

Uber

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 / 134 problems.

☒ Show problem tags

Select time period: 1 year ▾

#	Title	Tags	Acceptance	Difficulty	Frequency
2127	Maximum Employees to Be In...	<div>Depth-First Search (/tag/depth-first-search)</div> <div>Graph (/tag/graph)</div> <div>Topological Sort (/tag/topological-sort)</div>	36.3%	Hard	
815	Bus Routes (/problems/bus-ro...	<div>Array (/tag/array)</div> <div>Hash Table (/tag/hash-table)</div> <div>Breadth-First Search (/tag/breadth-first-search)</div>	45.6%	Hard	
564	Find the Closest Palindrome (/...	<div>Math (/tag/math)</div> <div>String (/tag/string)</div>	21.8%	Hard	
2493	Divide Nodes Into the Maximu...	<div>Breadth-First Search (/tag/breadth-first-search)</div> <div>Union Find (/tag/union-find)</div> <div>Graph (/tag/graph)</div>	37.3%	Hard	
2468	Split Message Based on Limit (...)	<div>String (/tag/string)</div> <div>Binary Search (/tag/binary-search)</div>	42.9%	Hard	
2035	Partition Array Into Two Arrays...	<div>Array (/tag/array)</div> <div>Two Pointers (/tag/two-pointers)</div> <div>Binary Search (/tag/binary-search)</div> <div>Dynamic Programming (/tag/dynamic-programming)</div> <div>Bit Manipulation (/tag/bit-manipulation)</div> <div>Ordered Set (/tag/ordered-set)</div> <div>Bitmask (/tag/bitmask)</div>	19.4%	Hard	
2603	Collect Coins in a Tree (/proble...	<div>Array (/tag/array)</div> <div>Tree (/tag/tree)</div> <div>Graph (/tag/graph)</div> <div>Topological Sort (/tag/topological-sort)</div>	35.8%	Hard	
1438	Longest Continuous Subarray ...	<div>Array (/tag/array)</div> <div>Queue (/tag/queue)</div> <div>Sliding Window (/tag/sliding-window)</div> <div>Heap (Priority Queue) (/tag/heap-priority-queue)</div> <div>Ordered Set (/tag/ordered-set)</div> <div>Monotonic Queue (/tag/monotonic-queue)</div>	48.9%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
737	Sentence Similarity II (/problem... 🔒)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find">Union Find (/tag/union-find)</a>	49.4%	Medium	
362	Design Hit Counter (/problem... 🔒)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/design">Design (/tag/design)</a> <a href="/tag/queue">Queue (/tag/queue)</a>	68.5%	Medium	
1140	Stone Game II (/problems/sto...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/math">Math (/tag/math)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/prefix-sum">Prefix Sum (/tag/prefix-sum)</a> <a href="/tag/game-theory">Game Theory (/tag/game-theory)</a>	68.3%	Medium	
218	The Skyline Problem (/proble...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/divide-and-conquer">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="/tag/binary-indexed-tree">Binary Indexed Tree (/tag/binary-indexed-tree)</a> <a href="/tag/segment-tree">Segment Tree (/tag/segment-tree)</a> <a href="/tag/line-sweep">Line Sweep (/tag/line-sweep)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/ordered-set">Ordered Set (/tag/ordered-set)</a>	42.3%	Hard	
361	Bomb Enemy (/problems/bom... 🔒)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	51.6%	Medium	
1152	Analyze User Website Visit Pat... 🔒)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a>	43.0%	Medium	
2158	Amount of New Area Painted ... 🔒)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/segment-tree">Segment Tree (/tag/segment-tree)</a> <a href="/tag/ordered-set">Ordered Set (/tag/ordered-set)</a>	54.8%	Hard	
778	Swim in Rising Water (/proble...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find">Union Find (/tag/union-find)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	60.3%	Hard	
529	Minesweeper (/problems/min...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	66.1%	Medium	
1353	Maximum Number of Events T...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	32.2%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
692	Top K Frequent Words (/probl...	<a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/trie">Trie (/tag/trie)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/bucket-sort">Bucket Sort (/tag/bucket-sort)</a> <a href="/tag/counting">Counting (/tag/counting)</a>	57.6%	Medium	
399	Evaluate Division (/problems/e...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find">Union Find (/tag/union-find)</a> <a href="/tag/graph">Graph (/tag/graph)</a> <a href="/tag/shortest-path">Shortest Path (/tag/shortest-path)</a>	61.4%	Medium	
2551	Put Marbles in Bags (/problem...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/greedy">Greedy (/tag/greedy)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	67.0%	Hard	
1428	Leftmost Column with at Least... 	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a> <a href="/tag/interactive">Interactive (/tag/interactive)</a>	53.7%	Medium	
851	Loud and Rich (/problems/lou...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/graph">Graph (/tag/graph)</a> <a href="/tag/topological-sort">Topological Sort (/tag/topological-sort)</a>	58.8%	Medium	
305	Number of Islands II (/proble... 	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/union-find">Union Find (/tag/union-find)</a>	39.6%	Hard	
