (/tag/hash-function)			
429	N-ary Tree Level Order Travers	Troe (/trae/troe)	70.7%	Medium	
,	ary mee zever order mavers	Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)	10.170		
		breauti-riist search y tag/breauti-llist-search)			
132	Palindrome Partitioning II (/pr	String (/tag/string)	33.6%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
1547	Minimum Cost to Cut a Stick (/	Array (/tag/array)	62.0%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			

#	Title	Tags	Acceptance	Difficulty	
235	Lowest Common Ancestor of a	Tree (/tag/tree)	63.4%	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)  Dynamic Programming (/tag/dynamic-programming)	53.5%	Medium	
204	6 D.:		22.40/		
204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math)	33.4%	Medium	
		Enumeration (/tag/enumeration)			
		Number Theory (/tag/number-theory)			
765	Couples Holding Hands (/prob	Greedy (/tag/greedy)	56.8%	Hard	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
2303	Calculate Amount Paid in Taxe	Array (/tag/array) Simulation (/tag/simulation)	64.4%	Easy	
68	Text Justification (/problems/t	Array (/tag/array) String (/tag/string)	41.6%	(Hard)	
		Simulation (/tag/simulation)			
278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search)	43.9%	(Easy)	
		Interactive (/tag/interactive)			
6	Zigzag Conversion (/problems	String (/tag/string)	46.2%	Medium	
350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table)	56.2%	Easy	
		Two Pointers (/tag/two-pointers)			
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	53.8%	Medium	
	V p - 2 - 2 - 2 - 3 - 4 - 4 - 4 - 4 - 4 - 4 - 4 - 4 - 4	Matrix (/tag/matrix)			
1458	Max Dot Product of Two Subs		62.7%	(Hard)	
1430	Max Dot Floduct of Two Subs	Array (/tag/array)	02.7 /0	Halu	
		Dynamic Programming (/tag/dynamic-programming)			
264	Ugly Number II (/problems/ug	Hash Table (/tag/hash-table) Math (/tag/math)	46.2%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
1059	All Paths from Source Lead to	Depth-First Search (/tag/depth-first-search)	38.3%	Medium	
	•	Graph (/tag/graph)			
2046	Sort Linked List Already Sorted	Linked List (/tag/linked-list)	67.5%	Medium	
	ŕ	Two Pointers (/tag/two-pointers)			
		Sorting (/tag/sorting)			
131	Palindrome Partitioning (/prob		66.4%	Medium	
.51	. a.marome raradoming (prob	String (/tag/string)	JJ. 770		
		Dynamic Programming (/tag/dynamic-programming)			

#	Title	Tags	Acceptance	Difficulty	
934	Shortest Bridge (/problems/sh	Array (/tag/array)	57.7%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
1854	Maximum Population Year (/pr	Array (/tag/array) Counting (/tag/counting)	60.3%	Easy	
61	Rotate List (/problems/rotate-l	Linked List (/tag/linked-list)	36.9%	Medium	
		Two Pointers (/tag/two-pointers)			
490	The Maze (/problems/the-maze)	Array (/tag/array)	57.1%	Medium	
	•	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
37	Sudoku Solver (/problems/sud	Array (/tag/array) Hash Table (/tag/hash-table)	59.5%	Hard	
		Backtracking (/tag/backtracking) Matrix (/tag/matrix)			
142	Linked List Cycle II (/problems	Hash Table (/tag/hash-table)	50.2%	Medium	
		Linked List (/tag/linked-list)			
		Two Pointers (/tag/two-pointers)			
227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string)	42.9%	Medium	
		Stack (/tag/stack)			
95	Unique Binary Search Trees II (	Dynamic Programming (/tag/dynamic-programming)	56.6%	Medium	
		Backtracking (/tag/backtracking) Tree (/tag/tree)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
948	Bag of Tokens (/problems/bag	Array (/tag/array) Two Pointers (/tag/two-pointers)	52.2%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
137	Single Number II (/problems/s	Array (/tag/array)	61.7%	Medium	
		Bit Manipulation (/tag/bit-manipulation)			
97	Interleaving String (/problems	String (/tag/string)	39.4%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
86	Partition List (/problems/partit	Linked List (/tag/linked-list)	55.3%	Medium	
		Two Pointers (/tag/two-pointers)			
1338	Reduce Array Size to The Half	Array (/tag/array) Hash Table (/tag/hash-table)	69.1%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
386	Lexicographical Numbers (/pr	Depth-First Search (/tag/depth-first-search)	62.8%	Medium	
		Trie (/tag/trie)			
237	Delete Node in a Linked List (/	Linked List (/tag/linked-list)	77.5%	Medium	
858	Mirror Reflection (/problems/	Math (/tag/math) Geometry (/tag/geometry)	62.7%	Medium	
		Number Theory (/tag/number-theory)			

		Tags	Acceptance	Difficulty	
1035	Uncrossed Lines (/problems/u	Array (/tag/array)	62.5%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
420	Strong Password Checker (/pr	String (/tag/string) Greedy (/tag/greedy)	13.6%	Hard	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
566	Reshape the Matrix (/problem	Array (/tag/array) Matrix (/tag/matrix)	63.0%	(Easy)	
		Simulation (/tag/simulation)			
268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	64.3%	(Easy)	
	, mosting training to producting, in	Math (/tag/math)   Binary Search (/tag/binary-search)	0 1.0 7.0		
		Bit Manipulation (/tag/bit-manipulation)			
		Sorting (/tag/sorting)			
77	Combinations (/problems/co	Backtracking (/tag/backtracking)	69.5%	Medium	
1077			74.00/		
1277	Count Square Submatrices wit	Array (/tag/array)	74.9%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
19	Remove Nth Node From End o	Linked List (/tag/linked-list)	42.9%	Medium	
		Two Pointers (/tag/two-pointers)			
740	Delete and Earn (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table)	56.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
149	Max Points on a Line (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	25.9%	Hard	
		Math (/tag/math) Geometry (/tag/geometry)			
779	K-th Symbol in Grammar (/pro	Math (/tag/math)	46.2%	Medium	
	,	Bit Manipulation (/tag/bit-manipulation)			
		Recursion (/tag/recursion)			
523	Continuous Subarray Sum (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	28.6%	Medium	
		Math (/tag/math) Prefix Sum (/tag/prefix-sum)			
309	Best Time to Buy and Sell Stoc	Array (/tag/array)	57.5%	Medium	
	Jest IIII to Jey and Jeii Steelii	Dynamic Programming (/tag/dynamic-programming)	31.370		
1262	Greatest Sum Divisible by Thre	(A)	50.7%	Medium	
	Steatest Sam Emisials by mem	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	3011.70		
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
856	Scare of Parentheses (Inroble		64.4%	Modium	
000	Score of Parentheses (/proble	String (/tag/string) Stack (/tag/stack)	U <del>1.1</del> 1/0	Medium	
724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	56.3%	Easy	
177	Nth Highest Salary (/problems	Database (/tag/database)	38.1%	Medium	
1658	Minimum Operations to Redu	Array (/tag/array) Hash Table (/tag/hash-table)	39.8%	Medium	
		Binary Search (/tag/binary-search)			
		Sliding Window (/tag/sliding-window)			
		Prefix Sum (/tag/prefix-sum)			

