(/) Explore(/explore/)

Problems(/problemset/all/)

Interview

Contest)

Discuss(/discuss/)









Amazon

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 353 / 607 problems.

Show problem tags

Select time period:

6 months

#	Title	Tags	Acceptance	Diffic
2272	Substring With Largest Varian	Array (/tag/array)	37.3%	Hard
		Dynamic Programming (/tag/dynamic-programming)		
2281	Sum of Total Strength of Wiza	Array (/tag/array) Stack (/tag/stack)	27.9%	Hard
		Monotonic Stack (/tag/monotonic-stack)		
		Prefix Sum (/tag/prefix-sum)		
1152	Analyze User Website Visit P	Array (/tag/array) Hash Table (/tag/hash-table)	43.3%	Medi
	-	Sorting (/tag/sorting)		
472	Concatenated Words (/proble	Array (/tag/array) String (/tag/string)	45.8%	Haro
		Dynamic Programming (/tag/dynamic-programming)		
		Depth-First Search (/tag/depth-first-search)		
		Trie (/tag/trie)		
2355	Maximum Number of Books Y	Array (/tag/array)	45.6%	Haro
	₽	Dynamic Programming (/tag/dynamic-programming)		
		Stack (/tag/stack)		
		Monotonic Stack (/tag/monotonic-stack)		
2214	Minimum Health to Beat Gam	Array (/tag/array) Greedy (/tag/greedy)	57.5%	Med
	-	Prefix Sum (/tag/prefix-sum)		
937	Reorder Data in Log Files (/pr	Array (/tag/array) String (/tag/string)	56.4%	Med
		Sorting (/tag/sorting)		
2386	Find the K-Sum of an Array (/	Array (/tag/array) Sorting (/tag/sorting)	38.0%	Haro
		Heap (Priority Queue) (/tag/heap-priority-queue)		

#	Title	Tags	Acceptance	Diffic
2222	Number of Ways to Select Bu	String (/tag/string)	51.4%	Media
		Dynamic Programming (/tag/dynamic-programming)		
		Prefix Sum (/tag/prefix-sum)		
2193	Minimum Number of Moves t	Two Pointers (/tag/two-pointers)	51.5%	Hard
		String (/tag/string) Greedy (/tag/greedy)		
		Binary Indexed Tree (/tag/binary-indexed-tree)		
2055	Plates Between Candles (/pro	Array (/tag/array) String (/tag/string)	44.4%	Medi
		Binary Search (/tag/binary-search)		
		Prefix Sum (/tag/prefix-sum)		
146	LRU Cache (/problems/lru-ca	Hash Table (/tag/hash-table)	40.5%	Medi
	zi. to odono (prosiomoma dam	Linked List (/tag/linked-list) Design (/tag/design)	10.070	
		Doubly-Linked List (/tag/doubly-linked-list)		
2340	Minimum Adiacont Swans to		76.3%	Medi
2340	Minimum Adjacent Swaps to	Array (/tag/array) Greedy (/tag/greedy)	70.3%	wedi
2398	Maximum Number of Robots	Array (/tag/array)	32.4%	Hard
		Binary Search (/tag/binary-search)		
		Queue (/tag/queue)		
		Sliding Window (/tag/sliding-window)		
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Prefix Sum (/tag/prefix-sum)		
2268	Minimum Number of Keypres	Array (/tag/array) String (/tag/string)	73.7%	Med
	-	Greedy (/tag/greedy) Sorting (/tag/sorting)		
		Counting (/tag/counting)		
719	Find K-th Smallest Pair Dista	Array (/tag/array) Two Pointers (/tag/two-pointers)	36.5%	Hard
		Binary Search (/tag/binary-search)		
		Sorting (/tag/sorting)		
2221	. Find Triangular Sum of an Arr	Array (/tag/array) Math (/tag/math)	78.9%	Medi
	•	Simulation (/tag/simulation)		
		Combinatorics (/tag/combinatorics)		
200	Number of Islands (/problems	Array (/tag/array)	56.5%	Medi
	*	Depth-First Search (/tag/depth-first-search)		
		Breadth-First Search (/tag/breadth-first-search)		
		Union Find (/tag/union-find) Matrix (/tag/matrix)		
828	Count Unique Characters of A	Hash Tahla (/tan/hash-tahla) String (/tan/string)	51.8%	Hard
828	Count Unique Characters of A	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	51.8%	Hard
828 273	Count Unique Characters of A Integer to English Words (/pro	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Math (/tag/math) String (/tag/string)	51.8% 29.9%	Hard

	#	Title	Tags	Acceptance	Diffic
~	973	K Closest Points to Origin (/pr	Array (/tag/array) Math (/tag/math)	65.8%	Mediu
			Divide and Conquer (/tag/divide-and-conquer)		
			Geometry (/tag/geometry) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Quickselect (/tag/quickselect)		
~	2104	Sum of Subarray Ranges (/pr	Array (/tag/array) Stack (/tag/stack)	60.2%	Mediu
			Monotonic Stack (/tag/monotonic-stack)		
~	1268	Search Suggestions System (Array (/tag/array) String (/tag/string)	66.5%	Mediu
			Trie (/tag/trie)		
	2357	Make Array Zero by Subtracti	Array (/tag/array) Hash Table (/tag/hash-table)	72.7%	Easy
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Simulation (/tag/simulation)		
	1864	Minimum Number of Swaps t	String (/tag/string) Greedy (/tag/greedy)	42.6%	Media
~	127	Word Ladder (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	36.8%	Hard
	*	Breadth-First Search (/tag/breadth-first-search)			
?	253	Meeting Rooms II (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.5%	Mediu
		★ 🗈	Greedy (/tag/greedy) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Prefix Sum (/tag/prefix-sum)		
	1628	Design an Expression Tree W	Math (/tag/math) Stack (/tag/stack)	82.7%	Mediu
		₽	Tree (/tag/tree) Design (/tag/design)		
			Binary Tree (/tag/binary-tree)		
~	140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	44.7%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking) Trie (/tag/trie)		
			Memoization (/tag/memoization)		
	588	Design In-Memory File Syste	Hash Table (/tag/hash-table) String (/tag/string)	48.8%	Hard
		₽	Design (/tag/design) Trie (/tag/trie)		
	2102	Sequentially Ordinal Rank Tra	Design (/tag/design)	66.1%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Data Stream (/tag/data-stream)		
			Ordered Set (/tag/ordered-set)		

	#	Title	Tags	Acceptance	Diffic
~	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack)		
			Monotonic Stack (/tag/monotonic-stack)		
~	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	48.5%	Hard
			Divide and Conquer (/tag/divide-and-conquer)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Merge Sort (/tag/merge-sort)		
~	207	Course Schedule (/problems/	Depth-First Search (/tag/depth-first-search)	45.4%	Mediu
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
~	138	Copy List with Random Point	Hash Table (/tag/hash-table)	50.7%	Mediu
		,	Linked List (/tag/linked-list)	30.770	
~	2262	Total Appeal of A String (/prob	Hash Table (/tag/hash-table) String (/tag/string)	58.0%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
~	1710	Maximum Units on a Truck (/p	Array (/tag/array) Greedy (/tag/greedy)	73.9%	Easy
			Sorting (/tag/sorting)		
	239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue)	46.6%	Hard
			Sliding Window (/tag/sliding-window)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Monotonic Queue (/tag/monotonic-queue)		
~	295	Find Median from Data Strea	Two Pointers (/tag/two-pointers)	51.5%	Hard
			Design (/tag/design) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Data Stream (/tag/data-stream)		
_	49	Group Anagrams (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	66.6%	Media
•	10	★	String (/tag/string) Sorting (/tag/sorting)	00.070	
			caming (tages and)		
~	1	Two Sum (/problems/two-sum) ★	Array (/tag/array) Hash Table (/tag/hash-table)	49.1%	Easy
	348	Design Tic-Tac-Toe (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	57.6%	Mediu
		-	Design (/tag/design) Matrix (/tag/matrix)		
~	210	Course Schedule II (/problem	Depth-First Search (/tag/depth-first-search)	48.1%	Mediu
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		

	#	Title	Tags	Acceptance	Diffic
/	994	Rotting Oranges (/problems/r	Array (/tag/array)	52.6%	Medi
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	2294	Partition Array Such That Max	Array (/tag/array) Greedy (/tag/greedy)	72.6%	Medi
			Sorting (/tag/sorting)		
	545 Boundary of Binary Tree (/pro	Tree (/tag/tree)	44.3%	Medi	
	■	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)		
•	1344	Angle Between Hands of a Cl	Math (/tag/math)	63.4%	Medi
	818	Race Car (/problems/race-car)	Dynamic Programming (/tag/dynamic-programming)	43.4%	Hard
•	399	Evaluate Division (/problems/	Array (/tag/array)	59.6%	Medi
			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)			
•	863	B All Nodes Distance K in Binar Tree (/tag/tree) 62.	62.2%	Medi	
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1383	Maximum Performance of a T	Array (/tag/array) Greedy (/tag/greedy)	48.8%	Hard
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
•	767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	52.8%	Medi
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Counting (/tag/counting)		
•	1044	Longest Duplicate Substring (String (/tag/string)	30.6%	Hard
			Binary Search (/tag/binary-search)		
			Sliding Window (/tag/sliding-window)		
			Rolling Hash (/tag/rolling-hash)		
			Suffix Array (/tag/suffix-array)		
			Hash Function (/tag/hash-function)		
	1597	Build Binary Expression Tree	String (/tag/string) Stack (/tag/stack)	62.4%	Hard
		£	Tree (/tag/tree) Binary Tree (/tag/binary-tree)		

	#	Title	Tags	Acceptance	Difficu
				<u> </u>	
	2163	Minimum Difference in Sums	Array (/tag/array)	46.9%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math)	61.6%	Mediur
			String (/tag/string)		
~	17	Letter Combinations of a Pho	Hash Table (/tag/hash-table) String (/tag/string)	55.8%	Mediur
			Backtracking (/tag/backtracking)		
	1429	First Unique Number (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	52.8%	Mediur
		₽	Design (/tag/design) Queue (/tag/queue)		
			Data Stream (/tag/data-stream)		
	071	Minimum Number of Defuelin		20.00/	(Haud)
	871	Minimum Number of Refuelin	Array (/tag/array)	39.8%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	135	Candy (/problems/candy)	Array (/tag/array) Greedy (/tag/greedy)	40.8%	Hard
	827	Making A Large Island (/probl	Array (/tag/array)	44.7%	Hard
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Matrix (/tag/matrix)		
	2288	Apply Discount to Prices (/pro	String (/tag/string)	27.5%	Mediur
	2100	Find Cood Dove to Dob the D		40.007	(11.11
	2100	Find Good Days to Rob the B	Array (/tag/array)	49.2%	Mediur
			Dynamic Programming (/tag/dynamic-programming)		
			Prefix Sum (/tag/prefix-sum)		
	1603	Design Parking System (/prob	Design (/tag/design) Simulation (/tag/simulation)	88.0%	Easy
			Counting (/tag/counting)		
	1335	Minimum Difficulty of a Job S	Array (/tag/array)	58.7%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
?	2195	Append K Integers With Mini	Array (/tag/array) Math (/tag/math)	25.0%	Mediur
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
	1705	Maximum Number of Eaten A	Array (/tag/array) Greedy (/tag/greedy)	37.7%	Mediur
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	907	Sum of Subarray Minimums (/	Array (/tag/array)	36.0%	Mediur
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack)		
			Monotonic Stack (/tag/monotonic-stack)		
			. 5		

