

6 months

Select time period:



■ Google

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 177 / 483 problems.

	#	Title	Tags	Acceptance	Difficulty Frequency
~	366	Find Leaves of Binary Tree (/	Tree (/tag/tree)	77.5%	Medium
		-	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1293	Shortest Path in a Grid with	Array (/tag/array)	43.7%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	1146	Snapshot Array (/problems/s	Shot Array (/problems/s Array (/tag/array) Hash Table (/tag/hash-table) 37.0% Binary Search (/tag/binary-search)	37.0%	Medium
			Design (/tag/design)		
	1937	Maximum Number of Points	Array (/tag/array)	34.9%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
	2007	Find Original Array From Dou	Array (/tag/array) Hash Table (/tag/hash-table)	37.2%	Medium
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
	2096	Step-By-Step Directions Fro	String (/tag/string) Tree (/tag/tree)	47.2%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	833	Find And Replace in String (/	Array (/tag/array) String (/tag/string)	54.1%	Medium
			Sorting (/tag/sorting)		
	68	Text Justification (/problems/	Array (/tag/array) String (/tag/string)	34.3%	Hard
			Simulation (/tag/simulation)		
	2128	Remove All Ones With Row a	Array (/tag/array) Math (/tag/math)	76.9%	Medium
		₽	Bit Manipulation (/tag/bit-manipulation)		
			Matrix (/tag/matrix)		

#	Title	Tags	Acceptance	Difficulty Freque
2034	Stock Price Fluctuation (/pro	Hash Table (/tag/hash-table) Design (/tag/design)	45.4%	Medium
		Heap (Priority Queue) (/tag/heap-priority-queue)		
		Data Stream (/tag/data-stream)		
		Ordered Set (/tag/ordered-set)		
843	Guess the Word (/problems/	Array (/tag/array) Math (/tag/math)	43.3%	(Hard)
		String (/tag/string) Interactive (/tag/interactive)		
		Game Theory (/tag/game-theory)		
2013	Detect Squares (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table)	43.4%	(Medium)
		Design (/tag/design) Counting (/tag/counting)		
1610	Maximum Number of Visible	Array (/tag/array) Math (/tag/math)	35.9%	(Hard)
1010	Waximan Number of Visible		00.070	Tiara
		Geometry (/tag/geometry)		
		Sliding Window (/tag/sliding-window)		
		Sorting (/tag/sorting)		
150	Evaluate Reverse Polish Nota	Array (/tag/array) Math (/tag/math)	41.7%	Medium
		Stack (/tag/stack)		
700	North or of Matakin a Oak as a		EO 40/	
792	Number of Matching Subseq	Hash Table (/tag/hash-table) String (/tag/string)	50.4%	(Medium)
		Trie (/tag/trie) Sorting (/tag/sorting)		
1284	Minimum Number of Flips to	Array (/tag/array)	71.3%	Hard
		Bit Manipulation (/tag/bit-manipulation)		
		Breadth-First Search (/tag/breadth-first-search)		
		Matrix (/tag/matrix)		
1048	Longest String Chain (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	57.6%	(Medium)
		Two Pointers (/tag/two-pointers) String (/tag/string)		
		Dynamic Programming (/tag/dynamic-programming)		
1834	Single-Threaded CPU (/probl	Annual Management (Management and Management and Ma	40.2%	(Medium)
1004	origie Tricaded of 6 (probl	Array (/tag/array) Sorting (/tag/sorting)	40.270	(Medium)
		Heap (Priority Queue) (/tag/heap-priority-queue)		
359	Logger Rate Limiter (/proble	Hash Table (/tag/hash-table) Design (/tag/design)	74.7%	Easy
044=			00.007	
2115	Find All Possible Recipes fro	Array (/tag/array) Hash Table (/tag/hash-table)	36.9%	(Medium)
		String (/tag/string) Graph (/tag/graph)		
		Topological Sort (/tag/topological-sort)		
552	Student Attendance Record I	Dynamic Programming (/tag/dynamic-programming)	40.2%	Hard
2158	Amount of New Area Painted	Array (/tag/array) Segment Tree (/tag/segment-tree)	65.9%	(Hard)
_ , 50	₽		22.070	
		Ordered Set (/tag/ordered-set)		
539	Minimum Time Difference (/p	Array (/tag/array) Math (/tag/math)	53.8%	Medium
		String (/tag/string) Sorting (/tag/sorting)		
777	Swap Adjacent in LR String (/	Two Pointers (/tag/two-pointers) String (/tag/string)	36.1%	(Medium)

#	Title	Tags	Acceptance	Difficulty	Freque
302	Smallest Rectangle Enclosin	Array (/tag/array) Binary Search (/tag/binary-search)	55.9%	Hard	
	₽	Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
652	Find Duplicate Subtrees (/pro	Tree (/tag/tree)	55.4%	(Medium)	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
329	Longest Increasing Path in a	Dynamic Programming (/tag/dynamic-programming)	49.1%	(Hard)	
		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)			
418	Sentence Screen Fitting (/pr	String (/tag/string)	35.2%	Medium	
	₽	Dynamic Programming (/tag/dynamic-programming)			
		Simulation (/tag/simulation)			
204	Chartte an Americal and I american		FC 00/		
384	Shuffle an Array (/problems/s	Array (/tag/array) Math (/tag/math)	56.8%	(Medium)	
		Randomized (/tag/randomized)			
1554	Strings Differ by One Charac	Hash Table (/tag/hash-table) String (/tag/string)	65.1%	Medium	
	₽	Rolling Hash (/tag/rolling-hash)			
		Hash Function (/tag/hash-function)			
1423	Maximum Points You Can Ob	Array (/tag/array)	49.8%	(Medium)	
		Sliding Window (/tag/sliding-window)			
		Prefix Sum (/tag/prefix-sum)			
745	Prefix and Suffix Search (/pr	String (/tag/string) Design (/tag/design)	36.3%	(Hard)	
,	The state of the s		00.070	(
		Trie (/tag/trie)			
1218	Longest Arithmetic Subsequ	Array (/tag/array) Hash Table (/tag/hash-table)	50.6%	Medium	
		Dynamic Programming (/tag/dynamic-programming)			
631	Design Excel Sum Formula (/	Graph (/tag/graph) Design (/tag/design)	40.3%	(Hard)	
	₽	Topological Sort (/tag/topological-sort)			
		Topological 3011 ((tag/topological-3011)			
954	Array of Doubled Pairs (/prob	Array (/tag/array) Hash Table (/tag/hash-table)	38.4%	Medium	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
2135	Count Words Obtained After	Array (/tag/array) Hash Table (/tag/hash-table)	34.9%	(Medium)	
		String (/tag/string)			
		Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)			
690	Employee Importance (/probl	Hash Table (/tag/hash-table)	63.3%	Medium	
		Depth-First Search (/tag/depth-first-search)			

#		Title	Tags	Acceptance	Difficulty Free	quenc
394	4	Decode String (/problems/de	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	55.9%	Medium	
727	7	Minimum Window Subseque	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	42.9%	Hard	
			Sliding Window (/tag/sliding-window)			
127	77	Count Square Submatrices w	Array (/tag/array)	74.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
664	4	Strange Printer (/problems/st	String (/tag/string)	45.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
803	3	Bricks Falling When Hit (/pro	Array (/tag/array) Union Find (/tag/union-find)	33.6%	Hard	
			Matrix (/tag/matrix)			
528	8	Random Pick with Weight (/p	Math (/tag/math) Binary Search (/tag/binary-search)	46.0%	Medium	
			Prefix Sum (/tag/prefix-sum)			
			Randomized (/tag/randomized)			
169	91	Maximum Height by Stacking	Array (/tag/array)	53.3%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
			Sorting (/tag/sorting)			
134	45	Jump Game IV (/problems/ju	Array (/tag/array) Hash Table (/tag/hash-table)	44.4%	(Hard)	
			Breadth-First Search (/tag/breadth-first-search)			
198	87	Number of Unique Good Sub	String (/tag/string)	51.9%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
447	7	Number of Boomerangs (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	53.7%	Medium	
			Math (/tag/math)			
139	97	Find All Good Strings (/probl	String (/tag/string)	40.3%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
			String Matching (/tag/string-matching)			
489	9	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking)	75.3%	(Hard)	
		₽	Interactive (/tag/interactive)			
900	0	RLE Iterator (/problems/rle-it	Array (/tag/array) Design (/tag/design)	58.4%	(Medium)	
			Counting (/tag/counting) Iterator (/tag/iterator)			
407	7	Trapping Rain Water II (/probl	Array (/tag/array)	46.6%	(Hard)	
		77 3	Breadth-First Search (/tag/breadth-first-search)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
794	4	Valid Tic-Tac-Toe State (/pro	Array (/tag/array) String (/tag/string)	35.1%	Medium	
187	77	Minimize Maximum Pair Sum	Array (/tag/array) Two Pointers (/tag/two-pointers)	80.6%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			