	Title	Tags	Acceptance	Difficulty	
04	Sum of Left Leaves (/problems	Tree (/tag/tree)	57.3%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
53	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	49.6%	Medium	
207	Unique Number of Occurrence	Array (/tag/array) Hash Table (/tag/hash-table)	74.3%	Easy	
506	Find Root of N-Ary Tree (/prob	Hash Table (/tag/hash-table)	78.5%	Medium	
	•	Bit Manipulation (/tag/bit-manipulation)			
		Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
40	Single Element in a Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	59.0%	Medium	
50	Delete Node in a BST (/proble	Tree (/tag/tree)	50.8%	Medium	
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
094	Car Pooling (/problems/car-po	Array (/tag/array) Sorting (/tag/sorting)	56.3%	Medium	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Simulation (/tag/simulation)			
		Prefix Sum (/tag/prefix-sum)			
52	Maximum Product Subarray (/	Array (/tag/array)	34.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
47	Shortest Path Visiting All Node	Dynamic Programming (/tag/dynamic-programming)	65.9%	(Hard)	
		Bit Manipulation (/tag/bit-manipulation)			
		Breadth-First Search (/tag/breadth-first-search)			
		Graph (/tag/graph) Bitmask (/tag/bitmask)			
57	Reverse Words in a String III (/	Two Pointers (/tag/two-pointers) String (/tag/string)	82.9%	Easy	
16	Longest Palindromic Subseque	String (/tag/string)	62.2%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			
58	Add Digits (/problems/add-di	Math (/tag/math) Simulation (/tag/simulation)	66.1%	(Easy)	
	3 41	Number Theory (/tag/number-theory)			
69	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)			
87	Cheapest Flights Within K Sto	Dynamic Programming (/tag/dynamic-programming)	37.3%	Medium	
	, 5				
		Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Heap (Priority Queue) (/tag/heap-priority-queue)  Shortest Path (/tag/shortest-path)			

#	Title	Tags	Acceptance	Difficulty	
417	Pacific Atlantic Water Flow (/pr	Array (/tag/array)	54.8%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	43.4%	Easy	
567	Permutation in String (/proble	Hash Table (/tag/hash-table)	44.2%	Medium	
		Two Pointers (/tag/two-pointers) String (/tag/string)			
		Sliding Window (/tag/sliding-window)			
257	Binary Tree Paths (/problems/	String (/tag/string)   Backtracking (/tag/backtracking)	62.7%	Easy	
		Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
366	Find Leaves of Binary Tree (/pr	Tree (/tag/tree)	80.4%	Medium	
	•	Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
		binary nee (ragionary deer)			
82	Remove Duplicates from Sorte	Linked List (/tag/linked-list)	46.7%	Medium	
		Two Pointers (/tag/two-pointers)			
802	Find Eventual Safe States (/pro	Depth-First Search (/tag/depth-first-search)	61.8%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
721	Accounts Merge (/problems/a	Array (/tag/array) Hash Table (/tag/hash-table)	56.7%	Medium	
		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)			
827	Making A Large Island (/probl	Array (/tag/array)	45.9%	Hard	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Matrix (/tag/matrix)			
60	Permutation Sequence (/probl	Math (/tag/math) Recursion (/tag/recursion)	45.7%	Hard	
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)			
729	My Calendar I (/problems/my	Binary Search (/tag/binary-search)	56.6%	Medium	
		Design (/tag/design)			
		Segment Tree (/tag/segment-tree)			
		Ordered Set (/tag/ordered-set)			

			-		
226	Invert Binary Tree (/problems/i	Tree (/tag/tree)	76.0%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
130	Surrounded Regions (/proble	Array (/tag/array)	38.3%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Matrix (/tag/matrix)			
225	Implement Stack using Queue	Stack (/tag/stack) Design (/tag/design)	62.5%	(Easy)	
	•	Queue (/tag/queue)			
1049	Last Stone Weight II (/problem	Array (/tag/array)	54.6%	Medium	
	- ,	Dynamic Programming (/tag/dynamic-programming)			
		Synamic Programming ( tag, dynamic programming)			
2167	Minimum Time to Remove All	String (/tag/string)	41.1%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
148	Sort List (/problems/sort-list)	Linked List (/tag/linked-list)	56.6%	Medium	
		Two Pointers (/tag/two-pointers)			
		Divide and Conquer (/tag/divide-and-conquer)			
		Sorting (/tag/sorting) Merge Sort (/tag/merge-sort)			
1192	Critical Connections in a Netw	Depth-First Search (/tag/depth-first-search)	55.3%	Hard	
		Graph (/tag/graph)			
		Biconnected Component (/tag/biconnected-component)			
208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table)   String (/tag/string)	64.0%	Medium	
		Design (/tag/design) Trie (/tag/trie)			
437	Path Sum III (/problems/path	Tree (/tag/tree)	47.0%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
780	Reaching Points (/problems/re	Math (/tag/math)	32.8%	(Hard)	
		wati ( tag/mati)			
279	Perfect Squares (/problems/pe	Math (/tag/math)	53.0%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Breadth-First Search (/tag/breadth-first-search)			
1663	Smallest String With A Given	String (/tag/string) Greedy (/tag/greedy)	66.7%	Medium	
167	Two Sum II - Input Array Is Sor	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.5%	Medium	
		Binary Search (/tag/binary-search)			
1696	Jump Game VI (/problems/ju	Array (/tag/array)	45.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Queue (/tag/queue)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Monotonic Queue (/tag/monotonic-queue)			
26	Pamaya Dunlicator from Corta		52 60/	Eagu	
26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.6%	(Easy)	

