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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 / 82** problems.

☑ **Show problem tags**   Select time period: | 2 years ▾ |

#	Title	Tags	Acceptance	Difficulty	Frequenc
772	Basic Calculator III (/problems/... 🔓	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	49.5%	Hard	
311	Sparse Matrix Multiplication (/... 🔓	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	67.8%	Medium	
759	Employee Free Time (/proble... 🔓	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	71.9%	Hard	
727	Minimum Window Subsequen... 🔓	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/sliding-window)	43.2%	Hard	
1712	Ways to Split Array Into Three ...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum)	32.8%	Medium	
871	Minimum Number of Refuelin...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	39.8%	Hard	
399	Evaluate Division (/problems/e...	Array (/tag/array) 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)	61.4%	Medium	
632	Smallest Range Covering Elem...	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sliding Window (/tag/sliding-window) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	62.0%	Hard	

#	Title	Tags	Acceptance	Difficulty	Frequenc
1096	Brace Expansion II (/problems/...	String (/tag/string) Backtracking (/tag/backtracking) Stack (/tag/stack) Breadth-First Search (/tag/breadth-first-search)	63.8%	Hard	
241	Different Ways to Add Parenth...	Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	64.8%	Medium	
679	24 Game (/problems/24-game)	Array (/tag/array) Math (/tag/math) Backtracking (/tag/backtracking)	49.2%	Hard	
305	Number of Islands II (/proble...	Array (/tag/array) Union Find (/tag/union-find)	39.6%	Hard	
1498	Number of Subsequences Tha...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	44.0%	Medium	
642	Design Search Autocomplete ...	String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	48.7%	Hard	
1130	Minimum Cost Tree From Leaf ...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	67.9%	Medium	
490	The Maze (/problems/the-maze)	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	57.1%	Medium	
2034	Stock Price Fluctuation (/probl...	Hash Table (/tag/hash-table) Design (/tag/design) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream) Ordered Set (/tag/ordered-set)	48.8%	Medium	
934	Shortest Bridge (/problems/sh...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	57.7%	Medium	
432	All O`one Data Structure (/pro...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	36.5%	Hard	
212	Word Search II (/problems/wo...	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	36.1%	Hard	
1293	Shortest Path in a Grid with O...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	45.2%	Hard	

#	Title	Tags	Acceptance	Difficulty	Frequenc
79	Word Search (/problems/word...	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	40.9%	Medium	
227	Basic Calculator II (/problems/...	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	42.9%	Medium	
939	Minimum Area Rectangle (/pr...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry) Sorting (/tag/sorting)	53.2%	Medium	
935	Knight Dialer (/problems/knig...	Dynamic Programming (/tag/dynamic-programming)	51.5%	Medium	
140	Word Break II (/problems/wor...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)	46.6%	Hard	
296	Best Meeting Point (/problems... 🔓	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting) Matrix (/tag/matrix)	60.2%	Hard	
1306	Jump Game III (/problems/jum...	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	64.3%	Medium	
269	Alien Dictionary (/problems/ali... 🔓	Array (/tag/array) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	35.5%	Hard	
974	Subarray Sums Divisible by K (...	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	54.0%	Medium	
460	LFU Cache (/problems/lfu-cac...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	43.7%	Hard	
394	Decode String (/problems/dec...	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	58.6%	Medium	
310	Minimum Height Trees (/probl...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	38.7%	Medium	
126	Word Ladder II (/problems/wo...	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	27.3%	Hard	
348	Design Tic-Tac-Toe (/problems... 🔓	Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Matrix (/tag/matrix) Simulation (/tag/simulation)	57.7%	Medium	