212	Word Search II (/problems/wo...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/backtracking">Backtracking (/tag/backtracking)</a> <a href="/tag/trie">Trie (/tag/trie)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	36.1%	Hard	
380	Insert Delete GetRandom O(1)...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/math">Math (/tag/math)</a> <a href="/tag/design">Design (/tag/design)</a> <a href="/tag/randomized">Randomized (/tag/randomized)</a>	52.8%	Medium	
332	Reconstruct Itinerary (/proble...	<a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/graph">Graph (/tag/graph)</a> <a href="/tag/eulerian-circuit">Eulerian Circuit (/tag/eulerian-circuit)</a>	43.4%	Hard	
864	Shortest Path to Get All Keys (/...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/bit-manipulation">Bit Manipulation (/tag/bit-manipulation)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	54.0%	Hard	
68	Text Justification (/problems/t...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/string">String (/tag/string)</a> <a href="/tag/simulation">Simulation (/tag/simulation)</a>	41.6%	Hard	
343	Integer Break (/problems/inte...	<a href="/tag/math">Math (/tag/math)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a>	60.0%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
95	Unique Binary Search Trees II (...)	<a href="/tag/dynamic-programming/">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/backtracking/">Backtracking (/tag/backtracking)</a> <a href="/tag/tree/">Tree (/tag/tree)</a> <a href="/tag/binary-search-tree/">Binary Search Tree (/tag/binary-search-tree)</a> <a href="/tag/binary-tree/">Binary Tree (/tag/binary-tree)</a>	56.6%	Medium	
2251	Number of Flowers in Full Blo...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/hash-table/">Hash Table (/tag/hash-table)</a> <a href="/tag/binary-search/">Binary Search (/tag/binary-search)</a> <a href="/tag/sorting/">Sorting (/tag/sorting)</a> <a href="/tag/prefix-sum/">Prefix Sum (/tag/prefix-sum)</a> <a href="/tag/ordered-set/">Ordered Set (/tag/ordered-set)</a>	57.1%	Hard	
490	The Maze (/problems/the-maze) 🔒	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/depth-first-search/">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search/">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/matrix/">Matrix (/tag/matrix)</a>	57.1%	Medium	
2707	Extra Characters in a String (/p...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/hash-table/">Hash Table (/tag/hash-table)</a> <a href="/tag/string/">String (/tag/string)</a> <a href="/tag/dynamic-programming/">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/trie/">Trie (/tag/trie)</a>	52.8%	Medium	
295	Find Median from Data Stream...	<a href="/tag/two-pointers/">Two Pointers (/tag/two-pointers)</a> <a href="/tag/design/">Design (/tag/design)</a> <a href="/tag/sorting/">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue/">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/data-stream/">Data Stream (/tag/data-stream)</a>	51.5%	Hard	
1631	Path With Minimum Effort (/pr...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/binary-search/">Binary Search (/tag/binary-search)</a> <a href="/tag/depth-first-search/">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search/">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/union-find/">Union Find (/tag/union-find)</a> <a href="/tag/heap-priority-queue/">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/matrix/">Matrix (/tag/matrix)</a>	59.4%	Medium	
214	Shortest Palindrome (/proble...	<a href="/tag/string/">String (/tag/string)</a> <a href="/tag/rolling-hash/">Rolling Hash (/tag/rolling-hash)</a> <a href="/tag/string-matching/">String Matching (/tag/string-matching)</a> <a href="/tag/hash-function/">Hash Function (/tag/hash-function)</a>	32.8%	Hard	
2402	Meeting Rooms III (/problems...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/sorting/">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue/">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	33.4%	Hard	
473	Matchsticks to Square (/proble...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/dynamic-programming/">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/backtracking/">Backtracking (/tag/backtracking)</a> <a href="/tag/bit-manipulation/">Bit Manipulation (/tag/bit-manipulation)</a> <a href="/tag/bitmask/">Bitmask (/tag/bitmask)</a>	40.2%	Medium	
79	Word Search (/problems/word...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/backtracking/">Backtracking (/tag/backtracking)</a> <a href="/tag/matrix/">Matrix (/tag/matrix)</a>	40.9%	Medium	
474	Ones and Zeroes (/problems/...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/string/">String (/tag/string)</a> <a href="/tag/dynamic-programming/">Dynamic Programming (/tag/dynamic-programming)</a>	47.2%	Medium	
56	Merge Intervals (/problems/m...	<a href="/tag/array/">Array (/tag/array)</a> <a href="/tag/sorting/">Sorting (/tag/sorting)</a>	46.7%	Medium	