#	Title	Tags	Acceptance	Difficulty
179	Largest Number (/problems/la	Array (/tag/array) String (/tag/string)	35.4%	Medium
		Greedy (/tag/greedy) Sorting (/tag/sorting)		
219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	43.8%	(Easy)
		Sliding Window (/tag/sliding-window)		
211	Design Add and Search Words	String (/tag/string)	44.5%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Design (/tag/design) Trie (/tag/trie)		
		Design (rag/design)		
343	Integer Break (/problems/inte	Math (/tag/math)	60.0%	Medium
		Dynamic Programming (/tag/dynamic-programming)		
1698	Number of Distinct Substrings	String (/tag/string) Trie (/tag/trie)	63.3%	Medium
	<b>₽</b>	Rolling Hash (/tag/rolling-hash)		
		Suffix Array (/tag/suffix-array)		
		Hash Function (/tag/hash-function)		
1790	Check if One String Swap Can	Hash Table (/tag/hash-table) String (/tag/string)	45.3%	(Easy)
		Counting (/tag/counting)		
	T		45.007	
494	Target Sum (/problems/target	Array (/tag/array)	46.2%	Medium
		Dynamic Programming (/tag/dynamic-programming)		
		Backtracking (/tag/backtracking)		
261	Graph Valid Tree (/problems/g	Depth-First Search (/tag/depth-first-search)	47.6%	Medium
	₽	Breadth-First Search (/tag/breadth-first-search)		
		Union Find (/tag/union-find) Graph (/tag/graph)		
28	Find the Index of the First Occ	Two Pointers (/tag/two-pointers) String (/tag/string)	40.8%	(Easy)
		String Matching (/tag/string-matching)		
113	Path Sum II (/problems/path-s	Backtracking (/tag/backtracking) Tree (/tag/tree)	57.8%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Binary Tree (/tag/binary-tree)		
220	Counting Pits //problems/sou		77.6%	(5000)
338	Counting Bits (/problems/cou	Dynamic Programming (/tag/dynamic-programming)	11.070	(Easy)
		Bit Manipulation (/tag/bit-manipulation)		
1570	Dot Product of Two Sparse Ve	Array (/tag/array) Hash Table (/tag/hash-table)	90.1%	Medium
	<b>-</b>	Two Pointers (/tag/two-pointers) Design (/tag/design)		
2276	Count Integers in Intervals (/pr	Design (/tag/design)	34.5%	(Hard)
	•	Segment Tree (/tag/segment-tree)		
		Ordered Set (/tag/ordered-set)		
			10.531	
210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search)	49.5%	Medium
		Breadth-First Search (/tag/breadth-first-search)		
		Graph (/tag/graph)		
		Topological Sort (/tag/topological-sort)		
	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	86.6%	(Easy)

#	Title	Tags	Acceptance	Difficulty	
678	Valid Parenthesis String (/prob	String (/tag/string)	34.5%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Stack (/tag/stack) Greedy (/tag/greedy)			
217	Contains Duplicate (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	61.1%	Easy	
		Sorting (/tag/sorting)			
547	Number of Provinces (/proble	Depth-First Search (/tag/depth-first-search)	65.6%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
653	Two Sum IV - Input is a BST (/	Hash Table (/tag/hash-table)	61.1%	Easy	
		Two Pointers (/tag/two-pointers) Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
1217	Minimum Cost to Move Chips	Array (/tag/array) Math (/tag/math)	71.8%	(Easy)	
		Greedy (/tag/greedy)			
441	Arranging Coins (/problems/ar	Math (/tag/math) Binary Search (/tag/binary-search)	46.4%	Easy	
141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table)	49.0%	(Easy)	
	, , ,	Linked List (/tag/linked-list)			
		Two Pointers (/tag/two-pointers)			
633	Sum of Square Numbers (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers)	34.1%	Medium	
		Binary Search (/tag/binary-search)			
405	Convert a Number to Hexadec	Math (/tag/math)	47.6%	Easy	
		Bit Manipulation (/tag/bit-manipulation)			
977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)	71.8%	Easy	
		Sorting (/tag/sorting)			
556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers)	33.9%	Medium	
		String (/tag/string)			
159	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string)	54.3%	Medium	
	<b>-</b> ₽	Sliding Window (/tag/sliding-window)			
888	Fair Candy Swap (/problems/fa	Array (/tag/array) Hash Table (/tag/hash-table)	61.1%	Easy	
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
81	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	37.3%	Medium	
746	Min Cost Climbing Stairs (/pro	Array (/tag/array)	65.1%	Easy	
		Dynamic Programming (/tag/dynamic-programming)			
997	Find the Town Judge (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	49.2%	Easy	
		Graph (/tag/graph)			