	#	Title	Tags	Acceptance	Difficu
	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)	40.5%	Hard
	527	Word Abbreviation (/problems	Array (/tag/array) String (/tag/string) Greedy (/tag/greedy) Trie (/tag/trie) Sorting (/tag/sorting)	60.5%	Hard
•	1726	Tuple with Same Product (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	60.8%	Mediur
	2234	Maximum Total Beauty of the	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Greedy (/tag/greedy) Sorting (/tag/sorting)	28.4%	Hard
•	547	Number of Provinces (/proble	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	63.4%	Mediur
•	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	40.1%	Medium
•	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	36.8%	Hard
•	236	Lowest Common Ancestor of	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	58.2%	Medium
•	227	Basic Calculator II (/problems	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	42.3%	Mediur
•	380	Insert Delete GetRandom O(1	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design) Randomized (/tag/randomized)	52.9%	Mediur
	126	Word Ladder II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	27.6%	Hard
•	556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers) String (/tag/string)	34.1%	Mediur
	823	Binary Trees With Factors (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming)	49.9%	Mediur

	#	Title	Tags	Acceptance	Diffic
	2110	Number of Smooth Descent P	Array (/tag/array) Math (/tag/math)	57.5%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
~	53	Maximum Subarray (/problem	Array (/tag/array)	50.1%	Mediu
		★	Divide and Conquer (/tag/divide-and-conquer)		
			Dynamic Programming (/tag/dynamic-programming)		
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	46.0%	Mediu
		.,	That (lagranay)		
~	121	Best Time to Buy and Sell Sto ★	Array (/tag/array)	54.4%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
~	735	Asteroid Collision (/problems/	Array (/tag/array) Stack (/tag/stack)	44.4%	Media
	632	Smallest Range Covering Ele	Array (/tag/array) Hash Table (/tag/hash-table)	60.7%	Hard
			Greedy (/tag/greedy)		
			Sliding Window (/tag/sliding-window)		
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	1107	Minimum Cont to Compact Cti		67.00/	(10.11
	1167	Minimum Cost to Connect Sti	Array (/tag/array) Greedy (/tag/greedy)	67.8%	Medi
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	347	Top K Frequent Elements (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	64.7%	Med
		*	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)		
~	25	Reverse Nodes in k-Group (/p	Linked List (/tag/linked-list)	53.8%	Hard
			Recursion (/tag/recursion)		
~	875	Koko Eating Bananas (/probl	Array (/tag/array)	52.0%	Medi
			Binary Search (/tag/binary-search)		
~	540	Single Element in a Sorted Ar	Array (/tag/array)	58.5%	Medi
			Binary Search (/tag/binary-search)		
	1834	Single-Threaded CPU (/probl	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medi
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	297	Serialize and Deserialize Bina	String (/tag/string) Tree (/tag/tree)	55.1%	Hard
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Design (/tag/design)		
			Binary Tree (/tag/binary-tree)		

	#	Title	Tags	Acceptance	Difficu
•	895	Maximum Frequency Stack (/	Hash Table (/tag/hash-table) Stack (/tag/stack) Design (/tag/design) Ordered Set (/tag/ordered-set)	66.7%	Hard
	1191	K-Concatenation Maximum S	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	23.9%	Mediur
	1972	First and Last Call On the Sa	Database (/tag/database)	53.6%	Hard
~	4	Median of Two Sorted Arrays	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer)	35.4%	Hard
•	103	Binary Tree Zigzag Level Ord ★	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	55.3%	Mediur
	1730	Shortest Path to Get Food (/p	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	54.1%	Mediur
*	139	Word Break (/problems/word ★	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie) Memoization (/tag/memoization)	45.5%	Mediur
•	1680	Concatenation of Consecutiv	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	57.0%	Mediur
	224	Basic Calculator (/problems/b	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	42.3%	Hard
	688	Knight Probability in Chessbo	Dynamic Programming (/tag/dynamic-programming)	52.1%	Mediur
	1492	The kth Factor of n (/problem	Math (/tag/math)	62.4%	Mediur
	2287	Rearrange Characters to Mak	Hash Table (/tag/hash-table) String (/tag/string) Counting (/tag/counting)	57.9%	Easy
•	1209	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	56.0%	Mediur
•	1041	Robot Bounded In Circle (/pro	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	55.3%	Mediur
	909	Snakes and Ladders (/proble	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	40.9%	Mediur

	#	Title	Tags	Acceptance	Diffic
~	322	Coin Change (/problems/coin ★	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	41.6%	Mediu
~	76	Minimum Window Substring (/	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	40.8%	Hard
~	3	Longest Substring Without Re ★	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	33.8%	Mediu
~	5	Longest Palindromic Substrin	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	32.4%	Mediu
~	99	Recover Binary Search Tree (★	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	50.5%	Mediu
	618	Students Report By Geograp	Database (/tag/database)	64.3%	Hard
~	2075	Decode the Slanted Cipherte	String (/tag/string) Simulation (/tag/simulation)	50.2%	Mediu
	366	Find Leaves of Binary Tree (/	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	80.2%	Mediu
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	58.2%	Easy
	2376	Count Special Integers (/probl	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	36.4%	Hard
	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	64.3%	Mediu
~	22	Generate Parentheses (/probl ★	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	72.0%	Mediu
~	20	Valid Parentheses (/problems	String (/tag/string) Stack (/tag/stack)	40.6%	Easy
	2244	Minimum Rounds to Complet	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Counting (/tag/counting)	57.7%	Mediu
~	503	Next Greater Element II (/pro	Array (/tag/array) Stack (/tag/stack)	63.1%	Mediu

	#	Title	Tags	Acceptance	Diffic
~	55	Jump Game (/problems/jump	Array (/tag/array)	38.5%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
~	979	Distribute Coins in Binary Tre	Tree (/tag/tree)	72.1%	Medi
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	531	531 Lonely Pixel I (/problems/lone	Array (/tag/array) Hash Table (/tag/hash-table)	62.1%	Medi
		•	Matrix (/tag/matrix)		
	2385	Amount of Time for Binary Tre	Tree (/tag/tree)	56.1%	Medi
		•	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
		Binary Tree (/tag/binary-tree)			
<u> </u>	165	Compare Version Numbers (/	Two Pointers (/tag/two-pointers)	35.5%	Medi
•	100	Compare version realisate (String (/tag/string)	00.070	(
			Carrie (ragioning)		
~	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)	57.7%	Med
		Matrix (/tag/matrix)			
	1372	Longest ZigZag Path in a Bin	Dynamic Programming (/tag/dynamic-programming)	59.9%	Media
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	981	Time Based Key-Value Store	Hash Table (/tag/hash-table) String (/tag/string)	53.2%	Media
			Binary Search (/tag/binary-search)		
			Design (/tag/design)		
~	114	Flatten Binary Tree to Linked	Linked List (/tag/linked-list) Stack (/tag/stack)	61.3%	Medi
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1563	Stone Game V (/problems/sto	Array (/tag/array) Math (/tag/math)	40.5%	Hard
		VI	Dynamic Programming (/tag/dynamic-programming)		
			Game Theory (/tag/game-theory)		
~	150	Evaluate Reverse Polish Nota	Array (/tag/array) Math (/tag/math)	44.2%	Media
			Stack (/tag/stack)		
	100	House Dobber (Involvende		40 O04	(11
•	198	House Robber (/problems/ho ★	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	48.8%	Mediu

	#	Title	Tags	Acceptance	Diffi
/	493	Reverse Pairs (/problems/rev	Array (/tag/array)	30.9%	Hard
			Binary Search (/tag/binary-search)		
			Divide and Conquer (/tag/divide-and-conquer)		
			Binary Indexed Tree (/tag/binary-indexed-tree)		
			Segment Tree (/tag/segment-tree)		
			Merge Sort (/tag/merge-sort)		
		Ordered Set (/tag/ordered-set)			
	340 Longest Substring with At Mo	Hash Table (/tag/hash-table) String (/tag/string)	47.9%	Med	
		₽	Sliding Window (/tag/sliding-window)		
	781	Rabbits in Forest (/problems/r	Array (/tag/array) Hash Table (/tag/hash-table)	55.2%	Med
			Math (/tag/math) Greedy (/tag/greedy)		
	277	Find the Celebrity (/problems/	Two Pointers (/tag/two-pointers)	46.5%	Med
		₽	Greedy (/tag/greedy) Graph (/tag/graph)		
			Interactive (/tag/interactive)		
,	658	Find K Closest Elements (/pro	Array (Itaglarray) Two Pointers (Itaglayo pointers)	46.8%	Me
	000	Tilla ix Glosest Elements (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	40.070	(
			Sliding Window (/tag/sliding-window)		
			Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)		
			Heap (Filolity Queue) (Magnieap-pilolity-queue)		
/	560	Subarray Sum Equals K (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	43.9%	Me
		*	Prefix Sum (/tag/prefix-sum)		
	2350	Shortest Impossible Sequenc	Array (/tag/array) Hash Table (/tag/hash-table)	68.4%	Har
			Greedy (/tag/greedy)		
,	215	Kth Largest Element in an Arr	Array (/tag/array)	65.8%	Me
		Train Largest Liemone in air virin	Divide and Conquer (/tag/divide-and-conquer)	00.070	(
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)		
			Quickselect (rtag/quickselect)		
/	1091	Shortest Path in Binary Matrix	Array (/tag/array)	44.5%	Me
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	1525	Number of Good Ways to Spli	String (/tag/string)	69.3%	Me
			Dynamic Programming (/tag/dynamic-programming)		
			Bit Manipulation (/tag/bit-manipulation)		
/	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	32.4%	Me
		- ,	Sorting (/tag/sorting)		

	#	Title	Tags	Acceptance	Difficu
	903	Valid Permutations for DI Seq	Dynamic Programming (/tag/dynamic-programming)	57.9%	Hard
	2327	Number of People Aware of a	Dynamic Programming (/tag/dynamic-programming)	44.5%	Mediui
			Queue (/tag/queue) Simulation (/tag/simulation)		
~	155	Min Stack (/problems/min-stack)	Stack (/tag/stack) Design (/tag/design)	52.0%	Mediu
~	1011	Capacity To Ship Packages	Array (/tag/array)	64.6%	Mediu
		*	Binary Search (/tag/binary-search)		
	968	Binary Tree Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)	46.8%	Hard
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	2115	Find All Possible Recipes fro	Array (/tag/array) Hash Table (/tag/hash-table)	48.6%	Mediu
			String (/tag/string) Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
~	1047	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	70.3%	Easy
	772	Basic Calculator III (/problem	Math (/tag/math) String (/tag/string)	48.6%	Hard
		-	Stack (/tag/stack) Recursion (/tag/recursion)		
	363	Max Sum of Rectangle No La	Array (/tag/array)	44.1%	Hard
			Binary Search (/tag/binary-search)		
			Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)		
			Ordered Set (/tag/ordered-set)		
	407	Trapping Rain Water II (/probl	Array (/tag/array)	47.5%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Matrix (/tag/matrix)		
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	36.6%	Hard
~	62	Unique Paths (/problems/uniq	Math (/tag/math)	62.4%	Mediu
		*	Dynamic Programming (/tag/dynamic-programming)		
			Combinatorics (/tag/combinatorics)		
~	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix)	66.8%	Mediu
			Simulation (/tag/simulation)		-
	983	Minimum Cost For Tickets (/p	Array (/tag/array)	64.4%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
	373	Find K Pairs with Smallest Su	Array (/tag/array)	38.3%	Mediu
		*	Heap (Priority Queue) (/tag/heap-priority-queue)		-