#	Title	Tags	Acceptance	Difficulty Freque
2018	Check if Word Can Be Placed	Array (/tag/array) Matrix (/tag/matrix)	47.2%	Medium
		Enumeration (/tag/enumeration)		
772	Basic Calculator III (/problem	Math (/tag/math) String (/tag/string)	47.0%	(Hard)
	₽	Stack (/tag/stack) Recursion (/tag/recursion)		
000	Catiofichility of Favolity Favo		40.60/	
990	Satisfiability of Equality Equa	Array (/tag/array) String (/tag/string)	49.6%	(Medium)
		Union Find (/tag/union-find) Graph (/tag/graph)		
1240	Tiling a Rectangle with the F	Dynamic Programming (/tag/dynamic-programming)	52.7%	Hard
		Backtracking (/tag/backtracking)		
726	Number of Atoms (/problems	Hash Table (/tag/hash-table) String (/tag/string)	51.6%	Hard
		Stack (/tag/stack) Sorting (/tag/sorting)		
1032	Stream of Characters (/probl	Array (/tag/array) String (/tag/string)	51.3%	(Hard)
1002	otroum or onaractors (prosim	Design (/tag/design) Trie (/tag/trie)	01.070	(maru)
		Data Stream (/tag/data-stream)		
939	Minimum Aroa Dootanala Ur-		E2 40/	Mading
939	Minimum Area Rectangle (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	53.4%	(Medium)
		Math (/tag/math) Geometry (/tag/geometry) Sorting (/tag/sorting)		
		coraing (ragioorality)		
2092	Find All People With Secret (/	Depth-First Search (/tag/depth-first-search)	32.1%	Hard
		Breadth-First Search (/tag/breadth-first-search)		
		Union Find (/tag/union-find) Graph (/tag/graph) Sorting (/tag/sorting)		
		Softing (rag/softing)		
1272	Remove Interval (/problems/r	Array (/tag/array)	60.7%	Medium
	_			
562	Longest Line of Consecutive	Array (/tag/array)	48.9%	(Medium)
		Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)		
		Matrix (rtagiliatrix)		
853	Car Fleet (/problems/car-fleet)	Array (/tag/array) Stack (/tag/stack)	47.7%	Medium
		Sorting (/tag/sorting)		
		Monotonic Stack (/tag/monotonic-stack)		
1632	Rank Transform of a Matrix (/	Array (/tag/array) Greedy (/tag/greedy)	40.6%	Hard
		Union Find (/tag/union-find) Graph (/tag/graph)		
		Topological Sort (/tag/topological-sort)		
		Matrix (/tag/matrix)		
388	Longest Absolute File Path (/	String (/tag/string) Stack (/tag/stack)	45.6%	Medium
		Depth-First Search (/tag/depth-first-search)		
		Array (/tag/array) Binary Search (/tag/binary-search)	49.8%	(Hard)
410	Split Array Largest Sum (/pro	, (,, , , , , , , , , , , , , , , ,		
410	Split Array Largest Sum (/pro	Dynamic Programming (/tag/dynamic-programming)		
410	Split Array Largest Sum (/pro	Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)		
410 679	Split Array Largest Sum (/pro 24 Game (/problems/24-gam		48.6%	(Hard)

	#	Title	Tags	Acceptance	Difficulty	Frequenc
/	981	Time Based Key-Value Store	Hash Table (/tag/hash-table) String (/tag/string)	52.8%	Medium	
			Binary Search (/tag/binary-search)			
			Design (/tag/design)			
	299	Bulls and Cows (/problems/b	Hash Table (/tag/hash-table) String (/tag/string)	46.8%	Medium	
			Counting (/tag/counting)			
,	158	Read N Characters Given rea	String (/tag/string) Simulation (/tag/simulation)	40.4%	(Hard)	
		•	Interactive (/tag/interactive)			
	593	Valid Square (/problems/valid	Math (/tag/math) Geometry (/tag/geometry)	43.8%	Medium	
	1096	Brace Expansion II (/problem	String (/tag/string) Backtracking (/tag/backtracking)	62.4%	(Hard)	
			Stack (/tag/stack)			
			Breadth-First Search (/tag/breadth-first-search)			
	715	Range Module (/problems/ra	Design (/tag/design)	43.3%	Hard	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			
	1296	Divide Array in Sets of K Con	Array (/tag/array) Hash Table (/tag/hash-table)	56.4%	(Medium)	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
	4450	0		2F F0/	(Hand)	
	1153	String Transforms Into Anoth	Hash Table (/tag/hash-table) String (/tag/string)	35.5%	(Hard)	
	660	Remove 9 (/problems/remov	Math (/tag/math)	55.2%	(Hard)	
		■	watti (raginiatti)	00.270	(
	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)	48.0%	Hard	
		₽	Trie (/tag/trie) Data Stream (/tag/data-stream)			
	1592	Rearrange Spaces Between	String (/tag/string)	44.0%	Easy	
	1776	Car Fleet II (/problems/car-fl	Array (/tag/array) Math (/tag/math)	52.6%	(Hard)	
			Stack (/tag/stack)		_	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Monotonic Stack (/tag/monotonic-stack)			
	837	New 21 Game (/problems/ne	Math (/tag/math)	36.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Sliding Window (/tag/sliding-window)			
			Probability and Statistics (/tag/probability-and-statistics)			
	1477	Find Two Non-overlapping S	Array (/tag/array) Hash Table (/tag/hash-table)	36.5%	Medium	
			Binary Search (/tag/binary-search)			
			Dynamic Programming (/tag/dynamic-programming)			
			Sliding Window (/tag/sliding-window)			
	1254	Number of Closed Islands (/p	Array (/tag/array)	63.0%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			

#	:	Title	Tags	Acceptance	Difficulty	Frequen
7	32	My Calendar III (/problems/m	Design (/tag/design)	66.1%	Hard	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			
1:	882	Process Tasks Using Servers	Arroy (Itaalarray)	36.8%	(Medium)	
,,	002	Trocess rasks esting octvers	Array (/tag/array)	30.070	Wedidiii	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
1	728	Cat and Mouse II (/problems/	Math (/tag/math)	40.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph) Memoization (/tag/memoization)			
			Game Theory (/tag/game-theory)			
2	84	Peeking Iterator (/problems/p	Array (/tag/array) Design (/tag/design)	53.3%	(Medium)	
			Iterator (/tag/iterator)			
			(1.25)			
5	64	Find the Closest Palindrome	Math (/tag/math) String (/tag/string)	21.0%	Hard	
1	088	Confusing Number II (/proble	Math (Itag/math) Pagistracking (Itag/backtracking)	46.5%	(Hard)	
	000	Total and in the state of	Math (/tag/math) Backtracking (/tag/backtracking)	40.070	(Haru)	
8	18	Race Car (/problems/race-car)	Dunamia Programming (Hagldynamia programming)	41.8%	(Hard)	
J	10	Nace car (problems/race-car)	Dynamic Programming (/tag/dynamic-programming)	41.070	Halu	
2	00	Number of Islands (/problem	Array (/tag/array)	53.1%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
3	54	Russian Doll Envelopes (/pro	Array (/tag/array) Binary Search (/tag/binary-search)	39.4%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
			Sorting (/tag/sorting)			
			osi ang (nagjosi ang)			
1	499	Max Value of Equation (/prob	Array (/tag/array) Queue (/tag/queue)	46.9%	Hard	
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Monotonic Queue (/tag/monotonic-queue)			
30	05	Number of Islands II (/proble	Array (/tag/array) Union Find (/tag/union-find)	39.3%	(Hard)	
		-	(may (magianay)			
1:	275	Find Winner on a Tic Tac Toe	Array (/tag/array) Hash Table (/tag/hash-table)	55.2%	(Easy)	
			Matrix (/tag/matrix) Simulation (/tag/simulation)			
			(matrix (reg).matrix)			
8	35	Image Overlap (/problems/im	Array (/tag/array) Matrix (/tag/matrix)	61.3%	Medium	
9.	75	Odd Even Jump (/problems/o	Array (/tag/array)	39.1%	(Hard)	
		T VI	Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
			Ordered Set (/tag/ordered-set)			
_	0-	D 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		20.537		
3	07	Range Sum Query - Mutable	Array (/tag/array) Design (/tag/design)	38.5%	(Medium)	
			Binary Indexed Tree (/tag/binary-indexed-tree)			
			Segment Tree (/tag/segment-tree)			