#	Title	Tags	Acceptance	Difficulty	F
2708	Maximum Strength of a Group	Array (/tag/array) Backtracking (/tag/backtracking)  Greedy (/tag/greedy) Sorting (/tag/sorting)	23.5%	Medium	
392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	48.0%	Easy	
539	Minimum Time Difference (/pr	Array (/tag/array) Math (/tag/math)  String (/tag/string) Sorting (/tag/sorting)	56.5%	Medium	
435	Non-overlapping Intervals (/pr	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)  Sorting (/tag/sorting)	52.4%	Medium	
35	Search Insert Position (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	44.7%	Easy	
67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string)  Bit Manipulation (/tag/bit-manipulation)  Simulation (/tag/simulation)	52.8%	Easy	
1004	Max Consecutive Ones III (/pr	Array (/tag/array) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	62.7%	Medium	
828	Count Unique Characters of Al	Hash Table (/tag/hash-table) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	52.0%	Hard	
232	Implement Queue using Stack	Stack (/tag/stack) Design (/tag/design)  Queue (/tag/queue)	64.1%	Easy	
187	Repeated DNA Sequences (/pr	Hash Table (/tag/hash-table) String (/tag/string)  Bit Manipulation (/tag/bit-manipulation)  Sliding Window (/tag/sliding-window)  Rolling Hash (/tag/rolling-hash)  Hash Function (/tag/hash-function)	47.9%	Medium	
1358	Number of Substrings Contain	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	64.8%	Medium	
125	Valid Palindrome (/problems/v	Two Pointers (/tag/two-pointers) String (/tag/string)	46.0%	Easy	
416	Partition Equal Subset Sum (/p	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	46.2%	Medium	
222	Count Complete Tree Nodes (/	Binary Search (/tag/binary-search)  Bit Manipulation (/tag/bit-manipulation)  Tree (/tag/tree) Binary Tree (/tag/binary-tree)	63.1%	Easy	
715	Range Module (/problems/ran	Design (/tag/design)  Segment Tree (/tag/segment-tree)  Ordered Set (/tag/ordered-set)	44.4%	Hard	
1329	Sort the Matrix Diagonally (/pr	Array (/tag/array) Sorting (/tag/sorting)  Matrix (/tag/matrix)	83.0%	Medium	

#	Title	Tags	Acceptance	Difficulty	
129	Sum Root to Leaf Numbers (/p	Tree (/tag/tree)	62.3%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
94	Binary Tree Inorder Traversal (/	Stack (/tag/stack) Tree (/tag/tree)	74.9%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
421	Maximum XOR of Two Numbe	Array (/tag/array) Hash Table (/tag/hash-table)	53.6%	Medium	
		Bit Manipulation (/tag/bit-manipulation)			
		Trie (/tag/trie)			
863	All Nodes Distance K in Binary	Tree (/tag/tree)	64.1%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
40	Combination Sum II (/problem	Array (/tag/array) Backtracking (/tag/backtracking)	53.8%	Medium	
848	Shifting Letters (/problems/shi	Array (/tag/array) String (/tag/string)	44.8%	Medium	
843	Guess the Word (/problems/g	Array (/tag/array) Math (/tag/math)	40.1%	(Hard)	
	ν, στο το το <b>ν</b> , μο το το το στο το τ	String (/tag/string) Interactive (/tag/interactive)			
		Game Theory (/tag/game-theory)			
1330	Reverse Subarray To Maximize	Array (/tag/array) Math (/tag/math)	41.4%	(Hard)	
		Greedy (/tag/greedy)			
189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	39.9%	Medium	
		Two Pointers (/tag/two-pointers)			
1376	Time Needed to Inform All Em	Tree (/tag/tree)	60.1%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
345	Reverse Vowels of a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	51.6%	Easy	
368	Largest Divisible Subset (/prob	Array (/tag/array) Math (/tag/math)	42.2%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			
1092	Shortest Common Superseque	String (/tag/string)	58.9%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
994	Rotting Oranges (/problems/r	Array (/tag/array)	53.6%	Medium	
		Breadth-First Search (/tag/breadth-first-search)		<del>_</del>	
		Matrix (/tag/matrix)			
886	Possible Bipartition (/problems	Depth-First Search (/tag/depth-first-search)	50.3%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
260	Single Number III (/problems/	Array (/tag/array)	68.0%	Medium	
		Bit Manipulation (/tag/bit-manipulation)			

#	Title	Tags	Acceptance	Difficulty	
680	Valid Palindrome II (/problems	Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)	39.8%	Easy	
901	Online Stock Span (/problems/	Stack (/tag/stack) Design (/tag/design)	65.5%	Medium	
		Monotonic Stack (/tag/monotonic-stack)  Data Stream (/tag/data-stream)			
112	Path Sum (/problems/path-sum)	Tree (/tag/tree)	49.3%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
1482	Minimum Number of Days to	Array (/tag/array) Binary Search (/tag/binary-search)	52.1%	Medium	
1647	Minimum Deletions to Make C	Hash Table (/tag/hash-table) String (/tag/string)	61.2%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
733	Flood Fill (/problems/flood-fill)	Array (/tag/array)	63.2%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
983	Minimum Cost For Tickets (/pr	Array (/tag/array)	65.5%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
231	Power of Two (/problems/pow	Math (/tag/math)	46.4%	Easy	
		Bit Manipulation (/tag/bit-manipulation)			
		Recursion (/tag/recursion)			
697	Degree of an Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	56.2%	Easy	
714	Best Time to Buy and Sell Stoc	Array (/tag/array)	68.1%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
1603	Design Parking System (/probl	Design (/tag/design) Simulation (/tag/simulation)	88.1%	(Easy)	
		Counting (/tag/counting)			
55	Jump Game (/problems/jump	(A(A(A	38.6%	Medium	
JJ	Jamp Game (/problems/jump	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	50.070	wedidiii	
		Greedy (/tag/greedy)			
183	Customers Who Never Order (	Database (/tag/database)	68.6%	Easy	
249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	64.7%	Medium	
	₽	String (/tag/string)			
947	Most Stones Removed with Sa	Hash Table (/tag/hash-table)	58.9%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
545	Boundary of Binary Tree (/pro	Tree (/tag/tree)	44.8%	Medium	
	<b>≐</b> '	Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			