	#	Title	Tags	Acceptance	Difficu
~	1723	Find Minimum Time to Finish	Array (/tag/array)	42.7%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking)		
			Bit Manipulation (/tag/bit-manipulation)		
			Bitmask (/tag/bitmask)		
~	2070	Most Beautiful Item for Each	Array (/tag/array)	49.8%	Mediur
			Binary Search (/tag/binary-search)		
			Sorting (/tag/sorting)		
	10	4Cum (Inrobleme/4cum)		26 204	Mediur
•	18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	36.3%	Mediur
			Sorting (/tag/sorting)		
~	46	Permutations (/problems/per	Array (/tag/array)	75.0%	Mediur
		*	Backtracking (/tag/backtracking)		
~	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)	39.9%	Mediur
		*	Recursion (/tag/recursion)		
~	1293	Shortest Path in a Grid with O	Array (/tag/array)	45.6%	(Hard)
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
~	1962	Remove Stones to Minimize t	Array (/tag/array)	59.4%	Mediur
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	934	Shortest Bridge (/problems/sh	Array (/tag/array)	54.1%	Mediur
		3.66	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	400	Nove Creater Flore ant I //arab		74 40/	(=)
•	496	Next Greater Element I (/prob	Array (/tag/array) Hash Table (/tag/hash-table)	71.4%	Easy
			Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)		
			Monotonic Stack (rtay/monotonic-stack)		
~	238	Product of Array Except Self (Array (/tag/array) Prefix Sum (/tag/prefix-sum)	64.8%	Mediur
~	91	Decode Ways (/problems/dec	String (/tag/string)	32.4%	Mediur
		•	Dynamic Programming (/tag/dynamic-programming)		
~	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)	57.7%	Mediur
			Recursion (/tag/recursion)		
~	1944	Number of Visible People in a	Array (/tag/array) Stack (/tag/stack)	69.6%	Hard
			Monotonic Stack (/tag/monotonic-stack)		

	#	Title	Tags	Acceptance	Diffi
~	337	House Robber III (/problems/	Dynamic Programming (/tag/dynamic-programming)	53.9%	Med
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)	53.9% 56.8% 39.7% 50.8% 51.5% 61.0%	
	449	Serialize and Deserialize BST	String (/tag/string) Tree (/tag/tree)	56.8%	Med
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Design (/tag/design)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
	1197	Minimum Knight Moves (/prob ♣	Breadth-First Search (/tag/breadth-first-search)	39.7%	Med
	1203	Sort Items by Groups Respec	Depth-First Search (/tag/depth-first-search)	50.8%	Hai
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
,	98	Validate Binary Search Tree (/	Tree (/tag/tree)	31.8%	Me
		*	Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string)	51.5%	Me
		. g, g	Sliding Window (/tag/sliding-window)		
,	653	Two Sum IV - Input is a BST (Hash Table (/tag/hash-table)	61.0%	Eas
		,	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)		
	694	Number of Distinct Islands (/p	Hash Table (/tag/hash-table)	60.7%	Me
		₽	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find)		
			Hash Function (/tag/hash-function)		
/	1207	Unique Number of Occurrenc	Array (/tag/array) Hash Table (/tag/hash-table)	73.7%	Eas
	286	Walls and Gates (/problems/	Array (/tag/array)	60.3%	Me
		₽	Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		

	#	Title	Tags	Acceptance	Diffic
	480	Sliding Window Median (/prob	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window)	41.4%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	1547	Minimum Cost to Cut a Stick (Array (/tag/array)	57.0%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
~	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)	70.2%	Mediu
			Matrix (/tag/matrix)		
~	692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string)	56.9%	Mediu
			Trie (/tag/trie) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Bucket Sort (/tag/bucket-sort)		
			Counting (/tag/counting)		
	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking)	76.5%	Hard
		₽	Interactive (/tag/interactive)		
	857	Minimum Cost to Hire K Work	Array (/tag/array) Greedy (/tag/greedy)	52.1%	Hard
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	33	Search in Rotated Sorted Arr	Array (/tag/array)	38.8%	Mediu
		*	Binary Search (/tag/binary-search)		
	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	61.1%	Mediu
~	987	Vertical Order Traversal of a	Hash Table (/tag/hash-table)	44.7%	Hard
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	429	N-ary Tree Level Order Trave	Tree (/tag/tree)	70.6%	Mediu
			Breadth-First Search (/tag/breadth-first-search)		
~	518	Coin Change II (/problems/coi	Array (/tag/array)	60.0%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
~	438	Find All Anagrams in a String	Hash Table (/tag/hash-table) String (/tag/string)	49.0%	Mediu
			Sliding Window (/tag/sliding-window)		
~	14	Longest Common Prefix (/pro	String (/tag/string)	40.8%	Easy
	949	Largest Time for Given Digits	String (/tag/string)	35.2%	Mediu
			Enumeration (/tag/enumeration)		

	#	Title	Tags	Acceptance	Difficu
~	1032	Stream of Characters (/proble	Array (/tag/array) String (/tag/string)	51.6%	Hard
			Design (/tag/design) Trie (/tag/trie)		
			Data Stream (/tag/data-stream)		
•	721	Accounts Merge (/problems/a	Array (/tag/array) String (/tag/string)	56.4%	Mediur
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find)		
~	1345	Jump Game IV (/problems/ju	Array (/tag/array) Hash Table (/tag/hash-table)	44.0%	(Hard)
		, ,	Breadth-First Search (/tag/breadth-first-search)		
~	188	Best Time to Buy and Sell Sto	Array (/tag/array)	38.2%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
~	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)	62.8%	Easy
			Sorting (/tag/sorting)		
~	417	Pacific Atlantic Water Flow (/p	Array (/tag/array)	54.1%	Mediur
		``	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	716	Max Stack (/problems/max-st	Linked List (/tag/linked-list) Stack (/tag/stack)	45.3%	(Hard)
	, 10	■ P	Design (/tag/design)	10.070	(-1
			Doubly-Linked List (/tag/doubly-linked-list)		
			Ordered Set (/tag/ordered-set)		
	826	Most Profit Assigning Work (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	44.6%	Mediur
			Binary Search (/tag/binary-search)		
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
~	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)	60.9%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
~	199	Binary Tree Right Side View (Tree (/tag/tree)	61.3%	Mediur
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	420	Strong Password Checker (/p	String (/tag/string) Greedy (/tag/greedy)	14.2%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)		

	#	Title	Tags	Acceptance	Diffic
~	787	Cheapest Flights Within K Sto	Dynamic Programming (/tag/dynamic-programming)	35.9%	Mediu
			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)		
~	993	Cousins in Binary Tree (/probl	Tree (/tag/tree)	54.3%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
_	543 Diameter of Binary Tree (/pr	Diameter of Binary Tree (/pro	Tree (/tag/tree)	56.2%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
•	72	Edit Distance (/problems/edit	String (/tag/string)	52.8%	Hard
		Dynamic Pro	Dynamic Programming (/tag/dynamic-programming)		
	773	Sliding Puzzle (/problems/slidi	Array (/tag/array)	64.0%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	1567	Maximum Length of Subarray	Array (/tag/array)	43.8%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
~	34	Find First and Last Position of	Array (/tag/array)	41.6%	Mediu
			Binary Search (/tag/binary-search)		
,	32	Longest Valid Parentheses (/	String (/tag/string)	32.7%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack)		
~	134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	45.1%	Mediu
,	63	Unique Paths II (/problems/un	Array (/tag/array)	39.2%	Mediu
		*	Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix)		
~	84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)	42.3%	Hard
			Monotonic Stack (/tag/monotonic-stack)		

	#	Title	Tags	Acceptance	Diffic
~	698	Partition to K Equal Sum Sub	Array (/tag/array)	40.7%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking)		
			Bit Manipulation (/tag/bit-manipulation)		
			Memoization (/tag/memoization)		
			Bitmask (/tag/bitmask)		
~	695	Max Area of Island (/problems	Array (/tag/array)	71.7%	Mediu
		*	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Matrix (/tag/matrix)		
	600	Find Burdingto File in Contact		07.00/	("
	609	Find Duplicate File in System	Array (/tag/array) Hash Table (/tag/hash-table)	67.8%	Mediu
			String (/tag/string)		
	2406	Divide Intervals Into Minimum	Array (/tag/array) Two Pointers (/tag/two-pointers)	45.5%	Media
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Prefix Sum (/tag/prefix-sum)		
	1472	Design Browser History (/pro	Array (/tag/array) Linked List (/tag/linked-list)	76.2%	Mediu
		Doolgii Drowcor Flictory (pro	Stack (/tag/stack) Design (/tag/design)		Media
			Doubly-Linked List (/tag/doubly-linked-list)		
			Data Stream (/tag/data-stream)		
			(
~	74	Search a 2D Matrix (/problem	Array (/tag/array)	47.1%	Mediu
			Binary Search (/tag/binary-search)		
			Matrix (/tag/matrix)		
~	45	Jump Game II (/problems/jum	Array (/tag/array)	38.7%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
~	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	54.3%	Mediu
			Greedy (/tag/greedy)		
~	287	Find the Duplicate Number (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	59.1%	Mediu
			Binary Search (/tag/binary-search)		
			Bit Manipulation (/tag/bit-manipulation)		
	465	Optimal Account Balancing (/	Array (Itaglarray)	49.3%	Hard
	- 05		Array (/tag/array)	- 5.570	·······
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking)		
			Bit Manipulation (/tag/bit-manipulation)		
			Bitmask (/tag/bitmask)		