	#	Title	Tags	Acceptance	Difficulty Frequer
	568	Maximum Vacation Days (/pr	Array (/tag/array)	44.1%	Hard
		₽	Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix)		
,	253	Meeting Rooms II (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	49.3%	(Medium)
-		₽	Greedy (/tag/greedy) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Heap (Priority Queue) (/tag/neap-priority-queue)		
	1226	The Dining Philosophers (/pr	Concurrency (/tag/concurrency)	58.9%	Medium
	465	Optimal Account Balancing (/	Array (/tag/array) Backtracking (/tag/backtracking)	48.7%	Hard
	846	Hand of Straights (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	56.1%	Medium
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
			71 07		
	1244	Design A Leaderboard (/prob	Hash Table (/tag/hash-table) Design (/tag/design)	68.0%	Medium
		₽	Sorting (/tag/sorting)		
	1263	Minimum Moves to Move a B	Array (/tag/array)	48.1%	(Hard)
			Breadth-First Search (/tag/breadth-first-search)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Matrix (/tag/matrix)		
	1948	Delete Duplicate Folders in S	Array (/tag/array) Hash Table (/tag/hash-table)	59.2%	Hard
			String (/tag/string) Trie (/tag/trie)		
			Hash Function (/tag/hash-function)		
	1138	Alphabet Board Path (/proble	Hash Table (/tag/hash-table) String (/tag/string)	52.3%	Medium
/	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	48.3%	Easy
	1514	Path with Maximum Probabili	Graph (/tag/graph)	45.6%	(Medium)
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Shortest Path (/tag/shortest-path)		
			one test rain (regional test parity)		
	1642	Furthest Building You Can Re	Array (/tag/array) Greedy (/tag/greedy)	44.8%	(Medium)
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	2103	Rings and Rods (/problems/ri	Hash Table (/tag/hash-table) String (/tag/string)	81.7%	Easy
	871	Minimum Number of Refuelin	Array (/tag/array)	35.5%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	920	Number of Music Playlists (/p	Math (/tag/math)	49.3%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
			Combinatorics (/tag/combinatorics)		
,	269	Alien Dictionary (/problems/a	Array (Itaglarray) String (Itaglatring)	34.6%	(Hard)
•	200	Alleri Dictionally (/problems/a	Array (/tag/array) String (/tag/string)	J 4 .070	naiu
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		

	#	Title	Tags	Acceptance	Difficulty	Frequenc
	850	Rectangle Area II (/problems/	Array (/tag/array) Segment Tree (/tag/segment-tree)	53.3%	Hard	
			Line Sweep (/tag/line-sweep)			
			Ordered Set (/tag/ordered-set)			
	886	Possible Bipartition (/proble	Depth-First Search (/tag/depth-first-search)	46.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
	778	Swim in Rising Water (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	58.3%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
	676	Implement Magic Dictionary	Hash Table (/tag/hash-table) String (/tag/string)	56.4%	Medium	
			Design (/tag/design) Trie (/tag/trie)			
,	62	Unique Paths (/problems/uni	Math (/tag/math)	59.4%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Combinatorics (/tag/combinatorics)			
	233	Number of Digit One (/proble	Math (/tag/math)	33.2%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
	588	Design In-Memory File Syste		48.3%	Hord	
	566	Pesign in-Memory File Syste	Hash Table (/tag/hash-table) String (/tag/string)	40.370	(Hard)	
			Design (/tag/design) Trie (/tag/trie)			
	1438	Longest Continuous Subarra	Array (/tag/array) Queue (/tag/queue)	45.8%	Medium	
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Ordered Set (/tag/ordered-set)			
			Monotonic Queue (/tag/monotonic-queue)			
	788	Rotated Digits (/problems/rot	Math (/tag/math)	57.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	85	Maximal Rectangle (/problem	Array (/tag/array)	42.3%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack) Matrix (/tag/matrix)			
			Monotonic Stack (/tag/monotonic-stack)			
	1110	Delete Nodes And Return For	Tree (/tag/tree)	69.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
,	1007	Minimum Domino Rotations F	Array (/tag/array) Greedy (/tag/greedy)	50.8%	Medium	
,	56	Merge Intervals (/problems/	Array (/tag/array) Sorting (/tag/sorting)	44.4%	(Medium)	
				EG 00/		
	1231	Divide Chocolate (/problems/	Array (/tag/array) Binary Search (/tag/binary-search)	56.0%	(Hard)	

	#	Title	Tags	Acceptance	Difficulty	Frequency
/	419	Battleships in a Board (/probl	Array (/tag/array)	73.1%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Matrix (/tag/matrix)			
	659	Split Array into Consecutive	Array (/tag/array) Hash Table (/tag/hash-table)	45.5%	Medium	
			Greedy (/tag/greedy)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	1855	Maximum Distance Between	Array (/tag/array) Two Pointers (/tag/two-pointers)	48.8%	Medium	
			Binary Search (/tag/binary-search)			
			Greedy (/tag/greedy)			
	1102	Path With Maximum Minimu	Array (/tag/array)	52.4%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
	2083	Substrings That Begin and E	Hash Table (/tag/hash-table) Math (/tag/math)	69.0%	Medium	
		•	String (/tag/string) Counting (/tag/counting)			
			Prefix Sum (/tag/prefix-sum)			
/	300	Longest Increasing Subsequ	Array (/tag/array) Binary Search (/tag/binary-search)	48.6%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
	417	Pacific Atlantic Water Flow (/	Array (/tag/array)	47.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	1230	Toss Strange Coins (/proble	Math (/tag/math)	52.4%	Medium	
		₽	Dynamic Programming (/tag/dynamic-programming)			
			Probability and Statistics (/tag/probability-and-statistics)			
	1509	Minimum Difference Betwee	Array (/tag/array) Greedy (/tag/greedy)	56.0%	Medium	
			Sorting (/tag/sorting)			
	224	Basic Calculator (/problems/	Math (/tag/math) String (/tag/string)	40.2%	Hard	
			Stack (/tag/stack) Recursion (/tag/recursion)			
	505	The Maze II (/problems/the	Depth-First Search (/tag/depth-first-search)	51.0%	Medium	
		•	Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Shortest Path (/tag/shortest-path)			
~	809	Expressive Words (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.3%	Medium	
			String (/tag/string)			
~	729	My Calendar I (/problems/my	Design (/tag/design)	55.0%	Medium	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			