		Tags		Difficulty	
410	Split Array Largest Sum (/prob	Array (/tag/array) Binary Search (/tag/binary-search)	54.5%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy) Prefix Sum (/tag/prefix-sum)			
220	Comment Dances (/auchlaus)		40.70/		
228	Summary Ranges (/problems/	Array (/tag/array)	49.7%	(Easy)	
224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string)	42.8%	Hard	
		Stack (/tag/stack) Recursion (/tag/recursion)			
981	Time Based Key-Value Store (/		50.2%	Medium	
<i>3</i> 01	Time based key-value store (	Hash Table (/tag/hash-table) String (/tag/string)	30.276	Wedidiii	
		Binary Search (/tag/binary-search)  Design (/tag/design)			
1354	Construct Target Array With M	Array (/tag/array)	36.2%	Hard	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
583	Delete Operation for Two Strin	String (/tag/string)	61.0%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
1636	Sort Array by Increasing Frequ	Array (/tag/array) Hash Table (/tag/hash-table)	70.6%	Easy	
		Sorting (/tag/sorting)			
402	For Long Weathless (for '		45.00/		
403	Frog Jump (/problems/frog-ju	Array (/tag/array)	45.9%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
303	Range Sum Query - Immutabl	Array (/tag/array) Design (/tag/design)	61.6%	Easy	
		Prefix Sum (/tag/prefix-sum)			
1519	Number of Nodes in the Sub-T	Hash Table (/tag/hash-table) Tree (/tag/tree)	55.1%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Counting (/tag/counting)			
2466	D : D: .// 11 /1 :		22.00/		
2166	Design Bitset (/problems/desi	Array (/tag/array) Hash Table (/tag/hash-table)	32.0%	Medium	
		Design (/tag/design)			
2251	Number of Flowers in Full Blo	Array (/tag/array) Hash Table (/tag/hash-table)	57.1%	Hard	
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting) Prefix Sum (/tag/prefix-sum)			
		Ordered Set (/tag/ordered-set)			
111	Minimum Depth of Binary Tree	Tree (/tag/tree)	46.8%	(Easy)	
	, ,	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
400	Nth Digit (/problems/nth-digit)		34.3%	Medium	
<del>1</del> 00	ivan bigit (/problems/fitti-digit)	Math (/tag/math) Binary Search (/tag/binary-search)	J <del>-1</del> .J /0	wedidiii	
791	Custom Sort String (/problems	Hash Table (/tag/hash-table) String (/tag/string)	69.1%	Medium	
		Sorting (/tag/sorting)			
29	Divide Two Integers (/problem	Made (faccinoste)	17.1%	(Medium)	
	zac inc micgers (/problem	Math (/tag/math)	17.170		

	Title	Tags	Acceptance	•	
796	Rotate String (/problems/rotat	String (/tag/string)	56.7%	Easy	
		String Matching (/tag/string-matching)			
66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	44.4%	Easy	
158	Read N Characters Given read	Array (/tag/array) Simulation (/tag/simulation)	41.9%	(Hard)	
	₽	Interactive (/tag/interactive)			
1486	XOR Operation in an Array (/p	Math (/tag/math)	85.3%	(Easy)	
	, , , , , , , , , , , , , , , , , , , ,	Bit Manipulation (/tag/bit-manipulation)			
894	All Possible Full Binary Trees (/	Dynamic Programming (/tag/dynamic-programming)	82.7%	Medium	
		Tree (/tag/tree) Recursion (/tag/recursion)			
		Memoization (/tag/memoization)			
		Binary Tree (/tag/binary-tree)			
925	Long Pressed Name (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	32.6%	(Easy)	
2707	Extra Characters in a String (/p	Array (/tag/array) Hash Table (/tag/hash-table)	52.8%	Medium	
		String (/tag/string)			
		Dynamic Programming (/tag/dynamic-programming)			
		Trie (/tag/trie)			
47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	58.2%	Medium	
509	Fibonacci Number (/problems	Math (/tag/math)	70.4%	Easy	
		Dynamic Programming (/tag/dynamic-programming)			
		Recursion (/tag/recursion)			
		Memoization (/tag/memoization)			
371	Sum of Two Integers (/proble	Math (/tag/math)	51.1%	Medium	
		Bit Manipulation (/tag/bit-manipulation)			
1326	Minimum Number of Taps to	Array (/tag/array)	51.5%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
931	Minimum Falling Path Sum (/p	Array (/tag/array)	65.3%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
1091	Shortest Path in Binary Matrix	Array (/tag/array)	46.7%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
1710	Maximum Units on a Truck (/p	Array (/tag/array) Greedy (/tag/greedy)	73.6%	Easy	
		Sorting (/tag/sorting)			
30	Substring with Concatenation	Hash Table (/tag/hash-table) String (/tag/string)	31.6%	Hard	
		Sliding Window (/tag/sliding-window)			
867	Transpose Matrix (/problems/t	Array (/tag/array) Matrix (/tag/matrix)	66.0%	Easy	
		Simulation (/tag/simulation)			

#	Title	Tags	Acceptance	Difficulty	
2092	Find All People With Secret (/p	Depth-First Search (/tag/depth-first-search)	34.2%	Hard	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
		Sorting (/tag/sorting)			
1539	Kth Missing Positive Number (	Array (/tag/array) Binary Search (/tag/binary-search)	59.1%	Easy	
110	Balanced Binary Tree (/proble	Tree (/tag/tree)	50.7%	(Easy)	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
1008	Construct Binary Search Tree fr	Array (/tag/array) Stack (/tag/stack) Tree (/tag/tree)	81.7%	Medium	
		Binary Search Tree (/tag/binary-search-tree)			
		Monotonic Stack (/tag/monotonic-stack)			
		Binary Tree (/tag/binary-tree)			
647	Palindromic Substrings (/probl	String (/tog/string)	67.9%	Medium	
J-71	· amaroniic sabsunigs (/probl	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	01.370	euiuiii	
		Dynamic Programming (/tag/dynamic-programming)			
875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	49.6%	Medium	
			50.50/		
1011	Capacity To Ship Packages Wit	Array (/tag/array) Binary Search (/tag/binary-search)	68.6%	Medium	
104	Maximum Depth of Binary Tre	Tree (/tag/tree)	74.7%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
376	Wiggle Subsequence (/proble	Array (/tag/array)	48.4%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
933	Number of Recent Calls (/prob	Design (/tag/design) Queue (/tag/queue)	73.8%	(Easy)	
	·	Data Stream (/tag/data-stream)			
		( and sustain ( ag, and sustain, )		_	
1402	Reducing Dishes (/problems/r	Array (/tag/array)	76.4%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
859	Buddy Strings (/problems/bud	Hash Table (/tag/hash-table) String (/tag/string)	32.9%	Easy	
	Tabley carried v processing, and an	Trasti lable ( tag/flasti-table)			
636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	61.5%	Medium	
1423	Maximum Points You Can Obt	Away (the committee	52.3%	Medium	
23	Waxiiiaii i oinis ioa can obt	Array (/tag/array)	32.370		
		Sliding Window (/tag/sliding-window)			
		Prefix Sum (/tag/prefix-sum)			
181	Employees Earning More Than	Database (/tag/database)	68.9%	Easy	
115	Distinct Subsequences (/		AE 69/	(Hered	
115	Distinct Subsequences (/probl	String (/tag/string)	45.6%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
1143	Longest Common Subsequenc	String (/tag/string)	57.6%	Medium	
1175				$\overline{}$	