	#	Title	Tags	Acceptance	Diffici
	1642	Furthest Building You Can Re	Array (/tag/array) Greedy (/tag/greedy)	48.3%	Mediu
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	2311	Longest Binary Subsequence	String (/tag/string)	36.6%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
			Memoization (/tag/memoization)		
	381	Insert Delete GetRandom O(1	Array (/tag/array) Hash Table (/tag/hash-table)	35.6%	Hard
			Math (/tag/math) Design (/tag/design)		
			Randomized (/tag/randomized)		
~	387	First Unique Character in a St	Hash Table (/tag/hash-table) String (/tag/string)	59.1%	Easy
		*	Queue (/tag/queue) Counting (/tag/counting)		
~	847	Shortest Path Visiting All Nod	Dynamic Programming (/tag/dynamic-programming)	61.2%	(Hard)
			Bit Manipulation (/tag/bit-manipulation)		
			Breadth-First Search (/tag/breadth-first-search)		
		Graph (/tag/graph) Bitmask (/tag/bitmask)			
	681	Next Closest Time (/problems	String (/tag/string)	46.4%	Mediu
		₽	Enumeration (/tag/enumeration)		
~	962	Maximum Width Ramp (/probl	Array (/tag/array) Stack (/tag/stack)	48.9%	Mediu
			Monotonic Stack (/tag/monotonic-stack)		
~	152	Maximum Product Subarray (/	Array (/tag/array)	34.9%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
~	901	Online Stock Span (/problems	Stack (/tag/stack) Design (/tag/design)	65.2%	Mediu
			Monotonic Stack (/tag/monotonic-stack)		
			Data Stream (/tag/data-stream)		
~	740	Delete and Earn (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table)	57.3%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
	256	Paint House (/problems/paint	Array (/tag/array)	60.7%	Mediu
		₽	Dynamic Programming (/tag/dynamic-programming)		
	715	Range Module (/problems/ran	Design (/tag/design)	44.6%	Hard
			Segment Tree (/tag/segment-tree)		
			Ordered Set (/tag/ordered-set)		

	#	Title	Tags	Acceptance	Diffic
~	329	Longest Increasing Path in a	Array (/tag/array)	52.3%	Hard
			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)		
~	410	Split Array Largest Sum (/pro	Array (/tag/array)	53.3%	Hard
			Binary Search (/tag/binary-search)		
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
	442	Find All Duplicator in an Array		73.4%	Mediu
•	442	Find All Duplicates in an Array	Array (/tag/array) Hash Table (/tag/hash-table)	73.4%	Medic
	462	Minimum Moves to Equal Arr	Array (/tag/array) Math (/tag/math)	60.1%	Media
			Sorting (/tag/sorting)		
,	990	Satisfiability of Equality Equat	Array (/tag/array) String (/tag/string)	50.8%	Mediu
•		, , ,	Union Find (/tag/union-find) Graph (/tag/graph)		
			Graph (raginalist)		
~	123	Best Time to Buy and Sell Sto	Array (/tag/array)	45.0%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
	428	Serialize and Deserialize N-ar	String (/tag/string) Tree (/tag/tree)	65.6%	Hard
		₽	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
~	2139	Minimum Moves to Reach Tar	Math (/tag/math) Greedy (/tag/greedy)	48.4%	Mediu
			(mail (mag mail) cross) (mag gross))		
~	1673	Find the Most Competitive Su	Array (/tag/array) Stack (/tag/stack)	49.3%	Mediu
			Greedy (/tag/greedy)		
			Monotonic Stack (/tag/monotonic-stack)		
	1740	Find Distance in a Binary Tre	Hash Table (/tag/hash-table) Tree (/tag/tree)	68.9%	Mediu
		₽	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	673	Number of Longest Increasin		42.4%	Mediu
	073	Number of Longest increasin	Array (/tag/array)	42.470	Medic
			Dynamic Programming (/tag/dynamic-programming)		
			Binary Indexed Tree (/tag/binary-indexed-tree)		
			Segment Tree (/tag/segment-tree)		
	445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math)	59.6%	Mediu
			Stack (/tag/stack)		

	#	Title	Tags	Acceptance	Diffic
~	105	Construct Binary Tree from Pr	Array (/tag/array) Hash Table (/tag/hash-table)	61.0%	Mediu
		*	Divide and Conquer (/tag/divide-and-conquer)		
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)		
	1275	Find Winner on a Tic Tac Toe	Array (/tag/array) Hash Table (/tag/hash-table)	54.3%	Easy
			Matrix (/tag/matrix) Simulation (/tag/simulation)		
	93	Restore IP Addresses (/probl	String (/tag/string)	43.7%	Mediu
			Backtracking (/tag/backtracking)		
~	316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack)	44.6%	Mediu
			Greedy (/tag/greedy)		
			Monotonic Stack (/tag/monotonic-stack)		
	665	Non-decreasing Array (/probl	Array (/tag/array)	24.2%	Mediu
		2 .3 64	/ may (ragianay)		
	92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	45.4%	Mediu
	904	Fruit Into Baskets (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	42.6%	Mediu
			Sliding Window (/tag/sliding-window)		
	529	Minesweeper (/problems/min	Array (/tag/array)	65.6%	Mediu
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
~	59	Spiral Matrix II (/problems/spir	Array (/tag/array) Matrix (/tag/matrix)	66.8%	Mediu
			Simulation (/tag/simulation)		
	720	Doily Town evetures (Involves		CC C0/	
•	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack)	66.6%	Mediu
			Monotonic Stack (/tag/monotonic-stack)		
	244	Shortest Word Distance II (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	60.8%	Mediu
		= 1	Two Pointers (/tag/two-pointers)		
			String (/tag/string) Design (/tag/design)		
~	542	01 Matrix (/problems/01-matrix)	Array (/tag/array)	44.3%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	815	Bus Routes (/problems/bus-ro	Array (/tag/array) Hash Table (/tag/hash-table)	45.7%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
	1110	Doloto Nodeo And Datum For	(7 (6 6 8 8 8	60 204	NA c =1:
	1110	Delete Nodes And Return For	Tree (/tag/tree)	69.3%	Mediu
			Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)		

	#	Title	Tags	Acceptance	Difficu
~	221	Maximal Square (/problems/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	44.6%	Mediu
~	38	Count and Say (/problems/co	String (/tag/string)	51.5%	Mediu
	243	Shortest Word Distance (/pro	Array (/tag/array) String (/tag/string)	64.9%	Easy
	502	IPO (/problems/ipo)	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	45.0%	Hard
	696	Count Binary Substrings (/pro	Two Pointers (/tag/two-pointers) String (/tag/string)	65.6%	Easy
	926	Flip String to Monotone Incre	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	59.6%	Mediu
•	279	Perfect Squares (/problems/p	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	52.6%	Mediu
	777	Swap Adjacent in LR String (/	Two Pointers (/tag/two-pointers) String (/tag/string)	37.0%	Mediu
	383	Ransom Note (/problems/ran	Hash Table (/tag/hash-table) String (/tag/string) Counting (/tag/counting)	57.7%	Easy
	362	Design Hit Counter (/problem ♣	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Design (/tag/design) Queue (/tag/queue)	68.4%	Mediu
~	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	37.2%	Mediu
	894	All Possible Full Binary Trees	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Recursion (/tag/recursion) Memoization (/tag/memoization) Binary Tree (/tag/binary-tree)	80.0%	Mediu
	1482	Minimum Number of Days to	Array (/tag/array) Binary Search (/tag/binary-search)	55.4%	Mediu
•	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	61.1%	Mediu
	2096	Step-By-Step Directions From	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	48.7%	Mediu

	#	Title	Tags	Acceptance	Diffic
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	44.0%	Mediu
			Simulation (/tag/simulation)		
~	2256	Minimum Average Difference	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	43.3%	Mediu
~	118	Pascal's Triangle (/problems/	Array (/tag/array)	69.5%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
	177	Nth Highest Salary (/problem	Database (/tag/database)	37.5%	Mediu
		, (h	Patabase (tagratabase)		
	603	Consecutive Available Seats (Database (/tag/database)	68.1%	Easy
	1130	Minimum Cost Tree From Lea	Dynamic Programming (/tag/dynamic-programming)	68.5%	Mediu
			Stack (/tag/stack) Greedy (/tag/greedy)		
			Monotonic Stack (/tag/monotonic-stack)		
	1882	Process Tasks Using Servers	Array (/tag/array)	39.7%	Mediu
			Heap (Priority Queue) (/tag/heap-priority-queue)		
_	2109	Adding Spaces to a String (/p	Array (/tag/array) String (/tag/string)	56.3%	Mediu
•	2100	rading opacito a caming (p.m.	Simulation (/tag/simulation)	00.070	(
•	73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	50.3%	Mediu
			Matrix (/tag/matrix)		
~	75	Sort Colors (/problems/sort-c	Array (/tag/array) Two Pointers (/tag/two-pointers)	57.5%	Mediu
			Sorting (/tag/sorting)		
~	785	Is Graph Bipartite? (/problem	Depth-First Search (/tag/depth-first-search)	52.8%	Mediu
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Graph (/tag/graph)		
~	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	42.3%	Easy
			Sliding Window (/tag/sliding-window)		
	1405	Longest Happy String (/proble	String (/tag/string) Greedy (/tag/greedy)	57.4%	Mediu
	1400	Longest Happy offing (proble	Heap (Priority Queue) (/tag/heap-priority-queue)	31.470	meune
~	217	Contains Duplicate (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	61.3%	Easy
			Sorting (/tag/sorting)		
~	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)	49.7%	Easy
			Two Pointers (/tag/two-pointers)		
			Stack (/tag/stack) Recursion (/tag/recursion)		
	265	Paint House II (/problems/pai	Array (/tag/array)	52.5%	Hard
		-	Dynamic Programming (/tag/dynamic-programming)		

	#	Title	Tags	Acceptance	Diffic
~	1038	Binary Search Tree to Greate	Tree (/tag/tree)	85.5%	Mediu
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
~	1048	Longest String Chain (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	59.1%	Mediu
			Two Pointers (/tag/two-pointers)		
			String (/tag/string)		
			Dynamic Programming (/tag/dynamic-programming)		
	1354	Construct Target Array With	Array (/tag/array)	36.3%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	299	Bulls and Cows (/problems/bu	Hash Table (/tag/hash-table) String (/tag/string)	48.8%	Mediu
		Zane and Cone (presionersam	Counting (/tag/counting)	10.070	
			counting (taggeouthing)		
~	85	Maximal Rectangle (/problem	Array (/tag/array)	44.3%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack) Matrix (/tag/matrix)		
			Monotonic Stack (/tag/monotonic-stack)		
	185	Department Top Three Salari	Database (/tag/database)	50.2%	Hard
~	78	Subsets (/problems/subsets)	Array (/tag/array)	74.1%	Mediu
		*	Backtracking (/tag/backtracking)		
			Bit Manipulation (/tag/bit-manipulation)		
~	21	Merge Two Sorted Lists (/pro	Linked List (/tag/linked-list)	62.0%	Easy
		9с сельы (р. с	Recursion (/tag/recursion)		
	2347	Best Poker Hand (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	60.6%	Easy
			Counting (/tag/counting)		
?	336	Palindrome Pairs (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	35.1%	Hard
			String (/tag/string) Trie (/tag/trie)		
	992	Subarrays with K Different Int	Array (/tag/array) Hash Table (/tag/hash-table)	54.5%	Hard
		•	Sliding Window (/tag/sliding-window)		
			Counting (/tag/counting)		
	128	Longest Consecutive Sequen	Arroy (Haglarroy)	48.9%	Mediu
•	140	Longest Conscounte Sequen	Array (/tag/array) Hash Table (/tag/hash-table)	4 0.370	weulu
			Union Find (/tag/union-find)		
~	211	Design Add and Search Word	String (/tag/string)	42.9%	Mediu
			Depth-First Search (/tag/depth-first-search)		

