LintCode Check List

Chapter 1 -  strStr & Coding Style

Required:

• 13. strStr     *(E)*

Optional:

• 17. Subset     *(M)*

• 18. Subsets II     *(M)*

• 594. strStr II     *(H, L)*

Related:

• 15. Permutations     *(M)*

• 16. Permutations II  *(M)*

Chapter 2 - Binary Search

Required

• 459. Closest Number in Sorted Array     *(E, L)*

• 458. Last Position of Target     *(E, L)*

• 28. Search a 2D Matrix     *(E)*

• 585. Maximum Number in Mountain Sequence  *(M, L)*

• 447. Search in a Big Sorted Array     *(M, L)*

• 159. Find Minimum in Rotated Sorted Array     *(M)*

• 75. Find Peak Element     *(M)*

• 74 First Bad Version     *(M)*

• 62. Search in Rotated Sorted Array     *(M)*

Optional

• 462. Total Occurrence of Target     *(E, L)*

• 254. Drop Eggs     *(E, L)*

• 14. First Position of Target     *(E)*

• 460. K Closest Numbers in Sorted Array     *(M, L)*

• 414. Divide Two Integers     *(M)*

• 61. Search for a Range     *(M)*

• 38. Search a 2D Matrix II     *(M)*

• 600. Smallest Rectangle Enclosing Black Pixels     *(H, L)*

Related

• 457. Classical Binary Search     *(E)*

• 141. Sqrt(x)     *(E)*

• 617. Maximum Average Subarray     *(M)*

• 586. Sqrt(x) II     *(M, L)*

• 160. Find Minimum in Rotated Sorted Array II     *(M)*

• 63. Search in Rotated Array II     *(M)*

• 437. Copy Books     *(H)*

• 183. Wood Cut     *(H)*

• 39. Recover Rotated Sorted Array *(E)*

• 8. Rotate String *(E)*

Chapter 3 - Binary Tree & Divide Conquer

Required

• 597. Subtree with Maximum Average     *(E, L)*

• 596. Minimum Subtree     *(E, L)*

• 480. Binary Tree Paths     *(E)*

• 453. Flatten Binary Tree to Linked List     *(E)*

• 97. Maximum Depth of Binary Tree     *(E)*

• 93. Balanced Binary Tree     *(E)*

• 67. Binary Tree Inorder Traversal     *(E)*

• 66. Binary Tree Preorder Traversal     *(E)*

• 578. Lowest Common Ancestor III     *(M, L)*

• 95. Validate Binary Search Tree     *(M)*

Optional

• 595. Binary Tree Longest Consecutive Sequence     *(E)*

• 376. Binary Tree Path Sum     *(E)*

• 474. Lowest Common Ancestor II     *(E, L)*

• 246. Binary Tree Path Sum II     *(E, L)*

• 68. Binary Tree Postorder Traversal     *(E)*

• 619. Binary Tree Longest Consecutive Sequence III     *(M, L)*

• 614. Binary Tree Longest Consecutive Sequence II     *(M)*

• 475. Binary Tree Maximum Path Sum II     *(M, L)*

• 448. Inorder Successor in Binary Search Tree     *(M, L)*

• 378. Convert Binary Search Tree to Doubly Linked List     *(M)*

• 472 Binary Tree Path Sum III     *(H, L)*

Related

• 155. Minimum Depth of Binary Tree     *(E)*

• 88. Lowest Common Ancestor     *(M)*

• 175. Invert Binary Tree (*E*)

• 86. Binary Search Tree Iterator (H)

• 11. Search Range in Binary Search Tree (M)

• 85. Insert Node in a Binary Search Tree (E)

• 87. Remove Node in Binary Search Tree (H)

Chapter 4 - Breadth First Search

Required

• 433. Number of Islands   *(E)*

• 69. Binary Tree Level Order Traversal     *(E)*

• 616. Course Schedule II     *(M)*

• 618. Search Graph Nodes     *(M, L)*

• 611. Knight Shortest Path     *(M, L)*

• 598. Zombie in Matrix     *(M, L)*

• 178. Graph Valid Tree     *(M)*

• 137. Clone Graph     *(M)*

• 7. Binary Tree Serialization     *(M)*

• 573. Build Post Office II     *(H, L)*

Optional

• 242. Convert Binary Tree to Linked Lists by Depth     *(E, L)*

• 624. Remove Substrings     *(M, L)*

• 605. Sequence Reconstruction     *(M, L)*

• 531. Six Degrees     *(M, L)*

• 127. Topological Sorting     *(M)*

• 120. Word Ladder     *(M)*

Related

• 615. Course Schedule     *(M)*

• 431. Connected Component in Undirected Graph     *(M, L)*

• 71. Binary Tree Zigzag Level Order Traversal II     *(M)*

• 70. Binary Tree Level Order Traversal II     *(M)*

• 600. Smallest Rectangle Enclosing Black Pixels     *(H, L)*

• 574. Build Post Office     *(H, L)*

• 434. Number of Island II     *(H, L)*

Chapter 5 - Depth First Search

Required

• 136. Palindrome Partitioning     *(M)*

• 153. Combination Sum II     *(M)*

• 135. Combination Sum     *(M)*

• ~~18. Subsets II~~*~~(M)~~*

• ~~16. Permutations II~~*~~(M)~~*

• ~~15. Permutations~~*~~(M)~~*

• 33. N-Queens (*M*)