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460	LFU Cache (/problems/lfu-cache)	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	43.7%	Hard	
45	Jump Game II (/problems/jump-game-ii)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	40.2%	Medium	
986	Interval List Intersections (/problems/interval-list-intersections)	Array (/tag/array) Two Pointers (/tag/two-pointers)	71.3%	Medium	
25	Reverse Nodes in k-Group (/problems/reverse-nodes-in-k-group)	Linked List (/tag/linked-list) Recursion (/tag/recursion)	56.9%	Hard	
355	Design Twitter (/problems/design-twitter)	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Heap (Priority Queue) (/tag/heap-priority-queue)	38.6%	Medium	
518	Coin Change II (/problems/coin-change-ii)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.2%	Medium	
73	Set Matrix Zeroes (/problems/set-matrix-zeroes)	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	53.8%	Medium	
140	Word Break II (/problems/word-break-ii)	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)	46.6%	Hard	
239	Sliding Window Maximum (/problems/sliding-window-maximum)	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	46.4%	Hard	
378	Kth Smallest Element in a Sorted Matrix (/problems/kth-smallest-element-in-a-sorted-matrix)	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	62.1%	Medium	
59	Spiral Matrix II (/problems/spiral-matrix-ii)	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	70.3%	Medium	
7	Reverse Integer (/problems/reverse-integer)	Math (/tag/math)	28.0%	Medium	
13	Roman to Integer (/problems/roman-to-integer)	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	59.7%	Easy	
863	All Nodes Distance K in Binary Tree (/problems/all-nodes-distance-k-in-binary-tree)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	64.1%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
152	Maximum Product Subarray (/...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a>	34.8%	Medium	
1	Two Sum (/problems/two-sum)	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a>	51.0%	Easy	
234	Palindrome Linked List (/probl...	<a href="/tag/linked-list">Linked List (/tag/linked-list)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/stack">Stack (/tag/stack)</a> <a href="/tag/recursion">Recursion (/tag/recursion)</a>	51.2%	Easy	
329	Longest Increasing Path in a M...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/dynamic-programming">Dynamic Programming (/tag/dynamic-programming)</a> <a href="/tag/depth-first-search">Depth-First Search (/tag/depth-first-search)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/graph">Graph (/tag/graph)</a> <a href="/tag/topological-sort">Topological Sort (/tag/topological-sort)</a> <a href="/tag/memoization">Memoization (/tag/memoization)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	53.0%	Hard	
994	Rotting Oranges (/problems/r...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/breadth-first-search">Breadth-First Search (/tag/breadth-first-search)</a> <a href="/tag/matrix">Matrix (/tag/matrix)</a>	53.6%	Medium	
658	Find K Closest Elements (/prob...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/sliding-window">Sliding Window (/tag/sliding-window)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	47.0%	Medium	
347	Top K Frequent Elements (/pro...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/hash-table">Hash Table (/tag/hash-table)</a> <a href="/tag/divide-and-conquer">Divide and Conquer (/tag/divide-and-conquer)</a> <a href="/tag/sorting">Sorting (/tag/sorting)</a> <a href="/tag/heap-priority-queue">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="/tag/bucket-sort">Bucket Sort (/tag/bucket-sort)</a> <a href="/tag/counting">Counting (/tag/counting)</a> <a href="/tag/quickselect">Quickselect (/tag/quickselect)</a>	62.9%	Medium	
2149	Rearrange Array Elements by S...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/two-pointers">Two Pointers (/tag/two-pointers)</a> <a href="/tag/simulation">Simulation (/tag/simulation)</a>	81.9%	Medium	
84	Largest Rectangle in Histogra...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/stack">Stack (/tag/stack)</a> <a href="/tag/monotonic-stack">Monotonic Stack (/tag/monotonic-stack)</a>	43.5%	Hard	
33	Search in Rotated Sorted Array...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a>	40.1%	Medium	
528	Random Pick with Weight (/pr...	<a href="/tag/array">Array (/tag/array)</a> <a href="/tag/math">Math (/tag/math)</a> <a href="/tag/binary-search">Binary Search (/tag/binary-search)</a> <a href="/tag/prefix-sum">Prefix Sum (/tag/prefix-sum)</a> <a href="/tag/randomized">Randomized (/tag/randomized)</a>	46.3%	Medium	


