11/5/23, 12:04 PM Flipkart - LeetCode

(/problen ore(/explore/) Problems(/problemset/all/) Contest(/contest/) Discuss(/discuss/) Interview ∨ Store ✓ 📮 o 0 the-winne

## **■** Flipkart

Problems Discuss

## Notice

We've improved our algorithm that calculates company tags and their frequencies to be more accurate and current.

This page updates weekly on Saturday.

You can filter the results by different time periods.

You have solved **0 / 56** problems.

## ☑ Show problem tags

now p	ow problem tags		Select time period:		All time ▼	
#	Title	Tags	Acceptance	Difficu	lty	Frequen
632	Smallest Range Covering Elem	Array (/tag/array) Hash Table (/tag/hash-table)	62.0%	Hard		
		Greedy (/tag/greedy)				
		Sliding Window (/tag/sliding-window)				
		Sorting (/tag/sorting)				
		Heap (Priority Queue) (/tag/heap-priority-queue)				
1703	Minimum Adjacent Swaps for	Array (/tag/array) Greedy (/tag/greedy)	42.4%	Hard		
		Sliding Window (/tag/sliding-window)				
		Prefix Sum (/tag/prefix-sum)				
2499	Minimum Total Cost to Make	Array (/tag/array) Hash Table (/tag/hash-table)	43.2%	Hard		
		Greedy (/tag/greedy) Counting (/tag/counting)				
934	Shortest Bridge (/problems/sh	Array (/tag/array)	57.7%	Mediur	n)	
		Depth-First Search (/tag/depth-first-search)				
		Breadth-First Search (/tag/breadth-first-search)				
		Matrix (/tag/matrix)				
1011	Capacity To Ship Packages Wit	Array (/tag/array)	68.6%	Mediur	n	
		Binary Search (/tag/binary-search)				
1505	Minimum Possible Integer Aft	String (/tag/string) Greedy (/tag/greedy)	38.8%	Hard		
		Binary Indexed Tree (/tag/binary-indexed-tree)				
		Segment Tree (/tag/segment-tree)				
480	Sliding Window Median (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	39.8%	Hard		
		Sliding Window (/tag/sliding-window)				
		Heap (Priority Queue) (/tag/heap-priority-queue)				
1094	Car Pooling (/problems/car-po	Array (/tag/array) Sorting (/tag/sorting)	56.3%	Mediur	n	
		Heap (Priority Queue) (/tag/heap-priority-queue)				
		Simulation (/tag/simulation)				
		Prefix Sum (/tag/prefix-sum)				
420	Strong Password Checker (/pr	String (/tag/string) Greedy (/tag/greedy)	13.6%	Hard		
		Heap (Priority Queue) (/tag/heap-priority-queue)				

#	Title	Tags	Acceptance	Difficulty	Frequen
983	Minimum Cost For Tickets (/pr	Array (/tag/array)	65.5%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
1423	Maximum Points You Can Obt	Array (/tag/array)	52.3%	Medium	
		Sliding Window (/tag/sliding-window)			
		Prefix Sum (/tag/prefix-sum)			
42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.1%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
		Stack (/tag/stack)			
		Monotonic Stack (/tag/monotonic-stack)			
410	Split Array Largest Sum (/prob	Array (/tag/array)	54.5%	Hard	
		Binary Search (/tag/binary-search)			
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy) Prefix Sum (/tag/prefix-sum)			
1235	Maximum Profit in Job Schedu	Array (/tag/array)	53.4%	(Hard)	
		Binary Search (/tag/binary-search)			
		Dynamic Programming (/tag/dynamic-programming)			
		Sorting (/tag/sorting)			
1463	Cherry Pickup II (/problems/ch	Array (/tag/array)	69.5%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
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)			
1561	Maximum Number of Coins Yo	Array (/tag/array) Math (/tag/math)	79.7%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Game Theory (/tag/game-theory)			
134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	45.8%	(Medium)	
	ous station (prosiems, gus sum	Array (/tag/array)	15.570		
135	Candy (/problems/candy)	Array (/tag/array) Greedy (/tag/greedy)	43.2%	Hard	
312	Burst Balloons (/problems/bur	Array (/tag/array)	58.1%	(Hard)	
	VI ,	Dynamic Programming (/tag/dynamic-programming)			
719	Find K-th Smallest Pair Distanc	Array (/tag/array) Two Pointers (/tag/two-pointers)	37.3%	(Hard)	
		Binary Search (/tag/binary-search)			
		Sorting (/tag/sorting)			
1760	Minimum Limit of Balls in a Ba	Array (/tag/array)	60.4%	Medium	
		Binary Search (/tag/binary-search)			
11	Container With Most Water (/	Array (the glarge)	54.3%	(Medium)	
••	Container With Work Water V	Array (/tag/array) Two Pointers (/tag/two-pointers)	5 1.570		
		Greedy (/tag/greedy)			
84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)	43.5%	Hard	
		Monotonic Stack (/tag/monotonic-stack)			