• 121. Word Ladder II     *(H)*

Optional

• ~~120. Word Ladder~~*~~(M)~~*

• 52. Next Permutation     *(M)*

• 51. Previous Permutation     *(M)*

• 582. Word Break II     *(H)*

Related

• 211. String Permutation     *(E)*

• 197. Permutation Index     *(E)*

• 10. String Permutation II     *(M, L)*

• 190. Next Permutation II     *(M)*

• 198. Permutation Index II     *(M)*

• 107. Word Break     *(M)*

• 108. Palindrome Partitioning II     *(M)*

Chapter 6 - Linked List & Array

required

• 599. Insert into a Cyclic Sorted List     *(E, L)*

• 165. Merge Two Sorted Lists     *(E)*

• 138. Subarray Sum     *(E)*

• 41. Maximum Subarray    *(E)*

• 139. Subarray Sum Closest     *(M)*

• 105. Copy List with Random Pointer    *(M)*

• 102. Linked List Cycle    *(M)*

• 98. Sort List     *(M)*

• 450. Reverse Node in k-Group    *(H)*

• 65. Median of two Sorted Arrays     *(H)*

Optional

• 548. Intersection of Two Array II     *(E)*

• 547 Intersection of Two Arrays    *(E)*

• 96. Partition List     *(E)*

• 64. Merge Sorted Array    *(E)*

• 6. Merge Two Sorted Arrays     *(E)*

• 103. Linked List Cycle II     *(H)*

Related

• 41. Maximum Subarray    *(E)*

• 620. Maximum Subarray IV    *(M, L)*

• 617. Maximum Average Subarray    *(M)*

• 191. Maximum Product Subarray    *(M)*

• 45. Maximum Subarray Difference     *(M)*

• 42. Maximum Subarray II    *(M)*

• 621. Maximum Subarray V    *(H, L)*

• 43. Maximum Subarray III      *(H)*

Chapter 7 - Two Pointers

Required

• 607. Two Sum - Data structure design     *(E, L)*

• 521. Remove Duplicate Numbers in Array   *(E, L)*

• 608. Two Sum - Input array is sorted     *(M)*

• 609. Two Sum - Less than or equal to target     *(M, L)*

• 587. Two Sum - Unique pairs     *(M, L)*

• 533. Two Sum - Closest to target     (M, L)

• 148. Sort Colors     *(M)*

• 143. Sort Colors II     *(M)*

• 57. 3Sum    *(M)*

• 31. Partition Array     *(M)*

Optional

• 604. Window Sum   *(E)*

• 539. Move Zeroes   *(E)*

• 415. Valid Palindrome   *(E)*

• 56. Two Sum   *(E)*

• 625. Partition Array II   *(M, L)*

• 610. Two Sum - Difference equals to target     *(M, L)*

• 443. Two Sum - Greater than target     *(M, L)*

• 461. Kth Smallest Numbers in Unsorted Array    *(M, L)*

• 382. Triangle Count     *(M, L)*

• 59. 3Sum Closest     *(M)*

• 58. 4Sum     *(M)*

Related

• None

Chapter 8 - Hash & Heap

Required

• 128. Hash Function     *(E)*

• 613. High Five     *(M, L)*

• 612. K Closest Points    *(M, L)*

• 606. Kth Largest Element II    *(M, L)*

• 544. Top k Largest Numbers    *(M, L)*

• 129. Rehashing  *(M)*

• 104. Merge k Sorted Lists    *(M)*

• 4. Ugly Number II    *(M)*

• 594. strStr II     *(H, L)*

• 134. LRU Cache  *(H)*

Optional

• 601. Flatten 2D Vector    *(M, L)*

• 545. Top k Largest Numbers II     *(M, L)*

• 486. Merge k Sorted Arrays    *(M, L)*

• 471. Top K Frequent Words    *(M, L)*

• 130. Heapify     *(M)*

• 124. Longest Consecutive Sequence  *(M)*

Related

• 551. Nested List Weight Sum  *(E, L)*

• 494. Implement Stack by Two Queues  *(E, L)*

• 575. Expression Expand  *(M, L)*

• 541. Zigzag Iterator II    *(M, L)*

• 540. Zigzag Iterator     *(M, L)*

• 528. Flatten Nested List Iterator     *(M)*

• 24. LFU Cache    *(H)*

Chapter 9 - Dynamic Programming

Required

• 115. Unique Paths II    *(E)*

• 114. Unique Paths    *(E)*

• 111. Climbing Stairs     *(E)*

• 110. Minimum Path Sum    *(E)*

• 109. Triangle    *(E)*

• 603. Largest Divisible Subset    *(M)*

• 611. Knight Short Shortest Path    *(M)*

• 513. Perfect Squares    *(M)*

• 116. Jump Game    *(M)*

• 76. Longest Increasing Subsequence    *(M)*

Optional

• 272. Climbing Stairs II    *(E, L)*

• 630. Knight Shortest Path II     *(M, L)*

• 117. Jump Game II  *(M)*

• 602. Russian Doll Envelopes  *(H)*

• 622.Frog Jump    *(H)*

Related

• 254. Drop Eggs    *(E, L)*

• 584. Drop Eggs II*(M, L)*