#	Title	Tags	Acceptance	Difficulty
588	Design In-Memory File System	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	48.4%	Hard
912	Sort an Array (/problems/sort	Array (/tag/array)	57.7%	(Medium)
	y problems, sere in	Divide and Conquer (/tag/divide-and-conquer)	371170	
		Sorting (/tag/sorting)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Merge Sort (/tag/merge-sort)		
		Bucket Sort (/tag/bucket-sort)		
		Radix Sort (/tag/radix-sort)		
		Counting Sort (/tag/counting-sort)		
213	House Robber II (/problems/h	Array (/tag/array)	41.6%	Medium
		Dynamic Programming (/tag/dynamic-programming)		
908	Smallest Range I (/problems/s	Array (/tag/array) Math (/tag/math)	69.3%	Easy
542	01 Matrix (/problems/01-matrix)		47.8%	Medium
J <del>4</del> 2	or Matrix (problems/or-matrix)	Array (/tag/array)	47.070	wedidiii
		Dynamic Programming (/tag/dynamic-programming)		
		Breadth-First Search (/tag/breadth-first-search)		
		Matrix (/tag/matrix)		
769	Max Chunks To Make Sorted (/	Array (/tag/array) Stack (/tag/stack)	58.2%	Medium
		Greedy (/tag/greedy) Sorting (/tag/sorting)		
		Monotonic Stack (/tag/monotonic-stack)		
569	Trim a Binary Search Tree (/pro	Tree (/tag/tree)	66.3%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Binary Search Tree (/tag/binary-search-tree)		
		Binary Tree (/tag/binary-tree)		
1026	Maximum Difference Between	Tree (/tag/tree)	75.6%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Binary Tree (/tag/binary-tree)		
461	Hamming Distance (/problems	Bit Manipulation (/tag/bit-manipulation)	75.2%	(Easy)
424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string)	52.8%	Medium
		Sliding Window (/tag/sliding-window)		
1466	Reorder Routes to Make All Pa	Depth-First Search (/tag/depth-first-search)	65.4%	Medium
		Breadth-First Search (/tag/breadth-first-search)		
		Graph (/tag/graph)		
1799	Maximize Score After N Opera	Array (/tag/array) Math (/tag/math)	58.3%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
		Backtracking (/tag/backtracking)		
		Bit Manipulation (/tag/bit-manipulation)		
		Number Theory (/tag/number-theory)		
		Bitmask (/tag/bitmask)		
334	Increasing Triplet Subsequenc	Array (/tag/array) Greedy (/tag/greedy)	40.9%	Medium
JJ4				

#	Title	Tags	Acceptance	Difficulty
532	Smallest Range Covering Elem	Array (/tag/array) Hash Table (/tag/hash-table)  Greedy (/tag/greedy)	62.0%	Hard
		Sliding Window (/tag/sliding-window)		
	Sorting (/tag/sorting)			
	Heap (Priority Queue) (/tag/heap-priority-queue)			
164	Maximum Gap (/problems/ma	Array (/tag/array) Sorting (/tag/sorting)	44.6%	Medium
		Bucket Sort (/tag/bucket-sort)		
		Radix Sort (/tag/radix-sort)		
1020	Number of Enclaves (/problem	Array (/tag/array)	68.8%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Union Find (/tag/union-find) Matrix (/tag/matrix)		
119	Pascal's Triangle II (/problems/	Array (/tag/array)	63.3%	(Easy)
	, , , , , , , , , , , , , , , , , , ,	Dynamic Programming (/tag/dynamic-programming)		
		bynamic rrogramming (rag/dynamic-programming)		
1802	Maximum Value at a Given Ind	Binary Search (/tag/binary-search)	39.6%	Medium
		Greedy (/tag/greedy)		
711	Charm, Diskup (/problems/shor		36.6%	(Hard
741	Cherry Pickup (/problems/cher	Array (/tag/array)	30.0%	(Hard)
		Dynamic Programming (/tag/dynamic-programming)		
		Matrix (/tag/matrix)		
744	Find Smallest Letter Greater T	Array (/tag/array) Binary Search (/tag/binary-search)	51.3%	Easy
454	4Sum II (/problems/4sum-ii)	Array (/tag/array) Hash Table (/tag/hash-table)	57.1%	Medium
176	Second Highest Salary (/probl	Database (/tag/database)	39.1%	Medium
1730	Shortest Path to Get Food (/pr	Array (/tag/array)	54.4%	Medium
	<b>₽</b>	Breadth-First Search (/tag/breadth-first-search)		
		Matrix (/tag/matrix)		
1832	Check if the Sentence Is Pangr	Hash Table (/tag/hash-table) String (/tag/string)	83.1%	Easy
1305	All Elements in Two Binary Sea	Tree (/tag/tree)	79.8%	Medium
	•	Depth-First Search (/tag/depth-first-search)		
		Binary Search Tree (/tag/binary-search-tree)		
		Sorting (/tag/sorting) Binary Tree (/tag/binary-tree)		
36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)	58.8%	Medium
		Matrix (/tag/matrix)		
57	Insert Interval (/problems/inse	Array (/tag/array)	39.5%	Medium
		<u> </u>		
374	Guess Number Higher or Low	Binary Search (/tag/binary-search)	52.7%	Easy
		Interactive (/tag/interactive)		
1129	Shortest Path with Alternating	Breadth-First Search (/tag/breadth-first-search)	47.5%	Medium
		Graph (/tag/graph)		
172	Factorial Trailing Zeroes (/prob	Math (/tag/math)	42.8%	Medium