#	Title	Tags	Acceptance	Difficulty	Freque
1366	Rank Teams by Votes (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	58.0%	Medium	
		String (/tag/string) Sorting (/tag/sorting)			
		Counting (/tag/counting)			
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)			
556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers)	33.9%	Medium	
		String (/tag/string)			
486	Predict the Winner (/problems	Array (/tag/array) Math (/tag/math)	55.4%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Recursion (/tag/recursion)			
		Game Theory (/tag/game-theory)			
718	Maximum Length of Repeated	Array (/tag/array)	51.0%	Medium	
		Binary Search (/tag/binary-search)			
		Dynamic Programming (/tag/dynamic-programming)			
		Sliding Window (/tag/sliding-window)			
		Rolling Hash (/tag/rolling-hash)			
		Hash Function (/tag/hash-function)			
116	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)			
330	Patching Array (/problems/pat	Array (/tag/array) Greedy (/tag/greedy)	40.9%	Hard	
91	Decode Ways (/problems/dec	String (/tag/string)	33.5%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
735	Asteroid Collision (/problems/		45.1%	Medium	
133	Asteroia Collision (/problems/	Array (/tag/array) Stack (/tag/stack)	43.170	Weddin	
		Simulation (/tag/simulation)			
103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	58.1%	Medium	
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
221	Maximal Square (/problems/m	Array (/tag/array)	45.9%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Matrix (/tag/matrix)			
139	Word Break (/problems/word	Array (/tag/array) Hash Table (/tag/hash-table)	46.3%	Medium	
		String (/tag/string)			
		Dynamic Programming (/tag/dynamic-programming)			
		Trie (/tag/trie) Memoization (/tag/memoization)			
54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	47.9%	Medium	
	•	7 4 3 77 ( 4 3,			

#	Title	Tags	Acceptance	Difficulty	Frequen
496	Next Greater Element I (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	71.7%	Easy	
		Stack (/tag/stack)			
		Monotonic Stack (/tag/monotonic-stack)			
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)			
199	Binary Tree Right Side View (/p	Total (Mars Mars )	62.4%	Medium	
133	billary free ragine side view (p	Tree (/tag/tree)	02.170	()	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
437	Path Sum III (/problems/path	Tree (/tag/tree)	47.0%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
			20.60/		
55	Jump Game (/problems/jump	Array (/tag/array)	38.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
		Greedy (/tag/greedy)			
402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)	30.8%	Medium	
	3 .,	Greedy (/tag/greedy)			
		Monotonic Stack (/tag/monotonic-stack)			
		monotome static viagy monotome static.			
20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	(Easy)	
215	Kth Largest Element in an Arra	Array (/tag/array)	67.0%	Medium	
	g	Divide and Conquer (/tag/divide-and-conquer)			
		Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Quickselect (/tag/quickselect)			
		Quickselect ( tag/quickselect)			
33	Search in Rotated Sorted Array	Array (/tag/array)	40.1%	Medium	
		Binary Search (/tag/binary-search)			
560	Subarray Sum Equals K (/probl		43.2%	(Medium)	
300	Subarray Surii Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	43.270	Wedidiii	
		Prefix Sum (/tag/prefix-sum)			
621	Task Scheduler (/problems/tas	Array (/tag/array) Hash Table (/tag/hash-table)	57.6%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Counting (/tag/counting)			
81	Search in Rotated Sorted Array	Array (/tag/array)	37.3%	(Medium)	
		Binary Search (/tag/binary-search)			
24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list)	63.3%	Medium	
	, vp	Recursion (/tag/recursion)	-		
3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	34.1%	Medium	

#	Title	Tags	Acceptance	Difficulty Frequency
967	Numbers With Same Consecut	Backtracking (/tag/backtracking)	57.7%	Medium
		Breadth-First Search (/tag/breadth-first-search)		
982	Triples with Bitwise AND Equal	Array (/tag/array) Hash Table (/tag/hash-table)	57.8%	Hard
		Bit Manipulation (/tag/bit-manipulation)		
1912	Design Movie Rental System (/	Array (/tag/array) Hash Table (/tag/hash-table)	36.1%	(Hard)
		Design (/tag/design)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Ordered Set (/tag/ordered-set)		
2019	The Score of Students Solving	Array (/tag/array) Math (/tag/math)	33.4%	Hard
		String (/tag/string)		
		Dynamic Programming (/tag/dynamic-programming)		
		Stack (/tag/stack)		
		Memoization (/tag/memoization)		
2093	Minimum Cost to Reach City	Graph (/tag/graph)	55.2%	Medium
	<b>₽</b>	Heap (Priority Queue) (/tag/heap-priority-queue)		
		Shortest Path (/tag/shortest-path)		

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