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230	Kth Smallest Element in a BST ...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Binary Search Tree (/tag/binary-search-tree)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	71.5%	Medium	
1046	Last Stone Weight (/problems/...	<a href="#">Array (/tag/array)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	65.1%	Easy	
131	Palindrome Partitioning (/prob...	<a href="#">String (/tag/string)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Backtracking (/tag/backtracking)</a>	66.4%	Medium	
127	Word Ladder (/problems/word...	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a>	38.2%	Hard	
540	Single Element in a Sorted Arr...	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a>	59.0%	Medium	
2667	Create Hello World Function (/...		79.9%	Easy	
51	N-Queens (/problems/n-quee...	<a href="#">Array (/tag/array)</a> <a href="#">Backtracking (/tag/backtracking)</a>	66.5%	Hard	
✓ 14	Longest Common Prefix (/pro...	<a href="#">String (/tag/string)</a> <a href="#">Trie (/tag/trie)</a>	41.7%	Easy	
229	Majority Element II (/problems...	<a href="#">Array (/tag/array)</a> <a href="#">Hash Table (/tag/hash-table)</a> <a href="#">Sorting (/tag/sorting)</a> <a href="#">Counting (/tag/counting)</a>	50.4%	Medium	
374	Guess Number Higher or Low...	<a href="#">Binary Search (/tag/binary-search)</a> <a href="#">Interactive (/tag/interactive)</a>	52.7%	Easy	
207	Course Schedule (/problems/c...	<a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Graph (/tag/graph)</a> <a href="#">Topological Sort (/tag/topological-sort)</a>	46.3%	Medium	
91	Decode Ways (/problems/dec...	<a href="#">String (/tag/string)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a>	33.5%	Medium	
20	Valid Parentheses (/problems/...	<a href="#">String (/tag/string)</a> <a href="#">Stack (/tag/stack)</a>	40.2%	Easy	
81	Search in Rotated Sorted Array...	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a>	37.3%	Medium	
48	Rotate Image (/problems/rotat...	<a href="#">Array (/tag/array)</a> <a href="#">Math (/tag/math)</a> <a href="#">Matrix (/tag/matrix)</a>	72.9%	Medium	
394	Decode String (/problems/dec...	<a href="#">String (/tag/string)</a> <a href="#">Stack (/tag/stack)</a> <a href="#">Recursion (/tag/recursion)</a>	58.6%	Medium	
17	Letter Combinations of a Phon...	<a href="#">Hash Table (/tag/hash-table)</a> <a href="#">String (/tag/string)</a> <a href="#">Backtracking (/tag/backtracking)</a>	58.9%	Medium	
63	Unique Paths II (/problems/uni...	<a href="#">Array (/tag/array)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Matrix (/tag/matrix)</a>	41.1%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
5	Longest Palindromic Substring...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	33.2%	Medium	
876	Middle of the Linked List (/pro...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	76.8%	Easy	
50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	34.1%	Medium	
143	Reorder List (/problems/reord...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	54.8%	Medium	
71	Simplify Path (/problems/simp...	String (/tag/string) Stack (/tag/stack)	41.1%	Medium	
102	Binary Tree Level Order Travers...	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	66.0%	Medium	
200	Number of Islands (/problems...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	58.0%	Medium	
572	Subtree of Another Tree (/pro...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) String Matching (/tag/string-matching) Binary Tree (/tag/binary-tree) Hash Function (/tag/hash-function)	47.1%	Easy	
18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	35.8%	Medium	
238	Product of Array Except Self (/...	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	65.1%	Medium	
1512	Number of Good Pairs (/probl...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Counting (/tag/counting)	89.0%	Easy	
121	Best Time to Buy and Sell Stoc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.5%	Easy	
21	Merge Two Sorted Lists (/prob...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	63.3%	Easy	
724	Find Pivot Index (/problems/fi...	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	56.3%	Easy	
746	Min Cost Climbing Stairs (/pro...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	65.1%	Easy	
278	First Bad Version (/problems/fi...	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	43.9%	Easy	
128	Longest Consecutive Sequenc...	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.4%	Medium	