	#	Title	Tags	Acceptance	Difficulty Frequenc
	149	Max Points on a Line (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	20.0%	Hard
			Math (/tag/math) Geometry (/tag/geometry)		
	2030	Smallest K-Length Subseque	String (/tag/string) Stack (/tag/stack)	38.9%	Hard
			Greedy (/tag/greedy)		
			Monotonic Stack (/tag/monotonic-stack)		
,	692	Top K Frequent Words (/prob	Hash Table (/tag/hash-table) String (/tag/string)	54.2%	(Medium)
•	002	Top Kirrequent Words (yprob	Trie (/tag/trie) Sorting (/tag/sorting)	04.270	(Mediani)
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Bucket Sort (/tag/bucket-sort)		
			Counting (/tag/counting)		
			Counting (ragicounting)		
	1864	Minimum Number of Swaps t	String (/tag/string) Greedy (/tag/greedy)	38.2%	Medium
	336	Palindrome Pairs (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	36.0%	(Hard)
			String (/tag/string) Trie (/tag/trie)		
			(1.1.13 (1.1.13)		
	710	Random Pick with Blacklist (/	Hash Table (/tag/hash-table) Math (/tag/math)	33.2%	Hard
			Binary Search (/tag/binary-search)		
			Sorting (/tag/sorting) Randomized (/tag/randomized)		
	1376	Time Needed to Inform All E	Tree (/tag/tree)	57.9%	(Medium)
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			(1.1.3)		
~	1094	Car Pooling (/problems/car-p	Array (/tag/array) Sorting (/tag/sorting)	58.6%	Medium
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Simulation (/tag/simulation)		
			Prefix Sum (/tag/prefix-sum)		
~	621	Task Scheduler (/problems/ta	Array (/tag/array) Hash Table (/tag/hash-table)	54.2%	Medium
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Counting (/tag/counting)		
	1521	String Compression II (Inrob)		27 40/	(U-w)
	1531	String Compression II (/probl	String (/tag/string)	37.4%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
	353	Design Snake Game (/proble	Array (/tag/array) Design (/tag/design)	37.8%	Medium
		₽	Queue (/tag/queue) Matrix (/tag/matrix)		
				0.4.407	
	708	Insert into a Sorted Circular	Linked List (/tag/linked-list)	34.1%	(Medium)
	E04			EO 90/	(Madinus)
	524	Longest Word in Dictionary t	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.8%	(Medium)
			String (/tag/string) Sorting (/tag/sorting)		
	1494	Parallel Courses II (/problems	Dynamic Programming (/tag/dynamic-programming)	31.5%	Hard
			Bit Manipulation (/tag/bit-manipulation)		
			Graph (/tag/graph) Bitmask (/tag/bitmask)		

	#	Title	Tags	Acceptance	Difficulty	Frequency
	10	Regular Expression Matching	String (/tag/string)	28.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
~	1166	Design File System (/problem	Hash Table (/tag/hash-table) String (/tag/string)	60.2%	Medium	
		•'	Design (/tag/design) Trie (/tag/trie)			
	1631	Path With Minimum Effort (/p	Array (/tag/array) Binary Search (/tag/binary-search)	51.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
	815	Bus Routes (/problems/bus-r	Array (/tag/array) Hash Table (/tag/hash-table)	45.0%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
	428	Serialize and Deserialize N-a	String (/tag/string) Tree (/tag/tree)	64.0%	Hard	
		-	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
•	1091	Shortest Path in Binary Matri	Array (/tag/array)	42.1%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	947	Most Stones Removed with S	Depth-First Search (/tag/depth-first-search)	56.2%	Medium	
			Union Find (/tag/union-find) Graph (/tag/graph)			
	1996	The Number of Weak Charac	Array (/tag/array) Stack (/tag/stack)	31.8%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Monotonic Stack (/tag/monotonic-stack)			
•	161	One Edit Distance (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	33.9%	Medium	
	1074	Number of Submatrices That	Array (/tag/array) Hash Table (/tag/hash-table)	66.3%	Hard	
			Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)			
	1227	Airplane Seat Assignment Pr	Math (/tag/math)	63.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Brainteaser (/tag/brainteaser)			
			Probability and Statistics (/tag/probability-and-statistics)			
	1807	Evaluate the Bracket Pairs of	Array (/tag/array) Hash Table (/tag/hash-table)	66.7%	Medium	
			String (/tag/string)			
	317	Shortest Distance from All B	Array (/tag/array)	43.5%	Hard	
		-	Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
~	1197	Minimum Knight Moves (/pro	Breadth-First Search (/tag/breadth-first-search)	39.5%	Medium	

#	Title	Tags	Acceptance	Difficulty	Freque
549	Binary Tree Longest Consec	Tree (/tag/tree)	48.5%	Medium	
	₽	Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
759	Employee Free Time (Inroble		70.8%		
759	Employee Free Time (/proble	Array (/tag/array) Sorting (/tag/sorting)	70.8%	(Hard)	
	_	Heap (Priority Queue) (/tag/heap-priority-queue)			
1255	Maximum Score Words Form	Array (/tag/array) String (/tag/string)	71.9%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Backtracking (/tag/backtracking)			
		Bit Manipulation (/tag/bit-manipulation)			
		Bitmask (/tag/bitmask)			
210	Course Schedule II (/problem	Depth-First Search (/tag/depth-first-search)	46.0%	(Medium)	
210	Course defication (problem	Breadth-First Search (/tag/breadth-first-search)	40.070	Mediaiii	
		Graph (/tag/graph)			
		Topological Sort (/tag/topological-sort)			
		Topological out ((rag/topological-sult)			
358	Rearrange String k Distance	Hash Table (/tag/hash-table) String (/tag/string)	36.7%	Hard	
	₫ '	Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue)			
		Counting (/tag/counting)			
1483	Kth Ancestor of a Tree Node	Binary Search (/tag/binary-search)	33.3%	(Hard)	
		Dynamic Programming (/tag/dynamic-programming)			
		Tree (/tag/tree)			
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Design (/tag/design)			
542	01 Matrix (/problems/01-mat	Array (/tag/array)	43.4%	(Medium)	
	()	Dynamic Programming (/tag/dynamic-programming)			
		Breadth-First Search (/tag/breadth-first-search)			
		Matrix (/tag/matrix)			
		(1-2)			
267	Palindrome Permutation II (/p	Hash Table (/tag/hash-table) String (/tag/string)	39.3%	Medium	
	•	Backtracking (/tag/backtracking)			
4	Median of Two Sorted Arrays	Array (/tag/array) Binary Search (/tag/binary-search)	33.7%	(Hard)	
		Divide and Conquer (/tag/divide-and-conquer)			
1406	Stone Game III (/problems/st	Array (/tag/array) Math (/tag/math)	60.3%	Hard	
		Dynamic Programming (/tag/dynamic-programming)			
		Game Theory (/tag/game-theory)			
222	Count Complete Tree Nodes	Binary Search (/tag/binary-search) Tree (/tag/tree)	54.5%	Medium	
		Depth-First Search (/tag/depth-first-search)		_	
		Binary Tree (/tag/binary-tree)			
753	Cracking the Safe (/problems	Depth-First Search (/tag/depth-first-search)	54.4%	(Hard)	
		Depth i hat acaron (/tag/ucpth-mat-sedicity	2,0	···-·•	
		Graph (/tag/graph)			

	#	Title	Tags	Acceptance	Difficulty	Frequenc
	834	Sum of Distances in Tree (/pr	Dynamic Programming (/tag/dynamic-programming)	52.7%	Hard	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Graph (/tag/graph)			
	200	Incort Delete CetDenders O/		E1 10/	(11.11)	
	380	Insert Delete GetRandom O(Array (/tag/array) Hash Table (/tag/hash-table)	51.1%	(Medium)	
			Math (/tag/math) Design (/tag/design)			
			Randomized (/tag/randomized)			
	847	Shortest Path Visiting All No	Dynamic Programming (/tag/dynamic-programming)	56.2%	Hard	
			Bit Manipulation (/tag/bit-manipulation)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph) Bitmask (/tag/bitmask)			
	400	Nth Digit (/problems/nth-digit)	Math (/tag/math) Binary Search (/tag/binary-search)	33.4%	(Medium)	
	362	Design Hit Counter (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	67.0%	(Medium)	
302		₽	Binary Search (/tag/binary-search)			
			Design (/tag/design) Queue (/tag/queue)			
			Quede (ragiquede)			
	722	Remove Comments (/proble	Array (/tag/array) String (/tag/string)	37.2%	Medium	
	130	Surrounded Regions (/proble		33.4%	(Martinus)	
	130	Surrounded Regions (/proble	Array (/tag/array)	33.470	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
	1055	Shortest Way to Form String	String (/tag/string)	58.1%	Medium	
		₽	Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
	1000	Minimum Cook to Make at La		CO 20/		
	1368	Minimum Cost to Make at Le	Array (/tag/array)	60.3%	(Hard)	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix) Shortest Path (/tag/shortest-path)			
	894	All Possible Full Binary Trees	Dynamic Programming (/tag/dynamic-programming)	79.2%	Medium	
			Tree (/tag/tree) Recursion (/tag/recursion)			
			Memoization (/tag/memoization)			
			Binary Tree (/tag/binary-tree)			
	490	The Maze (/problems/the-ma	Depth-First Search (/tag/depth-first-search)	54.4%	(Medium)	
		-	Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
	399	Evaluate Division (/problems/	Array (/tag/array)	56.7%	(Medium)	
		v. /**	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			