	#	Title	Tags	Acceptance	Diffic
~	706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	65.0%	Easy
			Linked List (/tag/linked-list) Design (/tag/design)		
			Hash Function (/tag/hash-function)		
	538	Convert BST to Greater Tree	Tree (/tag/tree)	67.4%	Medi
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
	1465	Maximum Area of a Piece of	Array (/tag/array) Greedy (/tag/greedy)	40.9%	Media
			Sorting (/tag/sorting)		
~	367 Valid Perfect Square (/proble	Math (/tag/math)	43.3%	Easy	
			Binary Search (/tag/binary-search)		
	640	Decima Coerch Autocomplete		40.70/	<u></u>
	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)	48.7%	Hard
		_	Trie (/tag/trie) Data Stream (/tag/data-stream)		
~	838	Push Dominoes (/problems/p	Two Pointers (/tag/two-pointers)	57.0%	Media
			String (/tag/string)		
			Dynamic Programming (/tag/dynamic-programming)		
	1650	Lowest Common Ancestor of	Hash Table (/tag/hash-table) Tree (/tag/tree)	77.3%	Mediu
		■	Binary Tree (/tag/binary-tree)		
	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.1%	Mediu
			Sorting (/tag/sorting)		
~	1094	Car Pooling (/problems/car-p	Array (/tag/array) Sorting (/tag/sorting)	57.2%	Medi
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Simulation (/tag/simulation)		
			Prefix Sum (/tag/prefix-sum)		
	353	Design Snake Game (/proble	Array (/tag/array) Design (/tag/design)	39.1%	Media
		• Constitution of the cons	Queue (/tag/queue) Matrix (/tag/matrix)	00.270	
	802	Find Eventual Safe States (/p		55.5%	Media
	002	Find Eventual Sale States (/p	Depth-First Search (/tag/depth-first-search)	33.3%	Wedn
			Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
. 4	240	Coords of 2D Matrix II //orashi		EO 70/	(14.11
~	240	Search a 2D Matrix II (/proble	Array (/tag/array)	50.7%	Medi
			Binary Search (/tag/binary-search)		
			Divide and Conquer (/tag/divide-and-conquer) Matrix (/tag/matrix)		

	#	Title	Tags	Acceptance	Diffic
	621	Task Scheduler (/problems/ta	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	55.9%	Mediu
~	136	Single Number (/problems/sin	Counting (/tag/counting) Array (/tag/array)	70.2%	Easy
			Bit Manipulation (/tag/bit-manipulation)		
	690	Employee Importance (/probl	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	65.3%	Mediu
	2336	Smallest Number in Infinite S	Hash Table (/tag/hash-table) Design (/tag/design) Heap (Priority Queue) (/tag/heap-priority-queue)	71.6%	Mediu
	576	Out of Boundary Paths (/probl	Dynamic Programming (/tag/dynamic-programming)	44.3%	Mediu
	752	Open the Lock (/problems/op	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	55.5%	Mediu
	1220	Count Vowels Permutation (/p	Dynamic Programming (/tag/dynamic-programming)	60.5%	Hard
	1428	Leftmost Column with at Leas	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix) Interactive (/tag/interactive)	53.1%	Mediu
	1408	String Matching in an Array (/	Array (/tag/array) String (/tag/string) String Matching (/tag/string-matching)	63.8%	Easy
•	841	Keys and Rooms (/problems/	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	70.2%	Mediu
•	792	Number of Matching Subsequ	Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting)	51.8%	Mediu
•	581	Shortest Unsorted Continuou	Array (/tag/array) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Greedy (/tag/greedy) Sorting (/tag/sorting) Monotonic Stack (/tag/monotonic-stack)	36.3%	Mediu
✓	143	Reorder List (/problems/reord	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	51.4%	Mediu

406 Queue Reconstruction by Hei Array (/tag/array) Greedy (/tag/greedy) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Sorting (/tag/sorting) 475 Heaters (/problems/heaters) Array (/tag/array) Two Pointers (/tag/two-pointed Binary Search (/tag/sorting)) Sorting (/tag/sorting)	72.8% ers) 36.2%	Mediu
Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Sorting (/tag/sorting) Array (/tag/array) Two Pointers (/tag/two-pointed Binary Search (/tag/binary-search)		Mediui
Segment Tree (/tag/segment-tree) Sorting (/tag/sorting) Array (/tag/array) Two Pointers (/tag/two-pointe Binary Search (/tag/binary-search)	:rs) 36.2%	Mediui
Sorting (/tag/sorting) 475 Heaters (/problems/heaters) Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	ers) 36.2%	Mediui
475 Heaters (/problems/heaters) Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	96.2%	Mediui
Binary Search (/tag/binary-search)	ers) 36.2%	Mediu
Carting (harlaarting)		
Sorting (/tag/sorting)		
✓ 623 Add One Row to Tree (/proble Tree (/tag/tree))	59.5%	Mediu
	33.370	Wedia
Depth-First Search (/tag/depth-first-search)		
Breadth-First Search (/tag/breadth-first-search)		
Binary Tree (/tag/binary-tree)		
1488 Avoid Flood in The City (/prob Array (/tag/array) Hash Table (/tag/hash-table)	26.1%	Mediu
Binary Search (/tag/binary-search)		
Greedy (/tag/greedy)		
Heap (Priority Queue) (/tag/heap-priority-queue)		
triang (triang quarty)		
1146 Snapshot Array (/problems/sn Array (/tag/array) Hash Table (/tag/hash-table)	37.3%	Mediu
Binary Search (/tag/binary-search)		
Design (/tag/design)		
458 Poor Pigs (/problems/poor-pigs) Math (/tag/math)	64.0%	Hard
To y many tag many		(Hard)
Dynamic Programming (/tag/dynamic-programmin	ng)	
Combinatorics (/tag/combinatorics)		
✓ 1143 Longest Common Subsequen String (/tag/string)	58.7%	Mediu
Dynamic Programming (/tag/dynamic-programmin	ng)	
✓ 37 Sudoku Solver (/problems/su Array (/tag/array)	57.0%	Hard
Backtracking (/tag/backtracking)		
Matrix (/tag/matrix)		
? 889 Construct Binary Tree from Pr Array (/tag/array) Hash Table (/tag/hash-table)	70.9%	Mediu
	70.970	Wedidi
Divide and Conquer (/tag/divide-and-conquer)		
Tree (/tag/tree) Binary Tree (/tag/binary-tree)		
1609 Even Odd Tree (/problems/ev Tree (/tag/tree)	53.8%	Mediu
Breadth-First Search (/tag/breadth-first-search)		
Binary Tree (/tag/binary-tree)		
✓ 2007 Find Original Array From Dou Array (/tag/array) Hash Table (/tag/hash-table)	40.9%	Mediu
Greedy (/tag/greedy) Sorting (/tag/sorting)		

	#	Title	Tags	Acceptance	Diffic
	333	Largest BST Subtree (/proble	Dynamic Programming (/tag/dynamic-programming)	42.6%	Mediu
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
~	437	Path Sum III (/problems/path	Tree (/tag/tree)	48.5%	Mediu
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	852	Peak Index in a Mountain Arr	Array (/tag/array)	69.4%	Mediu
	332		Binary Search (/tag/binary-search)	001170	
			Binary Search (tagismary search)		
~	107	Binary Tree Level Order Trav	Tree (/tag/tree)	60.5%	Mediu
		*	Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	339	Nested List Weight Sum (/pro Depth-First Search (/tag/depth-first-search) 82.2%	82.2%	Mediu	
	₽	•	Breadth-First Search (/tag/breadth-first-search)		
	400	Datata Assas (Israelilassa Israel		00.007	(11.11
~	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	39.2%	Mediu
		Two Pointers (/tag/two-pointers)			
	1423	Maximum Points You Can Ob	Array (/tag/array)	52.3%	Mediu
			Sliding Window (/tag/sliding-window)		
			Prefix Sum (/tag/prefix-sum)		
	378	Kth Smallest Element in a Sor	Array (/tag/array)	61.7%	Mediu
			Binary Search (/tag/binary-search)		
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Matrix (/tag/matrix)		
	1202	Smallest String With Swaps (/	Hash Table (/tag/hash-table) String (/tag/string)	57.6%	Mediu
		3 1 14	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find)		
	64	Minimum Path Sum (/problem		60.8%	Madi
•	64	Millimum Paul Sum (/problem	Array (/tag/array)	00.6%	Mediu
			Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)		
			many (maginality)		
~	1235	Maximum Profit in Job Sched	Array (/tag/array)	53.5%	Hard
			Binary Search (/tag/binary-search)		
			Dynamic Programming (/tag/dynamic-programming)		
			Sorting (/tag/sorting)		

	#	Title	Tags	Acceptance	Diffic
~	8	String to Integer (atoi) (/probl ★	String (/tag/string)	16.6%	Mediu
	202	Happy Number (/problems/ha	Hash Table (/tag/hash-table) Math (/tag/math) Two Pointers (/tag/two-pointers)	54.5%	Easy
	304	Range Sum Query 2D - Immu	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	52.3%	Mediu
•	102	Binary Tree Level Order Trav ★	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search)	63.5%	Mediu
	149	Max Points on a Line (/proble	Binary Tree (/tag/binary-tree) Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry)	21.9%	Hard
	953	Verifying an Alien Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	52.7%	Easy
~	7	Reverse Integer (/problems/re	Math (/tag/math)	27.3%	Mediu
~	167	Two Sum II - Input Array Is So	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	60.0%	Mediu
~	51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	63.3%	Hard
~	433	Minimum Genetic Mutation (/	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	52.1%	Mediu
	193	Valid Phone Numbers (/probl	Shell (/tag/shell)	26.0%	Easy
~	237	Delete Node in a Linked List (Linked List (/tag/linked-list)	75.4%	Mediu
~	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	53.6%	Easy
~	268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Binary Search (/tag/binary-search)	61.8%	Easy
			Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)		
~	222	Count Complete Tree Nodes (Binary Search (/tag/binary-search) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	59.9%	Mediu

	#	Title	Tags	Acceptance	Diffic
~	397	Integer Replacement (/proble	Dynamic Programming (/tag/dynamic-programming)	35.2%	Medi
			Greedy (/tag/greedy)		
			Bit Manipulation (/tag/bit-manipulation)		
			Memoization (/tag/memoization)		
	935	Knight Dialer (/problems/knig	Dynamic Programming (/tag/dynamic-programming)	50.1%	Medi
~	226	Invert Binary Tree (/problems/	Tree (/tag/tree)	73.5%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	10	Regular Expression Matching	String (/tag/string)	28.2%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Recursion (/tag/recursion)		
_	39	Combination Sum (/problems/	Array (/tag/array)	67.9%	Med
•	00	★	Backtracking (/tag/backtracking)	01.070	
			Backtracking (rtag/backtracking)		
	1696	Jump Game VI (/problems/ju	Array (/tag/array)	46.3%	Med
			Dynamic Programming (/tag/dynamic-programming)		
			Queue (/tag/queue)		
			Sliding Window (/tag/sliding-window)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Monotonic Queue (/tag/monotonic-queue)		
~	223	Rectangle Area (/problems/re	Math (/tag/math) Geometry (/tag/geometry)	44.9%	Med
~	421	Maximum XOR of Two Numb	Array (/tag/array) Hash Table (/tag/hash-table)	54.5%	Med
			Bit Manipulation (/tag/bit-manipulation)		
			Trie (/tag/trie)		
~	646	Maximum Length of Pair Chai	Array (/tag/array)	56.5%	Med
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
,	931	Minimum Falling Path Sum (/	Array (/tag/array)	68.7%	Med
•	002	······································	Dynamic Programming (/tag/dynamic-programming)	00.1.70	
			Matrix (/tag/matrix)		
	2482	Difference Between Ones an	Array (/tag/array) Matrix (/tag/matrix)	79.6%	Med
			Simulation (/tag/simulation)		
	113	Path Sum II (/problems/path-s	Backtracking (/tag/backtracking) Tree (/tag/tree)	56.8%	Med
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		