#	Title	Tags	Acceptance	Difficulty	Frequency
160	Intersection of Two Linked List...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	56.1%	Easy	
29	Divide Two Integers (/problem...	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.1%	Medium	
88	Merge Sorted Array (/problem...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	48.2%	Easy	
424	Longest Repeating Character ...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	52.8%	Medium	
124	Binary Tree Maximum Path Su...	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	39.6%	Hard	
6	Zigzag Conversion (/problems...	String (/tag/string)	46.2%	Medium	
118	Pascal's Triangle (/problems/p...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	73.2%	Easy	
83	Remove Duplicates from Sorte...	Linked List (/tag/linked-list)	51.6%	Easy	
35	Search Insert Position (/proble...	Array (/tag/array) Binary Search (/tag/binary-search)	44.7%	Easy	
62	Unique Paths (/problems/uniqu...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics)	63.8%	Medium	
3	Longest Substring Without Re...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	34.1%	Medium	
54	Spiral Matrix (/problems/spiral...	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	47.9%	Medium	
169	Majority Element (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Counting (/tag/counting)	63.9%	Easy	
75	Sort Colors (/problems/sort-co...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	60.7%	Medium	
11	Container With Most Water (/...	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	54.3%	Medium	
215	Kth Largest Element in an Arra...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	67.0%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
94	Binary Tree Inorder Traversal (/...	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	74.9%	Easy	
151	Reverse Words in a String (/pr...	Two Pointers (/tag/two-pointers) String (/tag/string)	37.9%	Medium	
1768	Merge Strings Alternately (/pr...	Two Pointers (/tag/two-pointers) String (/tag/string)	79.1%	Easy	
217	Contains Duplicate (/problems...	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	61.1%	Easy	
69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	38.1%	Easy	
55	Jump Game (/problems/jump-...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	38.6%	Medium	
141	Linked List Cycle (/problems/li...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	49.0%	Easy	
58	Length of Last Word (/proble...	String (/tag/string)	46.9%	Easy	
53	Maximum Subarray (/problem...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming)	50.4%	Medium	
189	Rotate Array (/problems/rotat...	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers)	39.9%	Medium	
49	Group Anagrams (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	67.1%	Medium	
70	Climbing Stairs (/problems/cli...	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)	52.2%	Easy	
242	Valid Anagram (/problems/vali...	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	63.4%	Easy	
2	Add Two Numbers (/problems...	Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	41.5%	Medium	
27	Remove Element (/problems/r...	Array (/tag/array) Two Pointers (/tag/two-pointers)	55.0%	Easy	
9	Palindrome Number (/proble...	Math (/tag/math)	54.7%	Easy	

 United States (/region)