	#	Title	Tags	Acceptance	Difficulty	Frequen
	1066	Campus Bikes II (/problems/c	Array (/tag/array)	54.7%	Medium	
		₽	Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
			Bitmask (/tag/bitmask)			
/	34	Find First and Last Position o	Array (/tag/array) Binary Search (/tag/binary-search)	39.6%	Medium	
,	64	Minimum Path Sum (/proble	Array (/tag/array)	58.9%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
	695	Max Area of Island (/problem	Array (/tag/array)	68.9%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
	1624	Largest Substring Between T	Hash Table (/tag/hash-table) String (/tag/string)	59.2%	Easy	
	1888	Minimum Number of Flips to	String (/tag/string) Greedy (/tag/greedy)	36.1%	Medium	
,	202	Happy Number (/problems/h	Hash Table (/tag/hash-table) Math (/tag/math)	52.8%	(Easy)	
			Two Pointers (/tag/two-pointers)			
	857	Minimum Cost to Hire K Wor	Array (/tag/array) Greedy (/tag/greedy)	51.6%	(Hard)	
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	1044	Longest Duplicate Substring	String (/tag/string) Binary Search (/tag/binary-search)	31.3%	Hard	
			Sliding Window (/tag/sliding-window)			
			Rolling Hash (/tag/rolling-hash)			
			Suffix Array (/tag/suffix-array)			
			Hash Function (/tag/hash-function)			
,	721	Accounts Merge (/problems/	Array (/tag/array) String (/tag/string)	55.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
			(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			
	1325	Delete Leaves With a Given V	Hash Table (/tag/hash-table) Tree (/tag/tree)	74.8%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	968	Binary Tree Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)	41.6%	(Hard)	
		, ""	Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
			, , ,			
	1235	Maximum Profit in Job Sched	Array (/tag/array) Binary Search (/tag/binary-search)	50.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Sorting (/tag/sorting)			

#	Title	Tags	Acceptance	Difficulty	Frequen
66:	Maximum Width of Bir	ary Tr Tree (/tag/tree)	39.6%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Binary Tree (/tag/binary-tree)			
42	?7 Construct Quad Tree (/probl Array (/tag/array)	64.8%	(Medium)	
		Divide and Conquer (/tag/divide-and-conquer)			
		Tree (/tag/tree) Matrix (/tag/matrix)			
389	Find the Difference (/p	roble Hash Table (/tag/hash-table) String (/tag/string	60.4%	(Easy)	
		Bit Manipulation (/tag/bit-manipulation)			
		Sorting (/tag/sorting)			
37!	75 Guess Number Higher	or Lo Math (/tag/math)	45.1%	Medium	
		Dynamic Programming (/tag/dynamic-programmi	ng)		
		Game Theory (/tag/game-theory)			
0.5	. Elia Essidualent Disense	T	00.00/		
95	51 Flip Equivalent Binary	(1 37)	66.6%	(Medium)	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
22	.1 Maximal Square (/prob	lems/ Array (/tag/array)	43.0%	Medium	
		Dynamic Programming (/tag/dynamic-programmi	ng)		
		Matrix (/tag/matrix)			
360	CO Cart Transformed Arra	there are the same and the same are the same	52.8%		
300	Sort Transformed Arra	7 3. 7.7		(Medium)	
		Two Pointers (/tag/two-pointers) Sorting (/tag/s	sorting)		
849	9 Maximize Distance to	Closes Array (/tag/array)	47.4%	Medium	
26	Graph Valid Tree (/pro	Dlems/ Depth-First Search (/tag/depth-first-search)	45.4%	(Medium)	
	-	Breadth-First Search (/tag/breadth-first-search)			
		Union Find (/tag/union-find) Graph (/tag/graph)			
76	67 Reorganize String (/pr	phlome (1, 1, 7, 1, 1/4, 1/4, 1, 1, 1, 1, 1) (0, 1, 1/4, 1/4, 1/4, 1/4, 1/4, 1/4, 1/4,	51.7%	(Mandiana)	
70.	7 Reorganize String (/pi	(100)	51.7%	(Medium)	
		Greedy (/tag/greedy) Sorting (/tag/sorting)			
		Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)			
		Counting (/tag/counting)			
37	' Sudoku Solver (/proble	ems/su Array (/tag/array) Backtracking (/tag/backtrack	ing) 53.0%	Hard	
		Matrix (/tag/matrix)			
250	60 Count Univalue Subtre	es (/pr Tree (/tag/tree)	54.7%	(Medium)	
	■	Depth-First Search (/tag/depth-first-search)	/·		
		Binary Tree (/tag/binary-tree)			
		Chiary need (tell) and the control of the control o			
230	6 Lowest Common Ance	stor of Tree (/tag/tree)	54.4%	Medium	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
104	942 Flower Planting With N	lo Adja Depth-First Search (/tag/depth-first-search)	49.7%	(Medium)	
	-	Breadth-First Search (/tag/breadth-first-search)			
		Graph (/tag/graph)			

	#	Title	Tags	Acceptance	Difficulty	Frequenc
	731	My Calendar II (/problems/my	Design (/tag/design)	53.0%	Medium	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			
	218	The Skyline Problem (/proble	Array (/tag/array)	38.4%	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)			
	312	Burst Balloons (/problems/bu	Array (/tag/array)	56.1%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
	324	Wiggle Sort II (/problems/wig	Array (/tag/array)	32.0%	(Medium)	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting) Quickselect (/tag/quickselect)			
_	74	O'contifu Dath (for all large fried		07.40/		
	71	Simplify Path (/problems/sim	String (/tag/string) Stack (/tag/stack)	37.4%	(Medium)	
	286	Walls and Gates (/problems/	Array (/tag/array)	58.8%	Medium	
		■'	Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	241	Different Ways to Add Parent	Math (/tag/math) String (/tag/string)	61.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
			Memoization (/tag/memoization)			
	1352	Product of the Last K Numbe	Array (/tag/array) Math (/tag/math)	47.5%	Medium	
			Design (/tag/design) Queue (/tag/queue)			
			Data Stream (/tag/data-stream)			
	1504	Count Submatrices With All	Array (/tag/array)	58.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack) Matrix (/tag/matrix)			
			Monotonic Stack (/tag/monotonic-stack)			
	1162	As Far from Land as Possible	Array (/tag/array)	47.7%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
,	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	46.5%	(Hard)	
			Divide and Conquer (/tag/divide-and-conquer)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Merge Sort (/tag/merge-sort)			
	1570	Dot Product of Two Sparse V	Array (/tag/array) Hash Table (/tag/hash-table)	90.5%	(Medium)	
		■	Triay (tradition)			