	#	Title	Tags	Acceptance	Difficu
	419	Battleships in a Board (/probl	Array (/tag/array)	74.7%	Mediu
			Depth-First Search (/tag/depth-first-search)		
			Matrix (/tag/matrix)		
	670	Maximum Swap (/problems/m	Math (/tag/math) Greedy (/tag/greedy)	47.9%	Mediu
	269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)	35.3%	Hard
	-	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)		
		Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)		
~	191	Number of 1 Bits (/problems/n	Divide and Conquer (/tag/divide-and-conquer)	65.2%	(Easy)
			Bit Manipulation (/tag/bit-manipulation)		
•	173	Binary Search Tree Iterator (/	Stack (/tag/stack) Tree (/tag/tree)	69.3%	Mediui
		Zinary Coaren neo norator (m	Design (/tag/design)	00.070	
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
			Iterator (/tag/iterator)		
	660	Maximum Width of Dinory Tro		40.70/	(M. II)
•	662	Maximum Width of Binary Tre	Tree (/tag/tree)	40.7%	Mediu
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	958	Check Completeness of a Bin	Tree (/tag/tree)	53.8%	Mediu
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1570	Dot Product of Two Sparse V	Array (/tag/array) Hash Table (/tag/hash-table)	90.4%	Mediu
		₽	Two Pointers (/tag/two-pointers)		
			Design (/tag/design)		
_	235	Lowest Common Ancestor of	Tree (/tag/tree)	60.5%	Mediui
	200	Lowest Common, modeler or	Depth-First Search (/tag/depth-first-search)	00.070	
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
	4000	October March Division III III		00.504	
	1329	Sort the Matrix Diagonally (/pr	Array (/tag/array) Sorting (/tag/sorting)	83.5%	Mediu
			Matrix (/tag/matrix)		
~	1277	Count Square Submatrices wi	Array (/tag/array)	74.4%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix)		

	#	Title	Tags	Acceptance	Difficu
~	2405	Optimal Partition of String (/pr	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy)	74.5%	Mediur
	2235	Add Two Integers (/problems/	Math (/tag/math)	89.3%	Easy
✓	645	Set Mismatch (/problems/set	Array (/tag/array) Hash Table (/tag/hash-table) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	43.0%	Easy
	622	Design Circular Queue (/probl	Array (/tag/array) Linked List (/tag/linked-list) Design (/tag/design) Queue (/tag/queue)	51.8%	Mediur
~	19	Remove Nth Node From End	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	40.2%	Mediur
	324	Wiggle Sort II (/problems/wig	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Quickselect (/tag/quickselect)	33.0%	Mediur
	1762	Buildings With an Ocean Vie	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	79.2%	Mediur
	377	Combination Sum IV (/proble	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	52.2%	Mediur
	315	Count of Smaller Numbers Aft	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Merge Sort (/tag/merge-sort) Ordered Set (/tag/ordered-set)	42.7%	Hard
~	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.9%	Easy
	2035	Partition Array Into Two Array	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)	18.4%	Hard
	190	Reverse Bits (/problems/rever	Divide and Conquer (/tag/divide-and-conquer) Bit Manipulation (/tag/bit-manipulation)	52.7%	Easy

	#	Title	Tags	Acceptance	Difficu
~	703	Kth Largest Element in a Stre	Tree (/tag/tree) Design (/tag/design)	55.5%	Easy
		•	Binary Search Tree (/tag/binary-search-tree)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Binary Tree (/tag/binary-tree)		
			Data Stream (/tag/data-stream)		
~	153	Find Minimum in Rotated Sort	Array (/tag/array)	48.6%	Mediur
		*	Binary Search (/tag/binary-search)		
	796 Rotate String (/problems/rotat	Rotate String (/problems/rotat	String (/tag/string)	54.3%	(Easy)
			String Matching (/tag/string-matching)		
•	01.4	Diagram Trace Decision (Javabla		70 F 0/	(14 d)
•	814	Binary Tree Pruning (/proble	Tree (/tag/tree)	72.5%	Mediur
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1353	Maximum Number of Events	Array (/tag/array) Greedy (/tag/greedy)	32.7%	Mediur
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	39.2%	Mediur
~	572	Subtree of Another Tree (/pro	Tree (/tag/tree)	46.1%	Easy
			Depth-First Search (/tag/depth-first-search)		
			String Matching (/tag/string-matching)		
			Binary Tree (/tag/binary-tree)		
			Hash Function (/tag/hash-function)		
~	108	Convert Sorted Array to Binar	Array (/tag/array)	69.2%	(Easy)
		*	Divide and Conquer (/tag/divide-and-conquer)		
			Tree (/tag/tree)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
~	169	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	63.9%	(Easy)
			Divide and Conquer (/tag/divide-and-conquer)		
			Sorting (/tag/sorting) Counting (/tag/counting)		
~	523	Continuous Subarray Sum (/p	Array (/tag/array) Hash Table (/tag/hash-table)	28.6%	Mediur
			Math (/tag/math) Prefix Sum (/tag/prefix-sum)		
	2265	Count Nodes Equal to Averag	Tree (/tag/tree)	85.6%	Mediur
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	9	Palindrome Number (/proble	Math (/tag/math)	53.0%	(Easy)
•	-	(1)	mail (rayman)		ر,۔۔

	#	Title	Tags	Acceptance	Diffici
	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)	30.5%	Mediu
			Greedy (/tag/greedy)		
			Monotonic Stack (/tag/monotonic-stack)		
~	301	Remove Invalid Parentheses	String (/tag/string)	47.2%	Hard
			Backtracking (/tag/backtracking)		
			Breadth-First Search (/tag/breadth-first-search)		
	836	Rectangle Overlap (/problems	Math (/tag/math) Geometry (/tag/geometry)	43.7%	Easy
	176	Second Highest Salary (/probl	Database (/tag/database)	36.8%	Mediu
	159	Longest Substring with At Mo	Hash Table (/tag/hash-table) String (/tag/string)	53.6%	Mediu
		•	Sliding Window (/tag/sliding-window)		
	490	The Maze (/problems/the-maze)	Depth-First Search (/tag/depth-first-search)	55.5%	Mediu
		•	Breadth-First Search (/tag/breadth-first-search)	00.070	
			Graph (/tag/graph)		
	666	Tita a Bisana Casaala Tasa (Is		00.007	(11
~	669	69 Trim a Binary Search Tree (/p	Tree (/tag/tree)	66.3%	Mediu
			Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
			2ayay (a.g. aay acc)		
	1169	Invalid Transactions (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	31.3%	Mediu
			String (/tag/string) Sorting (/tag/sorting)		
	60	Permutation Sequence (/prob	Math (/tag/math) Recursion (/tag/recursion)	43.9%	Hard
	453	Minimum Moves to Equal Arr	Array (/tag/array) Math (/tag/math)	55.8%	Mediu
/	652	Find Duplicate Subtrees (/pro	Hash Table (/tag/hash-table) Tree (/tag/tree)	56.5%	Mediu
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	90	Subsets II (/problems/subsets-ii)	Array (/tag/array)	55.5%	Mediu
			Backtracking (/tag/backtracking)		
			Bit Manipulation (/tag/bit-manipulation)		
~	204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math)	33.1%	Mediu
			Enumeration (/tag/enumeration)		
			Number Theory (/tag/number-theory)		
	97	Interleaving String (/problems	String (/tag/string)	37.2%	Mediu
			Dynamic Programming (/tag/dynamic-programming)		
✓	131	Palindrome Partitioning (/prob	String (/tag/string)	62.7%	Mediu
•	101	i amaiomo i andoming (piob		02.170	medid
			Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)		

	#	Title	Tags	Acceptance	Diffic
~	307	Range Sum Query - Mutable	Array (/tag/array) Design (/tag/design)	40.7%	Medi
			Binary Indexed Tree (/tag/binary-indexed-tree)		
			Segment Tree (/tag/segment-tree)		
/	1926	Nearest Exit from Entrance in	Array (/tag/array)	49.0%	Medi
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
~	1306	Jump Game III (/problems/ju	Array (/tag/array)	63.1%	Medi
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
	1338	Reduce Array Size to The Hal	Array (/tag/array) Hash Table (/tag/hash-table)	69.7%	Medi
		, , , , , , , , , , , , , , , , , , ,	Greedy (/tag/greedy) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	606	Construct String from Binary	String (/tag/string) Tree (/tag/tree)	63.7%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	94	Binary Tree Inorder Traversal	Stack (/tag/stack) Tree (/tag/tree)	73.2%	Easy
		*	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	849	Maximize Distance to Closest	Array (/tag/array)	47.6%	Medi
~	232	Implement Queue using Stac	Stack (/tag/stack) Design (/tag/design)	61.4%	Easy
			Queue (/tag/queue)		
	539	Minimum Time Difference (/pr	Array (/tag/array) Math (/tag/math)	56.3%	Medi
			String (/tag/string) Sorting (/tag/sorting)		
<u> </u>	278	First Bad Version (/problems/f	Binany Soarch (Itaalhinany soarch)	43.0%	Easy
•	210	That bad version (problems/1	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	43.070	Lusy
			meractive (rag/interactive)		
	729	My Calendar I (/problems/my	Binary Search (/tag/binary-search)	57.1%	Medi
			Design (/tag/design)		
			Segment Tree (/tag/segment-tree)		
			Ordered Set (/tag/ordered-set)		
~	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table)	47.0%	Easy
		*	Linked List (/tag/linked-list)		
			Two Pointers (/tag/two-pointers)		
	346	Moving Average from Data St	Array (/tag/array) Design (/tag/design)	77.1%	Easy
		₽	Queue (/tag/queue)		
			Data Stream (/tag/data-stream)		