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127	Word Ladder (/problems/word...	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	38.2%	Hard	
380	Insert Delete GetRandom O(1)...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design) Randomized (/tag/randomized)	52.8%	Medium	
752	Open the Lock (/problems/op...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	55.9%	Medium	
224	Basic Calculator (/problems/ba...	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	42.8%	Hard	
2050	Parallel Courses III (/problems/...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	68.2%	Hard	
166	Fraction to Recurring Decimal ...	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	24.6%	Medium	
480	Sliding Window Median (/pro...	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue)	39.8%	Hard	
208	Implement Trie (Prefix Tree) (/...	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	64.0%	Medium	
856	Score of Parentheses (/proble...	String (/tag/string) Stack (/tag/stack)	64.4%	Medium	
362	Design Hit Counter (/problem... 🔓	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Design (/tag/design) Queue (/tag/queue)	68.5%	Medium	
1249	Minimum Remove to Make Val...	String (/tag/string) Stack (/tag/stack)	66.4%	Medium	
329	Longest Increasing Path in a M...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort) Memoization (/tag/memoization) Matrix (/tag/matrix)	53.0%	Hard	
1091	Shortest Path in Binary Matrix ...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	46.7%	Medium	
785	Is Graph Bipartite? (/problems...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	55.1%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequenc
146	LRU Cache (/problems/lru-cac...	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	41.8%	Medium	
253	Meeting Rooms II (/problems/... 🔓	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Prefix Sum (/tag/prefix-sum)	50.8%	Medium	
787	Cheapest Flights Within K Sto...	Dynamic Programming (/tag/dynamic-programming) 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)	37.3%	Medium	
297	Serialize and Deserialize Binary...	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Tree (/tag/binary-tree)	56.1%	Hard	
56	Merge Intervals (/problems/m...	Array (/tag/array) Sorting (/tag/sorting)	46.7%	Medium	
162	Find Peak Element (/problems...	Array (/tag/array) Binary Search (/tag/binary-search)	45.8%	Medium	
486	Predict the Winner (/problems...	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Game Theory (/tag/game-theory)	55.4%	Medium	
636	Exclusive Time of Functions (/...	Array (/tag/array) Stack (/tag/stack)	61.5%	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	
91	Decode Ways (/problems/dec...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	33.5%	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	
289	Game of Life (/problems/gam...	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	68.3%	Medium	
64	Minimum Path Sum (/problem...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	63.0%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequenc
72	Edit Distance (/problems/edit-...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	55.6%	Medium	
10	Regular Expression Matching (...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	27.9%	Hard	
210	Course Schedule II (/problems...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	49.5%	Medium	
438	Find All Anagrams in a String (...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	50.5%	Medium	
23	Merge k Sorted Lists (/proble...	Linked List (/tag/linked-list) Divide and Conquer (/tag/divide-and-conquer) Heap (Priority Queue) (/tag/heap-priority-queue) Merge Sort (/tag/merge-sort)	51.2%	Hard	
231	Power of Two (/problems/pow...	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Recursion (/tag/recursion)	46.4%	Easy	
139	Word Break (/problems/word-...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie) Memoization (/tag/memoization)	46.3%	Medium	
67	Add Binary (/problems/add-bi...	Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	52.8%	Easy	
207	Course Schedule (/problems/c...	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	46.3%	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	
42	Trapping Rain Water (/proble...	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	60.1%	Hard	

#	Title	Tags	Acceptance	Difficulty	Frequenc
347	Top K Frequent Elements (/pro...	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting) Quickselect (/tag/quickselect)	62.9%	Medium	
76	Minimum Window Substring (...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	41.4%	Hard	
560	Subarray Sum Equals K (/probl...	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.2%	Medium	
118	Pascal's Triangle (/problems/p...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	73.2%	Easy	
39	Combination Sum (/problems/...	Array (/tag/array) Backtracking (/tag/backtracking)	70.2%	Medium	
268	Missing Number (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	64.3%	Easy	
49	Group Anagrams (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	67.1%	Medium	
✔ 14	Longest Common Prefix (/pro...	String (/tag/string) Trie (/tag/trie)	41.7%	Easy	
242	Valid Anagram (/problems/vali...	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	63.4%	Easy	

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