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	#	Title	Tags	Acceptance	Difficulty	Frequency
~	43	Multiply Strings (/problems/	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	37.4%	Medium	
?	337	House Robber III (/problems/	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.4%	Medium	
~	41	First Missing Positive (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	35.7%	Hard	
	677	Map Sum Pairs (/problems/m	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	57.0%	Medium	
	1101	The Earliest Moment When E	Array (/tag/array) Union Find (/tag/union-find)	64.5%	Medium	
	295	Find Median from Data Strea	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	50.0%	(Hard)	
~	551	Student Attendance Record I	String (/tag/string)	47.3%	Easy	
	686	Repeated String Match (/pro	String (/tag/string) String Matching (/tag/string-matching)	33.4%	Medium	
•	965	Univalued Binary Tree (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	68.8%	Easy	
	1252	Cells with Odd Values in a M	Array (/tag/array) Math (/tag/math) Simulation (/tag/simulation)	78.5%	Easy	
	2131	Longest Palindrome by Conc	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Counting (/tag/counting)	37.5%	Medium	
~	57	Insert Interval (/problems/ins	Array (/tag/array)	37.1%	Medium	
	1673	Find the Most Competitive S	Array (/tag/array) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	48.0%	Medium	
	719	Find K-th Smallest Pair Dista	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	34.6%	Hard	
•	460	LFU Cache (/problems/lfu-ca	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	39.0%	Hard	
	1049	Last Stone Weight II (/proble	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	50.6%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	205	Isomorphic Strings (/problem	Hash Table (/tag/hash-table) String (/tag/string)	41.9%	Easy	
~	752	Open the Lock (/problems/op	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	55.2%	Medium	
	889	Construct Binary Tree from P	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	69.6%	Medium	
	1095	Find in Mountain Array (/prob	Array (/tag/array) Binary Search (/tag/binary-search) Interactive (/tag/interactive)	36.0%	Hard	
	459	Repeated Substring Pattern (String (/tag/string) String Matching (/tag/string-matching)	43.5%	Easy	
	1366	Rank Teams by Votes (/probl	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Counting (/tag/counting)	58.6%	Medium	
	334	Increasing Triplet Subsequen	Array (/tag/array) Greedy (/tag/greedy)	41.4%	Medium	
•	437	Path Sum III (/problems/path	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.0%	Medium	
	787	Cheapest Flights Within K St	Dynamic Programming (/tag/dynamic-programming) 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)	36.3%	Medium	
•	278	First Bad Version (/problems/	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	41.0%	Easy	
•	743	Network Delay Time (/proble	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)	48.0%	Medium	
	313	Super Ugly Number (/proble	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Heap (Priority Queue) (/tag/heap-priority-queue)	46.1%	Medium	
	1770	Maximum Score from Perfor	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	35.4%	Medium	
•	17	Letter Combinations of a Pho	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	53.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty Frequency
	702	Search in a Sorted Array of U	Array (/tag/array) Binary Search (/tag/binary-search)	70.5%	Medium
		-	Interactive (/tag/interactive)		
~	983	Minimum Cost For Tickets (/	Array (/tag/array)	63.8%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
~	91	Decode Ways (/problems/de	String (/tag/string)	29.7%	(Medium)
		, , , , , , , , , , , , , , , , , , ,	Dynamic Programming (/tag/dynamic-programming)		
	0.40	Desire Tie Tee Tee (Invelte		F7 00/	
•	348	Design Tic-Tac-Toe (/proble	Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Matrix (/tag/matrix)	57.0%	(Medium)
			Design (/tag/design) Matrix (/tag/matrix)		
	315	Count of Smaller Numbers Af	Array (/tag/array) Binary Search (/tag/binary-search)	42.1%	Hard
			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)		
	368	Largest Divisible Subset (/pr	Array (/tag/array) Math (/tag/math)	40.4%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Sorting (/tag/sorting)		
~	7	Reverse Integer (/problems/r	Math (/tag/math)	26.5%	Medium
~	852	Peak Index in a Mountain Arr	Array (/tag/array) Binary Search (/tag/binary-search)	71.1%	Easy
~	93	Restore IP Addresses (/probl	String (/tag/string) Backtracking (/tag/backtracking)	41.2%	Medium
	1446	Consecutive Characters (/pr	String (/tag/string)	62.0%	Easy
	856	Score of Parentheses (/probl	String (/tag/string) Stack (/tag/stack)	65.5%	Medium
	140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	41.2%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking) Trie (/tag/trie)		
			Memoization (/tag/memoization)		
	632	Smallest Range Covering Ele	Array (/tag/array) Hash Table (/tag/hash-table)	57.9%	Hard
			Greedy (/tag/greedy)		
			Sliding Window (/tag/sliding-window)		
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	128	Longest Consecutive Sequen	Array (/tag/array) Hash Table (/tag/hash-table)	48.4%	Medium
			Union Find (/tag/union-find)		
	807	Max Increase to Keep City Sk	Array (/tag/array) Greedy (/tag/greedy)	85.4%	(Medium)
	= -		Matrix (/tag/matrix)		
			<u> </u>		
	1092	Shortest Common Superseq	String (/tag/string)	55.6%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		

	#	Title	Tags	Acceptance	Difficulty	Frequenc
?	720	Longest Word in Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)	50.8%	Medium	
			String (/tag/string) Trie (/tag/trie)			
			Sorting (/tag/sorting)			
~	616	Add Bold Tag in String (/prob	Array (/tag/array) Hash Table (/tag/hash-table)	47.7%	(Medium)	
		₽	String (/tag/string) Trie (/tag/trie)			
			String Matching (/tag/string-matching)			
			oring matering (ragioring matering)			
	1436	Destination City (/problems/d	Hash Table (/tag/hash-table) String (/tag/string)	77.7%	Easy	
	1910	Remove All Occurrences of a	String (/tag/string)	71.7%	Medium	
	298	Binary Tree Longest Consec	Tree (/tag/tree)	50.7%	(Medium)	
		•	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1312	Minimum Insertion Steps to	String (/tag/string)	62.8%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
~	8	String to Integer (atoi) (/prob	String (/tag/string)	16.5%	Medium	
	433	Minimum Genetic Mutation (/	Hash Table (/tag/hash-table) String (/tag/string)	45.7%	(Medium)	
		·	Breadth-First Search (/tag/breadth-first-search)			
~	827	Making A Large Island (/probl	Array (/tag/array)	44.6%	(Hard)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
?	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	55.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
	77	Combinations (/problems/co	Asset (headean) Believelies (headeachism)	62.9%	(Medium)	
•	, ,	Combinations ((problems/co	Array (/tag/array) Backtracking (/tag/backtracking)	02.370	Medium	
~	3	Longest Substring Without R	Hash Table (/tag/hash-table) String (/tag/string)	32.8%	Medium	
			Sliding Window (/tag/sliding-window)			
_	2	Add Two Numbers (/problem	Linked List (/tag/linked-list) Math (/tag/math)	37.9%	(Medium)	
•	_	rad two tramboto (problem	Recursion (/tag/recursion)	<i>07.07</i> 0	(medium)	
			Recursion (/tag/recursion)			
	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string)	50.5%	Medium	
			Sliding Window (/tag/sliding-window)			
	72	Edit Distance (/problems/edit	String (/tag/string)	50.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)		_	
~	582	Kill Process (/problems/kill-p	Array (/tag/array) Hash Table (/tag/hash-table)	66.4%	Medium	
		•	Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			

	#	Title	Tags	Acceptance	Difficulty	Frequenc
	1730	Shortest Path to Get Food (/	Array (/tag/array)	54.3%	Medium	
		•	Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	918	Maximum Sum Circular Suba	Array (/tag/array)	36.7%	(Medium)	
			Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
			Queue (/tag/queue)			
			Monotonic Queue (/tag/monotonic-queue)			
	525	Contiguous Array (/problems		46.1%	Madina	
	525	Contiguous Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	40.176	(Medium)	
			Prefix Sum (/tag/prefix-sum)			
	997	Find the Town Judge (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	50.0%	Easy	
			Graph (/tag/graph)			
,	463	Island Perimeter (/problems/i	Array (Haglarray)	68.7%	(Easy)	
•	400	isidila i crimeter (problems)	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	00.7 70	Lasy	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
			many (regiment)			
~	207	Course Schedule (/problems/	Depth-First Search (/tag/depth-first-search)	44.9%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
	92	Reverse Linked List II (/probl	Linked List (/tag/linked-list)	43.1%	Medium	
~	545	Boundary of Binary Tree (/pr	Tree (/tag/tree)	42.7%	Medium	
		-	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	925	Long Pressed Name (/proble	Two Pointers (/tag/two-pointers) String (/tag/string)	35.0%	Easy	
	1202	Smallest String With Swaps (Hash Table (/tag/hash-table) String (/tag/string)	52.4%	(Medium)	
	1202	omanest string with swaps (Depth-First Search (/tag/depth-first-search)	02.470	(Medium)	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
			Gillon ma (ragianon ma)			
	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	42.5%	Easy	
~	239	Sliding Window Maximum (/p	Array (/tag/array) Queue (/tag/queue)	46.1%	Hard	
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Monotonic Queue (/tag/monotonic-queue)			
~	173	Binary Search Tree Iterator (/	Stack (/tag/stack) Tree (/tag/tree)	64.9%	(Medium)	
		- 4	Design (/tag/design)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree) Iterator (/tag/iterator)			