	#	Title	Tags	Acceptance	Diffic
	6	Zigzag Conversion (/problem ★	String (/tag/string)	43.3%	Mediu
~	218	The Skyline Problem (/proble	Array (/tag/array)	41.6%	Hard
			Divide and Conquer (/tag/divide-and-conquer)		
			Binary Indexed Tree (/tag/binary-indexed-tree)		
			Segment Tree (/tag/segment-tree)		
			Line Sweep (/tag/line-sweep)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Ordered Set (/tag/ordered-set)		
	314 Binary Tree Vertical Orde	Binary Tree Vertical Order Tra	Hash Table (/tag/hash-table) Tree (/tag/tree)	52.1%	Mediu
		₽	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	1464	Maximum Product of Two Ele	Array (/tag/array) Sorting (/tag/sorting)	79.4%	Easy
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	230	Kth Smallest Element in a BS	Tree (/tag/tree)	69.5%	Media
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
~	130	Surrounded Regions (/proble	Array (/tag/array)	36.2%	Medi
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Matrix (/tag/matrix)		
	220	Contains Duplicate III (/proble	Array (/tag/array)	22.0%	Hard
			Sliding Window (/tag/sliding-window)		
			Sorting (/tag/sorting)		
			Bucket Sort (/tag/bucket-sort)		
			Ordered Set (/tag/ordered-set)		
	886	Possible Bipartition (/problem	Depth-First Search (/tag/depth-first-search)	48.5%	Media
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Graph (/tag/graph)		
~	1876	Substrings of Size Three with	Hash Table (/tag/hash-table) String (/tag/string)	70.4%	Easy
			Sliding Window (/tag/sliding-window)		
			Counting (/tag/counting)		

	#	Title	Tags	Acceptance	Diffic
,	148	Sort List (/problems/sort-list)	Linked List (/tag/linked-list)	54.4%	Media
			Two Pointers (/tag/two-pointers)		
			Divide and Conquer (/tag/divide-and-conquer)		
			Sorting (/tag/sorting)		
			Merge Sort (/tag/merge-sort)		
,	117	Populating Next Right Pointer	Linked List (/tag/linked-list) Tree (/tag/tree)	49.9%	Medi
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	271	Encode and Decode Strings (Array (/tag/array) String (/tag/string)	41.9%	Medi
	211	₽		41.070	····cai
			Design (/tag/design)		
•	28	Find the Index of the First Oc	Two Pointers (/tag/two-pointers)	37.7%	Medi
			String (/tag/string)		
			String Matching (/tag/string-matching)		
,	112	.12 Path Sum (/problems/path-sum)	Tree (/tag/tree)	47.8%	Easy
		*	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
,	100	Same Tree (/problems/same-t	Tree (/tag/tree)	56.5%	Easy
		, ,	Depth-First Search (/tag/depth-first-search)	30.370	
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
,	456	132 Pattern (/problems/132-p	Arroy (the glarray)	32 5%	Medi
	430	152 i attem (/problems/152-p	Array (/tag/array) Binary Search (/tag/binary-search)	32.5%	Wedi
			Stack (/tag/stack)		
			Monotonic Stack (/tag/monotonic-stack)		
			Ordered Set (/tag/ordered-set)		
	409	Longest Palindrome (/proble	Hash Table (/tag/hash-table) String (/tag/string)	54.6%	Easy
			Greedy (/tag/greedy)		
•	206	Reverse Linked List (/problem	Linked List (/tag/linked-list)	72.7%	Easy
		*	Recursion (/tag/recursion)		
,	532	K-diff Pairs in an Array (/probl	Away (hag/away) Ulash Table (hag/hagh table)	40.8%	Medi
	332	R-dill Falls III all Allay (/piobi	Array (/tag/array) Hash Table (/tag/hash-table)	40.070	Wedi
			Two Pointers (/tag/two-pointers)		
			Binary Search (/tag/binary-search) Sorting (/tag/sorting)		

	#	Title	Tags	Acceptance	Diffi
	678	Valid Parenthesis String (/pro	String (/tag/string)	34.0%	Med
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack) Greedy (/tag/greedy)		
~	1672	Richest Customer Wealth (/pr	Array (/tag/array) Matrix (/tag/matrix)	88.1%	Easy
~	328	Odd Even Linked List (/proble	Linked List (/tag/linked-list)	61.2%	Med
~	354	Russian Doll Envelopes (/pro	Array (/tag/array)	38.2%	Hard
			Binary Search (/tag/binary-search)		
			Dynamic Programming (/tag/dynamic-programming)		
			Sorting (/tag/sorting)		
		2			
	137	Single Number II (/problems/s	Array (/tag/array)	58.0%	Med
			Bit Manipulation (/tag/bit-manipulation)		
~	116	Populating Next Right Pointer	Linked List (/tag/linked-list) Tree (/tag/tree)	59.7%	Med
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	395	Longest Substring with At Lea	Hash Table (/tag/hash-table) String (/tag/string)	44.8%	(Med
			Divide and Conquer (/tag/divide-and-conquer)		
			Sliding Window (/tag/sliding-window)		
~	179	Largest Number (/problems/la	String (/tag/string) Greedy (/tag/greedy)	34.1%	Med
			Sorting (/tag/sorting)		
	175	Combine Two Tables (/proble	Database (/tag/database)	73.3%	Eas
~	101	Symmetric Tree (/problems/sy	Tree (/tag/tree)	53.1%	Eas
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
				10.00/	
	65	Valid Number (/problems/vali	String (/tag/string)	18.6%	Har
	804	Unique Morse Code Words (/	Array (/tag/array) Hash Table (/tag/hash-table)	82.7%	Eas
			String (/tag/string)		
/	132	Palindrome Partitioning II (/pr	String (/tag/string)	33.7%	Har
			Dynamic Programming (/tag/dynamic-programming)		
~	349	Intersection of Two Arrays (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	70.4%	Eas
	-	★	Two Pointers (/tag/two-pointers)	-	
			Binary Search (/tag/binary-search)		
			Sorting (/tag/sorting)		

	#	Title	Tags	Acceptance	Difficu
~	452	Minimum Number of Arrows t	Array (/tag/array) Greedy (/tag/greedy)	53.2%	Mediur
			Sorting (/tag/sorting)		
•	525	Contiguous Array (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	46.8%	Mediur
			Prefix Sum (/tag/prefix-sum)		
~	61	Rotate List (/problems/rotate-l	Linked List (/tag/linked-list)	35.9%	Mediur
			Two Pointers (/tag/two-pointers)		
	196	Delete Duplicate Emails (/pro	Database (/tag/database)	59.3%	Easy
	133	Clana Cranh (Inrohlama)alan		51.0%	Mediur
•	133	Clone Graph (/problems/clon	Hash Table (/tag/hash-table)	51.0%	Mediur
			Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Graph (rtag/graph)		
	1689	Partitioning Into Minimum Nu	String (/tag/string) Greedy (/tag/greedy)	89.5%	Mediur
~	258	Add Digits (/problems/add-dig	Math (/tag/math) Simulation (/tag/simulation)	63.6%	Easy
			Number Theory (/tag/number-theory)		
•	647	Palindromic Substrings (/prob	String (/tag/string)	66.5%	Mediur
			Dynamic Programming (/tag/dynamic-programming)		
	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)	41.0%	(Hard)
			Graph (/tag/graph)		
			Eulerian Circuit (/tag/eulerian-circuit)		
~	300	Longest Increasing Subseque	Array (/tag/array)	51.6%	Mediur
		*	Binary Search (/tag/binary-search)		
			Dynamic Programming (/tag/dynamic-programming)		
~	122	Best Time to Buy and Sell Sto	Array (/tag/array)	63.4%	Mediur
		*	Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
~	403	Frog Jump (/problems/frog-ju	Array (/tag/array)	43.2%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
	583	Delete Operation for Two Stri	Ctuing (Haglatting)	59.4%	Mediur
	303	Delete Operation for two diff	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	33.470	wediai
				50.4 27	
~	70	Climbing Stairs (/problems/cli	Math (/tag/math)	52.1%	(Easy)
			Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)		
			Memoization (/tag/memoization)		
~	947	Most Stones Removed with S	Depth-First Search (/tag/depth-first-search)	58.8%	Mediur
			Union Find (/tag/union-find) Graph (/tag/graph)		

	#	Title	Tags	Acceptance	Diffic
~	867	Transpose Matrix (/problems/t	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	63.5%	Easy
	530	Minimum Absolute Difference		56.8%	Easy
•	550	Willimum Absolute Difference	Tree (/tag/tree)	30.0%	Easy
			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)		
~	415 Add Strings (/problems/add	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string)	52.6%	Easy
			Simulation (/tag/simulation)		
	1.10	Links d Link Ovela III (foreblass		40.007	(11.11
~	142	Linked List Cycle II (/problem	Hash Table (/tag/hash-table)	46.6%	Mediu
		^	Linked List (/tag/linked-list)		
			Two Pointers (/tag/two-pointers)		
~	430	Flatten a Multilevel Doubly Li	Linked List (/tag/linked-list)	59.6%	Mediu
		•	Depth-First Search (/tag/depth-first-search)		
			Doubly-Linked List (/tag/doubly-linked-list)		
~	1539	Kth Missing Positive Number	Array (/tag/array)	56.0%	Easy
			Binary Search (/tag/binary-search)		
_	2149	Rearrange Array Elements by	Array (/tag/array) Two Pointers (/tag/two-pointers)	81.0%	Mediu
•			Simulation (/tag/simulation)	02.070	
			Simulation (tag/simulation)		
~	1046	Last Stone Weight (/problems	Array (/tag/array)	64.7%	Easy
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	257	Dinary Troe Dethe (Inrobleme)		60.8%	Facili
•	257	Binary Tree Paths (/problems/	String (/tag/string)	00.8%	Easy
			Backtracking (/tag/backtracking) Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	1008	Construct Binary Search Tree	Array (/tag/array) Stack (/tag/stack)	81.0%	Mediu
			Tree (/tag/tree)		
			Binary Search Tree (/tag/binary-search-tree)		
			Monotonic Stack (/tag/monotonic-stack)		
			Binary Tree (/tag/binary-tree)		
	1340	Jump Game V (/problems/jum	Array (/tag/array)	62.5%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
			Sorting (/tag/sorting)		
	197	Rising Temperature (/problem	Database (/tag/database)	44.7%	Easy
~	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)	45.9%	Easy
•	55		/ way (rag/array) Two Folitiers (rag/two-politiers)		

	#	Title	Tags	Acceptance	Difficu
	412	Fizz Buzz (/problems/fizz-buzz)	Math (/tag/math) String (/tag/string)	69.1%	Easy
			Simulation (/tag/simulation)		
	912	Sort an Array (/problems/sort	Array (/tag/array)	59.1%	Mediui
		, (1	Divide and Conquer (/tag/divide-and-conquer)		
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Merge Sort (/tag/merge-sort)		
			Bucket Sort (/tag/bucket-sort)		
			Radix Sort (/tag/radix-sort)		
			Counting Sort (/tag/counting-sort)		
~	162	Find Peak Element (/problem	Array (/tag/array)	46.2%	Mediu
			Binary Search (/tag/binary-search)		
	528	Random Pick with Weight (/pr	Math (/tag/math)	46.1%	Mediu
			Binary Search (/tag/binary-search)		
			Prefix Sum (/tag/prefix-sum)		
			Randomized (/tag/randomized)		
~	1020	Number of Enclaves (/proble	Array (/tag/array)	65.0%	Mediu
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Matrix (/tag/matrix)		
~	1249	Minimum Remove to Make V	String (/tag/string) Stack (/tag/stack)	65.7%	Mediu
	1497	Check If Array Pairs Are Divisi	Array (/tag/array) Hash Table (/tag/hash-table)	39.5%	Mediui
	1437	Check ii Airay i aira Aire Divisi	Array (/tag/array) Hash Table (/tag/hash-table) Counting (/tag/counting)	00.070	meana
			Counting (magreediting)		
~	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math)	37.1%	Easy
			Binary Search (/tag/binary-search)		
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	32.8%	Mediu
		*	(man (mg. man))		
~	82	Remove Duplicates from Sort	Linked List (/tag/linked-list)	45.6%	Mediu
		*	Two Pointers (/tag/two-pointers)		
_	81	Search in Rotated Sorted Arr	Array (/tag/array)	35.8%	Mediui
			Binary Search (/tag/binary-search)	22.0,0	
			Dinary Search (hagraniary-search)		
~	2486	Append Characters to String t	Two Pointers (/tag/two-pointers)	63.6%	Mediu
			String (/tag/string) Greedy (/tag/greedy)		

