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## ☐ Show problem tags

#	Title 🕶	Acceptance	Difficulty
281	Zigzag Iterator (/problems/zigzag-iterator/) <b>■</b>	41.1%	Medium
140	Word Break II (/problems/word-break-ii/)	19.2%	Hard
44	Wildcard Matching (/problems/wildcard-matching/)	16.9%	Hard
280	Wiggle Sort (/problems/wiggle-sort/) <b>■</b>	49.3%	Medium
324	Wiggle Sort II (/problems/wiggle-sort-ii/)	21.0%	Medium
331	Verify Preorder Serialization of a Binary Tree (/problems/verify-preorder-serialization-of-a-binary-tree/)	32.0%	Medium
20	Valid Parentheses (/problems/valid-parentheses/)	28.6%	Easy
288	Unique Word Abbreviation (/problems/unique-word-abbreviation/)	15.6%	Easy
218	The Skyline Problem (/problems/the-skyline-problem/)	21.1%	Hard
313	Super Ugly Number (/problems/super-ugly-number/)	31.9%	Medium
228	Summary Ranges (/problems/summary-ranges/)	23.1%	Easy
246	Strobogrammatic Number (/problems/strobogrammatic-number/) 📭	35.4%	Easy
247	Strobogrammatic Number II (/problems/strobogrammatic-number-ii/) 📭	33.0%	Medium
302	Smallest Rectangle Enclosing Black Pixels (/problems/smallest-rectangle-enclosing-black-pixels/)	37.8%	Hard
214	Shortest Palindrome (/problems/shortest-palindrome/)	18.9%	Hard
317	Shortest Distance from All Buildings (/problems/shortest-distance-from-all-buildings/)	30.2%	Hard
240	Search a 2D Matrix II (/problems/search-a-2d-matrix-ii/)	33.3%	Medium
316	Remove Duplicate Letters (/problems/remove-duplicate-letters/)	23.7%	Medium
10	Regular Expression Matching (/problems/regular-expression-matching/)	21.6%	Hard
332	Reconstruct Itinerary (/problems/reconstruct-itinerary/)	23.1%	Medium
158	Read N Characters Given Read4 II - Call multiple times (/problems/read-n-characters-given-read4-ii-call-multiple-times/)	23.0%	Hard
326	Power of Three (/problems/power-of-three/)	35.4%	Easy
66	Plus One (/problems/plus-one/)	32.7%	Easy
279	Perfect Squares (/problems/perfect-squares/)	31.3%	Medium
284	Peeking Iterator (/problems/peeking-iterator/)	32.8%	Medium
330	Patching Array (/problems/patching-array/)	27.5%	Medium
266	Palindrome Permutation (/problems/palindrome-permutation/) <b>▲</b>	49.8%	Easy
276	Paint Fence (/problems/paint-fence/)	30.1%	Easy
200	Number of Islands (/problems/number-of-islands/)	26.6%	Medium
305	Number of Islands II (/problems/number-of-islands-ii/) <b>■</b>	33.4%	Hard
323	Number of Connected Components in an Undirected Graph (/problems/number-of-connected-components-in-an-undirected-graph/)   ■	42.9%	Medium
163	Missing Ranges (/problems/missing-ranges/) <b>■</b>	28.3%	Medium
310	Minimum Height Trees (/problems/minimum-height-trees/)	26.0%	Medium

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155	Min Stack (/problems/min-stack/)	21.5%	Easy
23	Merge k Sorted Lists (/problems/merge-k-sorted-lists/)	22.7%	Hard
56	Merge Intervals (/problems/merge-intervals/)	24.5%	Hard
253	Meeting Rooms II (/problems/meeting-rooms-ii/)	33.5%	Medium
4	Median of Two Sorted Arrays (/problems/median-of-two-sorted-arrays/)	18.1%	Hard
318	Maximum Product of Word Lengths (/problems/maximum-product-of-word-lengths/)	38.8%	Medium
146	LRU Cache (/problems/lru-cache/)	15.7%	Hard
159	Longest Substring with At Most Two Distinct Characters (/problems/longest-substring-with-at-most-two-distinct-characters/) $\blacksquare$	33.5%	Hard
329	Longest Increasing Path in a Matrix (/problems/longest-increasing-path-in-a-matrix/)	29.9%	Medium
230	Kth Smallest Element in a BST (/problems/kth-smallest-element-in-a-bst/)	36.0%	Medium
57	Insert Interval (/problems/insert-interval/)	23.2%	Hard
208	Implement Trie (Prefix Tree) (/problems/implement-trie-prefix-tree/)	25.2%	Medium
274	H-Index (/problems/h-index/)	28.6%	Medium
249	Group Shifted Strings (/problems/group-shifted-strings/) <b>■</b>	30.9%	Easy
261	Graph Valid Tree (/problems/graph-valid-tree/) <b>■</b>	31.0%	Medium
22	Generate Parentheses (/problems/generate-parentheses/)	35.7%	Medium
320	Generalized Abbreviation (/problems/generalized-abbreviation/) ■	39.6%	Medium
289	Game of Life (/problems/game-of-life/)	33.4%	Medium
166	Fraction to Recurring Decimal (/problems/fraction-to-recurring-decimal/)	14.6%	Medium
293	Flip Game (/problems/flip-game/) <b>■</b>	48.9%	Easy
294	Flip Game II (/problems/flip-game-ii/) <b>▲</b>	40.3%	Medium
251	Flatten 2D Vector (/problems/flatten-2d-vector/) <b>■</b>	32.6%	Medium
162	Find Peak Element (/problems/find-peak-element/)	32.7%	Medium
295	Find Median from Data Stream (/problems/find-median-from-data-stream/)	21.3%	Hard
282	Expression Add Operators (/problems/expression-add-operators/)	23.4%	Hard
271	Encode and Decode Strings (/problems/encode-and-decode-strings/) <b>■</b>	26.8%	Medium
321	Create Maximum Number (/problems/create-maximum-number/)	19.3%	Hard
315	Count of Smaller Numbers After Self (/problems/count-of-smaller-numbers-after-self/)	28.8%	Hard
327	Count of Range Sum (/problems/count-of-range-sum/)	24.5%	Hard
270	Closest Binary Search Tree Value (/problems/closest-binary-search-tree-value/) <b>■</b>	33.2%	Easy
272	Closest Binary Search Tree Value II (/problems/closest-binary-search-tree-value-ii/) 🛋	31.7%	Hard
312	Burst Balloons (/problems/burst-balloons/)	34.1%	Hard
257	Binary Tree Paths (/problems/binary-tree-paths/)	27.0%	Easy
298	Binary Tree Longest Consecutive Sequence (/problems/binary-tree-longest-consecutive-sequence/)	35.2%	Medium
173	Binary Search Tree Iterator (/problems/binary-search-tree-iterator/)	33.3%	Medium
	Best Time to Buy and Sell Stock with Cooldown (/problems/best-time-to-buy-and-	35.5%	Medium

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224	Basic Calculator (/problems/basic-calculator/)	21.0%	Medium
269	Alien Dictionary (/problems/alien-dictionary/) <b>■</b>	21.9%	Hard
259	3Sum Smaller (/problems/3sum-smaller/) ■	37.6%	Medium

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