#	Title	Tags	Acceptance	Difficulty	
100	Same Tree (/problems/same-tr	Tree (/tag/tree)	59.9%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
768	Max Chunks To Make Sorted II	Array (/tag/array) Stack (/tag/stack)	52.9%	Hard	
		Greedy (/tag/greedy)   Sorting (/tag/sorting)		_	
		Monotonic Stack (/tag/monotonic-stack)			
492	Construct the Rectangle (/pro	Math (/tag/math)	56.3%	Easy	
676	Implement Magic Dictionary (/	Hash Table (/tag/hash-table) String (/tag/string)	57.0%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Design (/tag/design) Trie (/tag/trie)			
1339	Maximum Product of Splitted	Tree (/tag/tree)	47.7%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
1351	Count Negative Numbers in a	Array (/tag/array) Binary Search (/tag/binary-search)	77.2%	(Easy)	
		Matrix (/tag/matrix)			
808	Soup Servings (/problems/sou	Math (/tag/math)	54.8%	Medium	
	7 3 41	Dynamic Programming (/tag/dynamic-programming)			
		Probability and Statistics (/tag/probability-and-statistics)			
1859	Sorting the Sentence (/proble	String (/tag/string) Sorting (/tag/sorting)	83.1%	Easy	
605	Can Place Flowers (/problems/	Array (/tag/array) Greedy (/tag/greedy)	29.9%	Easy	
511	Game Play Analysis I (/proble	Database (/tag/database)	74.3%	Easy	
876	Middle of the Linked List (/pro	Linked List (/tag/linked-list)	76.8%	(Easy)	
	•	Two Pointers (/tag/two-pointers)			
135	Candy (/problems/candy)	Array (/tag/array) Greedy (/tag/greedy)	43.2%	Hard	
1293	Shortest Path in a Grid with O	Array (/tag/array)	45.2%	(Hard)	
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
1582	Special Positions in a Binary M	Array (/tag/array) Matrix (/tag/matrix)	65.1%	Easy	
849	Maximize Distance to Closest	Array (/tag/array)	47.8%	Medium	
2272	Substring With Largest Varianc	Array (/tag/array)	46.7%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
766	Toeplitz Matrix (/problems/toe	Array (/tag/array) Matrix (/tag/matrix)	68.5%	Easy	
1679	Max Number of K-Sum Pairs (/	Array (/tag/array) Hash Table (/tag/hash-table)	55.5%	Medium	
		Two Pointers (/tag/two-pointers)			
		Sorting (/tag/sorting)			
02	Pamaya Dunlicatos francis Cart		E1 60/	Fami	
83	Remove Duplicates from Sorte	Linked List (/tag/linked-list)	51.6%	Easy	

Temperature (/problem nade Change (/problems argest Sum in a Binary Tr to Save People (/proble vine Two Tables (/proble ve Element (/problems/r num Sum Circular Subarr Transform of an Array (/p per of 1 Bits (/problems/	Database (/tag/database)  Array (/tag/array) Greedy (/tag/greedy)  Binary Search (/tag/binary-search) Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Database (/tag/database)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	45.9% 53.1% 46.8% 56.2% 75.0% 43.9% 60.2% 68.6%	Easy  Medium  Medium  Easy  Easy  Easy  Easy  Easy  Easy
to Save People (/proble  ve Element (/problems/r  num Sum Circular Subarr  Transform of an Array (/p	Binary Search (/tag/binary-search) Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search)  Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting)  Database (/tag/database)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	46.8% 56.2% 75.0% 55.0% 43.9%	Medium  Medium  Easy  Easy  Medium
to Save People (/proble  vine Two Tables (/proble  ve Element (/problems/r  num Sum Circular Subarr  Transform of an Array (/p  per of 1 Bits (/problems/	Breadth-First Search (/tag/breadth-first-search)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Database (/tag/database)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	56.2% 75.0% 55.0% 43.9%	(Easy) (Easy) (Easy) (Easy)
ve Element (/problems/r num Sum Circular Subarr Transform of an Array (/p	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting)  Database (/tag/database)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	75.0% 55.0% 43.9%	Easy Medium Easy
ve Element (/problems/r num Sum Circular Subarr Transform of an Array (/p	Greedy (/tag/greedy) Sorting (/tag/sorting)  Database (/tag/database)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	75.0% 55.0% 43.9%	Easy Medium Easy
ve Element (/problems/r num Sum Circular Subarr Transform of an Array (/p per of 1 Bits (/problems/	Database (/tag/database)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	55.0% 43.9% 60.2%	(Easy) (Medium) (Easy)
ve Element (/problems/r num Sum Circular Subarr Transform of an Array (/p per of 1 Bits (/problems/	Array (/tag/array)  Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array)  Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	55.0% 43.9% 60.2%	(Easy) (Medium) (Easy)
num Sum Circular Subarr  Transform of an Array (/p  per of 1 Bits (/problems/	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	43.9% 60.2%	Medium
Transform of an Array (/p per of 1 Bits (/problems/	Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	60.2%	Easy
per of 1 Bits (/problems/	Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)		
per of 1 Bits (/problems/	Queue (/tag/queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)		
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per of 1 Bits (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)		
per of 1 Bits (/problems/	Sorting (/tag/sorting)  Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)		
, in the second second	Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	68.6%	Easy
, in the second second	Bit Manipulation (/tag/bit-manipulation)	68.6%	Easy
ex (/problems/h-index)	Bit Manipulation (/tag/bit-manipulation)		
ex (/problems/h-index)	Array (/tag/array) Sorting (/tag/corting)		
	Array (/tag/array)   Sorting (/tag/sorting)	38.5%	Medium
	Counting Sort (/tag/counting-sort)		
Code (/problems/gray-co	Math (/tag/math) Backtracking (/tag/backtracking)	58.1%	Medium
	Bit Manipulation (/tag/bit-manipulation)		
ange Products Table (/pr	Database (/tag/database)	85.5%	Easy
ate Reverse Polish Notati	Array (/tag/array) Math (/tag/math)	48.0%	Medium
	Stack (/tag/stack)		
h of Last Word (/proble	String (/tag/string)	46.9%	(Easy)
n Circular Queue (/probl		51.3%	Medium
ii Circulai Quede (/piobi	Array (/tag/array) Linked List (/tag/linked-list)  Design (/tag/design) Queue (/tag/queue)	31.370	wedidiii
	Design ( tag/design) Queue ( tag/queue)		
he Difference (/problems	Hash Table (/tag/hash-table) String (/tag/string)	60.3%	Easy
	Bit Manipulation (/tag/bit-manipulation)		
	Sorting (/tag/sorting)		
Number (/problems/ugly	Math (/tag/math)	42.0%	Easy
ountries (/problems/bis	Database (/tag/database)	68.5%	Easy
ountries (/problems/big	Tree (/tag/tree)	65.6%	Medium
argest Value in Each Tree			
	Depth-First Search (/tag/depth-first-search)		
	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)		
	ountries (/problems/big	Number (/problems/ugly Math (/tag/math)  Database (/tag/database)  argest Value in Each Tree Tree (/tag/tree)	Number (/problems/ugly Math (/tag/math) 42.0%  Database (/tag/database) 68.5%  argest Value in Each Tree Tree (/tag/tree) 65.6%  Depth-First Search (/tag/depth-first-search)