	#	Title	Tags	Acceptance	Difficu
~	567	Permutation in String (/proble	Hash Table (/tag/hash-table)	43.6%	Mediur
			Two Pointers (/tag/two-pointers)		
			String (/tag/string)		
			Sliding Window (/tag/sliding-window)		
~	120	Triangle (/problems/triangle)	Array (/tag/array)	54.1%	Mediur
			Dynamic Programming (/tag/dynamic-programming)		
	205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	42.6%	Easy
	435	Non-overlapping Intervals (/pr	Array (/tag/array)	50.0%	Mediur
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
	784	Letter Case Permutation (/pro	String (/tag/string)	73.6%	Mediur
			Backtracking (/tag/backtracking)		
			Bit Manipulation (/tag/bit-manipulation)		
_	1365	How Many Numbers Are Sma	Array (/tag/array) Hash Table (/tag/hash-table)	86.7%	(Easy)
•			Sorting (/tag/sorting) Counting (/tag/counting)	33.1.70	
~	151	Reverse Words in a String (/p	Two Pointers (/tag/two-pointers)	31.9%	Mediur
			String (/tag/string)		
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list)	60.6%	Mediur
			Recursion (/tag/recursion)		
~	516	Longest Palindromic Subseq	String (/tag/string)	60.7%	Mediur
			Dynamic Programming (/tag/dynamic-programming)		
•	941	Valid Mountain Array (/proble	Array (/tag/array)	33.5%	Easy
	180	Consecutive Numbers (/probl	Database (/tag/database)	46.8%	Mediur
	443	String Compression (/problem	Two Pointers (/tag/two-pointers)	49.0%	Mediur
			String (/tag/string)		
	684	Redundant Connection (/prob	Depth-First Search (/tag/depth-first-search)	62.1%	Mediur
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Graph (/tag/graph)		
•	283	Move Zeroes (/problems/mov ★	Array (/tag/array) Two Pointers (/tag/two-pointers)	61.4%	Easy
•	929	Unique Email Addresses (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	67.2%	Easy
		*	String (/tag/string)		

	#	Title	Tags	Acceptance	Diffic
~	1706	Where Will the Ball Fall (/prob	Array (/tag/array)	71.6%	Media
			Dynamic Programming (/tag/dynamic-programming)		
			Depth-First Search (/tag/depth-first-search)		
			Matrix (/tag/matrix) Simulation (/tag/simulation)		
	1376	Time Needed to Inform All E	Tree (/tag/tree)	58.4%	Media
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
~	106	Construct Binary Tree from In	Array (/tag/array) Hash Table (/tag/hash-table)	57.6%	Media
			Divide and Conquer (/tag/divide-and-conquer)		
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)		
~	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers)	48.8%	Easy
		*	String (/tag/string)		
			Dynamic Programming (/tag/dynamic-programming)		
~	763	763 Partition Labels (/problems/pa	Hash Table (/tag/hash-table)	79.8%	Media
			Two Pointers (/tag/two-pointers)		
			String (/tag/string) Greedy (/tag/greedy)		
	119	Pascal's Triangle II (/problem	Array (/tag/array)	59.9%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
~	67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string)	51.4%	Easy
			Bit Manipulation (/tag/bit-manipulation)		
			Simulation (/tag/simulation)		
~	1448	Count Good Nodes in Binary	Tree (/tag/tree)	74.5%	Media
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1581	Customer Who Visited but Di	Database (/tag/database)	87.9%	Easy
~	1752	Check if Array Is Sorted and	Array (/tag/array)	49.4%	Easy
~	746	Min Cost Climbing Stairs (/pro	Array (/tag/array)	62.6%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
~	252	Meeting Rooms (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	57.1%	Easy
		★ ■	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		
	455	Assign Cookies (/problems/as	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.4%	Easy
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
	628	Maximum Product of Three N	Array (/tag/array) Math (/tag/math)	46.3%	Easy
			Sorting (/tag/sorting)		

	#	Title	Tags	Acceptance	Diffic
	178	Rank Scores (/problems/rank	Database (/tag/database)	60.1%	Media
~	261	Graph Valid Tree (/problems/	Depth-First Search (/tag/depth-first-search)	46.9%	Media
		•	Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Graph (/tag/graph)		
~	509	Fibonacci Number (/problems	Math (/tag/math)	69.3%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
			Recursion (/tag/recursion)		
			Memoization (/tag/memoization)		
~	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	89.0%	Easy
	1004	Max Consecutive Ones III (/pr	Array (/tag/array)	63.4%	Medi
			Binary Search (/tag/binary-search)		
			Sliding Window (/tag/sliding-window)		
			Prefix Sum (/tag/prefix-sum)		
~	213	House Robber II (/problems/h	Array (/tag/array)	40.8%	Medi
		*	Dynamic Programming (/tag/dynamic-programming)		
~	309	Best Time to Buy and Sell Sto	Array (/tag/array)	54.7%	Med
			Dynamic Programming (/tag/dynamic-programming)		
~	416	Partition Equal Subset Sum (/	Array (/tag/array)	46.5%	Medi
			Dynamic Programming (/tag/dynamic-programming)		
~	57	Insert Interval (/problems/inse	Array (/tag/array)	38.0%	Medi
~	111	Minimum Depth of Binary Tre	Tree (/tag/tree)	43.8%	Easy
		*	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	441	Arranging Coins (/problems/a	Math (/tag/math)	46.2%	Easy
			Binary Search (/tag/binary-search)		
~	595	Big Countries (/problems/big	Database (/tag/database)	72.8%	Easy
	184	Department Highest Salary (/	Database (/tag/database)	49.8%	Medi
~	40	Combination Sum II (/problem	Array (/tag/array)	53.3%	Medi
			Backtracking (/tag/backtracking)		
	83	Remove Duplicates from Sort	Linked List (/tag/linked-list)	50.0%	Easy

	#	Title	Tags	Acceptance	Difficu
~	743	Network Delay Time (/proble	Depth-First Search (/tag/depth-first-search)	51.5%	Mediur
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Shortest Path (/tag/shortest-path)		
~	450	Delete Node in a BST (/probl	Tree (/tag/tree)	50.0%	Mediur
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
~	104	Maximum Depth of Binary Tre	Tree (/tag/tree)	73.2%	(Easy)
		*	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	168	Excel Sheet Column Title (/pr	Math (/tag/math) String (/tag/string)	34.9%	Easy
	494	Target Sum (/problems/target	Array (/tag/array)	45.6%	Mediur
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking)		
	1200	Danlaga Flamenta with Creat		74 50/	(=)
•	1299	Replace Elements with Great	Array (/tag/array)	74.5%	(Easy)
~	323	Number of Connected Compo	Depth-First Search (/tag/depth-first-search)	62.1%	Mediur
		★ ■'	Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Graph (/tag/graph)		
~	29	Divide Two Integers (/problem	Math (/tag/math)	17.3%	Mediur
			Bit Manipulation (/tag/bit-manipulation)		
~	58	Length of Last Word (/proble	String (/tag/string)	41.2%	(Easy)
		· · · · · · · · · · · · · · · · · · ·			
?	44	Wildcard Matching (/problems	String (/tag/string)	26.8%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy) Recursion (/tag/recursion)		
~	342	Power of Four (/problems/po	Math (/tag/math)	45.8%	Easy
			Bit Manipulation (/tag/bit-manipulation)		
			Recursion (/tag/recursion)		
~	374	Guess Number Higher or Low	Binary Search (/tag/binary-search)	51.4%	Easy
			Interactive (/tag/interactive)		
~	231	Power of Two (/problems/pow	Math (/tag/math)	45.8%	Easy
			Bit Manipulation (/tag/bit-manipulation)		
			Recursion (/tag/recursion)		

	#	Title	Tags	Acceptance	Diffic
~	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	56.9%	Mediu
•	350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	55.7%	Easy
	584	Find Customer Referee (/prob	Database (/tag/database)	70.1%	Easy
~	414	Third Maximum Number (/pro	Array (/tag/array) Sorting (/tag/sorting)	32.7%	Easy
~	26	Remove Duplicates from Sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.0%	Easy
	181	Employees Earning More Tha	Database (/tag/database)	68.8%	Easy
	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	43.4%	Easy
~	1470	Shuffle the Array (/problems/s	Array (/tag/array)	88.5%	Easy
~	338	Counting Bits (/problems/cou	Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation)	75.3%	Easy
	1523	Count Odd Numbers in an Int	Math (/tag/math)	46.2%	Easy
•	209	Minimum Size Subarray Sum ★	Array (/tag/array) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	44.6%	Mediu
~	557	Reverse Words in a String III	Two Pointers (/tag/two-pointers) String (/tag/string)	81.6%	Easy
~	876	Middle of the Linked List (/pro	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	74.7%	Easy
~	1704	Determine if String Halves Ar	String (/tag/string) Counting (/tag/counting)	78.0%	Easy
~	35	Search Insert Position (/probl ★	Array (/tag/array) Binary Search (/tag/binary-search)	42.1%	Easy
~	129	Sum Root to Leaf Numbers (/	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	58.9%	Mediu
•	704	Binary Search (/problems/bin	Array (/tag/array) Binary Search (/tag/binary-search)	55.1%	Easy
~	1512	Number of Good Pairs (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Counting (/tag/counting)	88.2%	Easy

	#	Title	Tags	Acceptance	Diffic
			1495		
~	344	Reverse String (/problems/rev	Two Pointers (/tag/two-pointers)	76.3%	Easy
			String (/tag/string)		
~	43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string)	38.9%	Medi
			Simulation (/tag/simulation)		
~	27	Remove Element (/problems/r	Array (/tag/array) Two Pointers (/tag/two-pointers)	52.3%	Easy
~	160	Intersection of Two Linked Lis	Hash Table (/tag/hash-table)	53.5%	Easy
			Linked List (/tag/linked-list)		
			Two Pointers (/tag/two-pointers)		
~	1757	Recyclable and Low Fat Prod	Database (/tag/database)	93.5%	Easy
	183	Customers Who Never Order	Database (/tag/database)	68.2%	Easy
~	1026	Maximum Difference Betwee	Tree (/tag/tree)	75.8%	Medi
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	124	Binary Tree Maximum Path S	Dynamic Programming (/tag/dynamic-programming)	39.1%	Hard
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1339	Maximum Product of Splitted	Tree (/tag/tree)	48.0%	Medi
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		

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