ore(/explore/)   Problems(/problemset/all/)   Contest(/contest/)   Discuss(/discuss/)   Interview ⌄   Store ⌄   🔔   ◊ **0** the-winne
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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 **0 / 54** problems.

☑ Show problem tags

Select time period: All time ⌄

#	Title	Tags	Acceptance	Difficulty	Frequency
312	Burst Balloons (/problems/bur...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	58.1%	Hard	
1463	Cherry Pickup II (/problems/ch...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	69.5%	Hard	
2662	Minimum Cost of a Path With ...	Array (/tag/array) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Shortest Path (/tag/shortest-path)	36.1%	Medium	
1027	Longest Arithmetic Subsequen...	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	49.0%	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	
1691	Maximum Height by Stacking ...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	56.0%	Hard	
1675	Minimize Deviation in Array (/...	Array (/tag/array) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set)	54.3%	Hard	
103	Binary Tree Zigzag Level Order...	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	58.1%	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	

#	Title	Tags	Acceptance	Difficulty	Frequency
304	Range Sum Query 2D - Immut...	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	53.7%	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	
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	
1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	51.0%	Easy	
31	Next Permutation (/problems/...	Array (/tag/array) Two Pointers (/tag/two-pointers)	38.8%	Medium	
407	Trapping Rain Water II (/probl...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	47.6%	Hard	
79	Word Search (/problems/word...	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	40.9%	Medium	
4	Median of Two Sorted Arrays (...	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer)	38.3%	Hard	
1091	Shortest Path in Binary Matrix ...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	46.7%	Medium	
53	Maximum Subarray (/problem...	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming)	50.4%	Medium	
5	Longest Palindromic Substring...	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	33.2%	Medium	
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	
876	Middle of the Linked List (/pro...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	76.8%	Easy	
2035	Partition Array Into Two Arrays...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation) Ordered Set (/tag/ordered-set) Bitmask (/tag/bitmask)	19.4%	Hard	

#	Title	Tags	Acceptance	Difficulty	Frequency
3	Longest Substring Without Re...	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	34.1%	Medium	
121	Best Time to Buy and Sell Stoc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.5%	Easy	
143	Reorder List (/problems/reord...	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	54.8%	Medium	
208	Implement Trie (Prefix Tree) (/...	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	64.0%	Medium	
283	Move Zeroes (/problems/mov...	Array (/tag/array) Two Pointers (/tag/two-pointers)	61.4%	Easy	
206	Reverse Linked List (/problems...	Linked List (/tag/linked-list) Recursion (/tag/recursion)	75.0%	Easy	
49	Group Anagrams (/problems/...	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	67.1%	Medium	
653	Two Sum IV - Input is a BST (/...	Hash Table (/tag/hash-table) 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)	61.1%	Easy	
322	Coin Change (/problems/coin-...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	43.1%	Medium	
8	String to Integer (atoi) (/probl...	String (/tag/string)	16.8%	Medium	
56	Merge Intervals (/problems/m...	Array (/tag/array) Sorting (/tag/sorting)	46.7%	Medium	
11	Container With Most Water (/...	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	54.3%	Medium	
236	Lowest Common Ancestor of a...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	60.7%	Medium	
560	Subarray Sum Equals K (/probl...	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.2%	Medium	
503	Next Greater Element II (/prob...	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	63.4%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequency
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	
977	Squares of a Sorted Array (/pr...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.8%	Easy	
7	Reverse Integer (/problems/re...	Math (/tag/math)	28.0%	Medium	
75	Sort Colors (/problems/sort-co...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	60.7%	Medium	
34	Find First and Last Position of ...	Array (/tag/array) Binary Search (/tag/binary-search)	43.5%	Medium	
153	Find Minimum in Rotated Sort...	Array (/tag/array) Binary Search (/tag/binary-search)	49.6%	Medium	
987	Vertical Order Traversal of a Bi...	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	46.4%	Hard	
1301	Number of Paths with Max Sc...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	39.0%	Hard	
1139	Largest 1-Bordered Square (/p...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	50.2%	Medium	
1464	Maximum Product of Two Ele...	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	80.6%	Easy	
1519	Number of Nodes in the Sub-T...	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Counting (/tag/counting)	55.1%	Medium	
1830	Minimum Number of Operatio...	Math (/tag/math) String (/tag/string) Combinatorics (/tag/combinatorics)	49.6%	Hard	
2029	Stone Game IX (/problems/sto...	Array (/tag/array) Math (/tag/math) Greedy (/tag/greedy) Counting (/tag/counting) Game Theory (/tag/game-theory)	27.6%	Medium	
2639	Find the Width of Columns of ...	Array (/tag/array) Matrix (/tag/matrix)	66.0%	Easy	

#	Title	Tags	Acceptance	Difficulty	Frequency
2642	Design Graph With Shortest P...	Graph (/tag/graph) Design (/tag/design) Heap (Priority Queue) (/tag/heap-priority-queue) Shortest Path (/tag/shortest-path)	58.4%	Hard	
2810	Faulty Keyboard (/problems/fa...	String (/tag/string) Simulation (/tag/simulation)	82.2%	Easy	

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