#	Title	Tags	Acceptance	Difficulty	
373	Find K Pairs with Smallest Sum	Array (/tag/array)	40.1%	Medium	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
684	Redundant Connection (/probl	Depth-First Search (/tag/depth-first-search)	62.5%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
2235	Add Two Integers (/problems/	Math (/tag/math)	87.1%	Easy	
2164	Sort Even and Odd Indices Ind	Array (/tag/array) Sorting (/tag/sorting)	63.4%	Easy	
326	Power of Three (/problems/po	Math (/tag/math) Recursion (/tag/recursion)	46.0%	Easy	
506	Relative Ranks (/problems/rela	Array (/tag/array) Sorting (/tag/sorting)	62.4%	(Easy)	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
433	Minimum Genetic Mutation (/	Hash Table (/tag/hash-table) String (/tag/string)	53.1%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
989	Add to Array-Form of Integer (	Array (/tag/array) Math (/tag/math)	46.0%	Easy	
2149	Rearrange Array Elements by S	Array (/tag/array) Two Pointers (/tag/two-pointers)	81.9%	Medium	
	,	Simulation (/tag/simulation)			
2248	Intersection of Multiple Arrays	Array (/tag/array) Hash Table (/tag/hash-table)	68.1%	(Easy)	
		Counting (/tag/counting)			
1721	Swapping Nodes in a Linked Li	Linked List (/tag/linked-list)	68.2%	Medium	
		Two Pointers (/tag/two-pointers)			
2574	Left and Right Sum Difference	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	85.9%	Easy	
1816	Truncate Sentence (/problems	Array (/tag/array) String (/tag/string)	84.1%	Easy	
1976	Number of Ways to Arrive at D	Dynamic Programming (/tag/dynamic-programming)	28.4%	Medium	
		Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
		Shortest Path (/tag/shortest-path)			
1046	Last Stone Weight (/problems/	Array (/tag/array)	65.1%	Easy	
		Heap (Priority Queue) (/tag/heap-priority-queue)			
2011	Final Value of Variable After Pe	Array (/tag/array) String (/tag/string)	88.5%	Easy	
		Simulation (/tag/simulation)			
1661	Average Time of Process per	Database (/tag/database)	67.5%	Easy	
145	Binary Tree Postorder Traversal	Stack (/tag/stack) Tree (/tag/tree)	69.7%	Easy	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	49.0%	Easy	
		Stack (/tag/stack) Simulation (/tag/simulation)			
	Exchange Seats (/problems/ex		68.5%	Medium	

#	Title	Tags	Acceptance	Difficulty	Freq
458 2529	Poor Pigs (/problems/poor-pi	Math (/tag/math)	60.3%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Combinatorics (/tag/combinatorics)			
	Maximum Count of Positive In	Aurent (the reference) Birrary County (the reference county)	71.4%	(Easy)	
2323	Waximum Count of Fositive III	Array (/tag/array) Binary Search (/tag/binary-search)	7 1.470	Lasy	
		Counting (/tag/counting)			
1757	Recyclable and Low Fat Produ	Database (/tag/database)	89.6%	Easy	
2621	Sleep (/problems/sleep)		84.9%	Easy	
1148	Article Views I (/problems/arti	Database (/tag/database)	74.1%	(Easy)	
570	Managers with at Least 5 Direc	Database (/tag/database)	54.5%	(Medium)	
1141	User Activity for the Past 30 D	Database (/tag/database)	47.8%	(Easy)	
501	Find Mode in Binary Search Tr	Tree (/tag/tree)	55.3%	(Easy)	
		Depth-First Search (/tag/depth-first-search)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
	Palindrome Permutation (/pro		66.4%	(Easy)	
200	■	Hash Table (/tag/hash-table) String (/tag/string)  Bit Manipulation (/tag/bit-manipulation)	00.470	Lusy	
		bit Manipulation (/tag/bit-manipulation)			
749	Contain Virus (/problems/cont	Array (/tag/array)	51.2%	Hard	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix) Simulation (/tag/simulation)			
1104	Path In Zigzag Labelled Binary	Math (/tag/math) Tree (/tag/tree)	75.2%	Medium	
		Binary Tree (/tag/binary-tree)			
	F Odd Too (/oodd oo)		FF 40/		
	Even Odd Tree (/problems/eve	Tree (/tag/tree)	55.4%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
1820	Maximum Number of Accepte	Array (/tag/array) Backtracking (/tag/backtracking)	49.3%	Medium	
	<b>₽</b>	Matrix (/tag/matrix)			
1893	Check if All the Integers in a R	Array (/tog/array)   Hash Table (/tog/hash table)	49.9%	(Easy)	
	and the integers in a N	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	13.370		
		Trank Sum y tagy prema-sum		_	
2515	Shortest Distance to Target Str	Array (/tag/array) String (/tag/string)	48.3%	Easy	

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