	#	Title	Tags	Acceptance	Difficulty Frequency
	1122	Relative Sort Array (/problem	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) Counting Sort (/tag/counting-sort)	68.1%	(Easy)
~	785	Is Graph Bipartite? (/problem	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	50.0%	Medium
~	246	Strobogrammatic Number (/	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string)	47.4%	(Easy)
~	162	Find Peak Element (/problem	Array (/tag/array) Binary Search (/tag/binary-search)	45.6%	Medium
	1200	Minimum Absolute Differenc	Array (/tag/array) Sorting (/tag/sorting)	69.8%	(Easy)
	259	3Sum Smaller (/problems/3s	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	50.2%	Medium
	1335	Minimum Difficulty of a Job	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	56.8%	(Hard)
	2089	Find Target Indices After Sor	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	81.0%	Easy
	115	Distinct Subsequences (/pro	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	42.0%	Hard
~	14	Longest Common Prefix (/pr	String (/tag/string)	38.9%	Easy
~	226	Invert Binary Tree (/problems	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	70.9%	Easy
	1636	Sort Array by Increasing Freq	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	68.3%	(Easy)
	18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	37.0%	Medium
~	198	House Robber (/problems/ho	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	46.5%	Medium
~	979	Distribute Coins in Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	71.3%	Medium
~	1472	Design Browser History (/pro	Array (/tag/array) Linked List (/tag/linked-list) Stack (/tag/stack) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) Data Stream (/tag/data-stream)	74.5%	Medium
	135	Candy (/problems/candy)	Array (/tag/array) Greedy (/tag/greedy)	36.6%	(Hard)

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	103	Binary Tree Zigzag Level Ord	Tree (/tag/tree)	53.0%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	540	Single Element in a Sorted Ar	Array (/tag/array) Binary Search (/tag/binary-search)	58.7%	Medium	
~	124	Binary Tree Maximum Path S	Dynamic Programming (/tag/dynamic-programming)	37.4%	(Hard)	
		•	Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	415	Add Strings (/problems/add	Math (/tag/math) String (/tag/string)	51.7%	(Easy)	
		3	Simulation (/tag/simulation)			
			omaniem (rugjemaianem)			
~	53	Maximum Subarray (/proble	Array (/tag/array)	49.4%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
	398	Random Pick Index (/proble	Hash Table (/tag/hash-table) Math (/tag/math)	63.0%	Medium	
			Reservoir Sampling (/tag/reservoir-sampling)			
			Randomized (/tag/randomized)			
	367	Valid Perfect Square (/proble	Math (/tag/math) Binary Search (/tag/binary-search)	42.8%	Easy	
	4.4	Wildoord Matching (Inroblem		26 40/		
	44	Wildcard Matching (/problem	String (/tag/string)	26.4%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy) Recursion (/tag/recursion)			
	1167	Minimum Cost to Connect Sti	Array (/tag/array) Greedy (/tag/greedy)	66.7%	Medium	
		-	Heap (Priority Queue) (/tag/heap-priority-queue)			
_	217	Contains Duplicate (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	60.2%	(Easy)	
		, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Sorting (/tag/sorting)			
			0.1.1.1.3 (0.1.3)			
~	9	Palindrome Number (/proble	Math (/tag/math)	52.1%	Easy	
	29	Divide Two Integers (/proble	Math (/tag/math)	17.1%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
~	658	Find K Closest Elements (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)	44.2%	Medium	
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
•	215	Kth Largest Element in an Arr	Array (/tag/array)	62.7%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
	450	Delete Node in a BST (/probl	Tree (/tag/tree)	48.5%	Medium	
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			

	#	Title	Tags	Acceptance	Difficulty Frequency
	452	Minimum Number of Arrows t	Array (/tag/array) Greedy (/tag/greedy)	52.7%	Medium
			Sorting (/tag/sorting)		
~	79	Word Search (/problems/wor	Array (/tag/array) Backtracking (/tag/backtracking)	39.4%	Medium
			Matrix (/tag/matrix)		
~	684	Redundant Connection (/pro	Depth-First Search (/tag/depth-first-search)	60.9%	Medium
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Graph (/tag/graph)		
•	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.4%	Medium
			Greedy (/tag/greedy)		
	220	Contains Duplicate III (/probl	Array (/tag/array)	21.7%	Medium
			Sliding Window (/tag/sliding-window)		
			Sorting (/tag/sorting) Bucket Sort (/tag/bucket-sort)		
			Ordered Set (/tag/ordered-set)		
	530	Minimum Absolute Differenc	Tree (/tag/tree)	56.1%	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)		
	131	Palindrome Partitioning (/pro	String (/tag/string)	58.6%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking)		
~	228	Summary Ranges (/problems	Array (/tag/array)	44.6%	Easy
~	442	Find All Duplicates in an Arra	Array (/tag/array) Hash Table (/tag/hash-table)	72.0%	Medium
,	1650	Lowest Common Ancestor of	Hash Table (/tag/hash-table) Tree (/tag/tree)	77.5%	(Medium)
		₽	Binary Tree (/tag/binary-tree)		
•	16	3Sum Closest (/problems/3s	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.0%	(Medium)
		.	Sorting (/tag/sorting)		
•	67	Add Binary (/problems/add-b	Math (/tag/math) String (/tag/string)	50.1%	(Easy)
			Bit Manipulation (/tag/bit-manipulation)		
			Simulation (/tag/simulation)		
~	1047	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	71.0%	Easy
	30	Substring with Concatenatio	Hash Table (/tag/hash-table) String (/tag/string)	27.8%	(Hard)
		-	Sliding Window (/tag/sliding-window)		
	392	Is Subsequence (/problems/i	Two Pointers (/tag/two-pointers) String (/tag/string)	50.1%	(Easy)
			Dynamic Programming (/tag/dynamic-programming)		
	1971	Find if Path Exists in Graph (/	Depth-First Search (/tag/depth-first-search)	50.4%	Easy
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
	1859	Sorting the Sentence (/probl	String (/tag/string) Sorting (/tag/sorting)	84.5%	(Easy)
	. 555	g	Samy ((tag/samg)	= / 0	

	#	Title	Tags	Acceptance	Difficulty	Frequenc
~	76	Minimum Window Substring	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	38.6%	Hard	
	310	Minimum Height Trees (/prob	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	38.0%	Medium	
~	387	First Unique Character in a S	Hash Table (/tag/hash-table) String (/tag/string) Queue (/tag/queue) Counting (/tag/counting)	56.6%	Easy	
~	133	Clone Graph (/problems/clon	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	45.5%	Medium	
	316	Remove Duplicate Letters (/p	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	41.3%	Medium	
~	332	Reconstruct Itinerary (/probl	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Eulerian Circuit (/tag/eulerian-circuit)	39.9%	Hard	
~	249	Group Shifted Strings (/probl	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	62.8%	Medium	
~	532	K-diff Pairs in an Array (/prob	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	39.8%	Medium	
~	977	Squares of a Sorted Array (/p	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.5%	Easy	
~	461	Hamming Distance (/problem	Bit Manipulation (/tag/bit-manipulation)	74.4%	Easy	
/	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	32.1%	Medium	
~	560	Subarray Sum Equals K (/pro	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	44.1%	Medium	
•	322	Coin Change (/problems/coin	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	39.7%	Medium	
~	155	Min Stack (/problems/min-st	Stack (/tag/stack) Design (/tag/design)	49.6%	Easy	
	1207	Unique Number of Occurren	Array (/tag/array) Hash Table (/tag/hash-table)	72.0%	Easy	
~	54	Spiral Matrix (/problems/spir	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	40.6%	Medium	
~	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	63.4%	Medium	

724	Find Pivot Index (/problems/fi		EO 00/	$\overline{}$	
		Array (/tag/array) Prefix Sum (/tag/prefix-sum)	50.8%	(Easy)	
109	Convert Sorted List to Binary	Linked List (/tag/linked-list)	54.9%	Medium	
		Divide and Conquer (/tag/divide-and-conquer)			
		Tree (/tag/tree)			
		Binary Search Tree (/tag/binary-search-tree)			
		Binary Tree (/tag/binary-tree)			
121	Best Time to Buy and Sell St	Array (/tag/array)	53.8%	Easy	
		Dynamic Programming (/tag/dynamic-programming)			
636	Exclusive Time of Functions (Array (/tag/array) Stack (/tag/stack)	59.5%	Medium	
208	Implement Trie (Prefix Tree) (Hash Table (/tag/hash-table) String (/tag/string)	57.2%	Medium	
		Design (/tag/design) Trie (/tag/trie)			
1539	Kth Missing Positive Number	Array (/tag/array) Binary Search (/tag/binary-search)	55.2%	Easy	
766	Toeplitz Matrix (/problems/to	Array (/tag/array) Matrix (/tag/matrix)	67.5%	Easy	
168	Excel Sheet Column Title (/pr	Math (/tag/math) String (/tag/string)	33.5%	Easy	
543	Diameter of Binary Tree (/pro	Tree (/tag/tree)	53.5%	(Easy)	
		Depth-First Search (/tag/depth-first-search)			
		Binary Tree (/tag/binary-tree)			
210	Contains Dunlicate II (Inroble	Away (Mag(away)) Llock Table (Mag/back table)	40.5%	Facy	
213	Contains Duplicate if (proble		40.570	Lasy	
		Chang Timeon (ragionaling Timeon)			
151	Reverse Words in a String (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	27.8%	(Medium)	
297	Serialize and Deserialize Bina	String (/tag/string) Tree (/tag/tree)	53.1%	Hard	
		Depth-First Search (/tag/depth-first-search)			
		Breadth-First Search (/tag/breadth-first-search)			
		Design (/tag/design) Binary Tree (/tag/binary-tree)			
595	Big Countries (/problems/big	Database (/tag/database)	78.4%	Easy	
5	Longest Palindromic Substrin	String (/tag/string)	31.7%	(Medium)	
		Dynamic Programming (/tag/dynamic-programming)			
27	Remove Element (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.9%	Easy	
70	Climbing Stairs (/problems/cl	Math (/tag/math)	50.7%	Easy	
		Dynamic Programming (/tag/dynamic-programming)			
		Memoization (/tag/memoization)			
498	Diagonal Traverse (/problem	Array (/tag/array) Matrix (/tag/matrix)	55.6%	(Medium)	
		Simulation (/tag/simulation)			
146	LRU Cache (/problems/lru-ca	Hash Table (/tag/hash-table)	39.3%	(Medium)	
		Linked List (/tag/linked-list) Design (/tag/design)			
	636 208 1539 766 168 543 219 151 297 595 5	Implement Trie (Prefix Tree) (Kth Missing Positive Number Toeplitz Matrix (/problems/to Excel Sheet Column Title (/pr Diameter of Binary Tree (/pro Contains Duplicate II (/proble Reverse Words in a String (/p Serialize and Deserialize Bina Big Countries (/problems/big Longest Palindromic Substrin Remove Element (/problems/ Climbing Stairs (/problems/cl	Binary Tree (/tag/binary-tree) Best Time to Buy and Sell St Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	Binary Tree (!tag/binary-tree) Best Time to Buy and Sell St Array (!tag/array) Dynamic Programming (!tag/dynamic-programming) Stack (!tag/stack) Exclusive Time of Functions (Array (!tag/array) Stack (!tag/stack) Implement Trie (Prefix Tree) (Hash Table (!tag/hash-table) String (!tag/string) Design (!tag/design) Trie (!tag/trie) Design (!tag/design) Trie (!tag/trie) Excel Sheet Column Title (!pr Array (!tag/array) Binary Search (!tag/binary-search) Excel Sheet Column Title (!pr Math (!tag/math) String (!tag/string) Diameter of Binary Tree (!pro Tree (!tag/trie) Depth-First Search (!tag/depth-first-search) Binary Tree (!tag/trie) Array (!tag/array) Hash Table (!tag/hash-table) Sliding Window (!tag/string) 27.8% Serialize and Deserialize Bina String (!tag/string) Serialize and Deserialize Bina String (!tag/string) Design (!tag/design) Binary Tree (!tag/tree) Design (!tag/design) Binary Tree (!tag/binary-tree) Two Pointers (!tag/binary-tree) Design (!tag/design) Binary Tree	Binary Tree (Itagl/binary-tree) Array (Itag/array) Dynamic Programming (Itag(dynamic-programming) Binary Tree (Itag/bray) Dynamic Programming (Itag(dynamic-programming) Binary Stack (Itag/stack) By Sexulusive Time of Functions (Array (Itag/array)) By Sexing (Itag(dynamic-programming) By Sexing (Itag(design)) By Sexing (Itag(design)) By Sexing (Itag(design)) By Sexing (Itag(dynamic-programming) Memoization (Itag(mynamic-programming) Memoiz

	#	Title	Tags	Acceptance	Difficulty	Frequenc
~	98	Validate Binary Search Tree (Tree (/tag/tree)	30.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	35	Search Insert Position (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	42.5%	Easy	
~	22	Generate Parentheses (/prob	String (/tag/string)	69.4%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
~	349	Intersection of Two Arrays (/	Array (/tag/array) Hash Table (/tag/hash-table)	68.4%	Easy	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
,	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	30.6%	(Medium)	
		(prosieme/coam)	Sorting (/tag/sorting)	00.070		
			00.000			
	260	Single Number III (/problems/	Array (/tag/array)	67.0%	(Medium)	
			Bit Manipulation (/tag/bit-manipulation)			
	408	Valid Word Abbreviation (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	34.1%	Easy	
	1011	Capacity To Ship Packages	Array (/tag/array) Binary Search (/tag/binary-search)	63.0%	(Medium)	
			Greedy (/tag/greedy)			
	1528	Shuffle String (/problems/sh	Array (/tag/array) String (/tag/string)	85.8%	Easy	
	1004	Max Consecutive Ones III (/p	Array (/tag/array) Binary Search (/tag/binary-search)	62.5%	Medium	
			Sliding Window (/tag/sliding-window)			
			Prefix Sum (/tag/prefix-sum)			
~	138	Copy List with Random Point	Hash Table (/tag/hash-table)	46.3%	(Medium)	
			Linked List (/tag/linked-list)			
	1929	Concatenation of Array (/pro	Array (/tag/array)	91.8%	Easy	
	106	Construct Binary Tree from I	Array (/tag/array) Hash Table (/tag/hash-table)	54.7%	(Medium)	
		,	Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)			
	707	Design Linked List (/problem	Linked List (/tag/linked-list) Design (/tag/design)	26.8%	(Medium)	
	763	Partition Labels (/problems/p	Hash Table (/tag/hash-table)	78.6%	Medium	
			Two Pointers (/tag/two-pointers) String (/tag/string)			
			Greedy (/tag/greedy)			
~	377	Combination Sum IV (/proble	Array (/tag/array)	48.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	231	Power of Two (/problems/po	Math (/tag/math)	44.8%	Easy	
			Bit Manipulation (/tag/bit-manipulation)			
			Recursion (/tag/recursion)			

	#	Title	Tags	Acceptance	Difficulty	Frequenc
~	105	Construct Binary Tree from P	Array (/tag/array) Hash Table (/tag/hash-table)	56.8%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)			
~	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	71.4%	Medium	
~	110	Balanced Binary Tree (/probl	Tree (/tag/tree)	46.4%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	252	Meeting Rooms (/problems/	Array (/tag/array) Sorting (/tag/sorting)	56.6%	Easy	
~	238	Product of Array Except Self	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	63.6%	Medium	
	51	N-Queens (/problems/n-que	Array (/tag/array) Backtracking (/tag/backtracking)	56.3%	Hard	
~	167	Two Sum II - Input Array Is S	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.2%	Medium	
			Binary Search (/tag/binary-search)			
~	279	Perfect Squares (/problems/	Math (/tag/math)	51.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
?	45	Jump Game II (/problems/ju	Array (/tag/array)	36.4%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
~	905	Sort Array By Parity (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	74.8%	Easy	
			Sorting (/tag/sorting)			
~	986	Interval List Intersections (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)	70.8%	Medium	
~	973	K Closest Points to Origin (/p	Array (/tag/array) Math (/tag/math)	66.0%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Geometry (/tag/geometry) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
~	26	Remove Duplicates from Sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	48.3%	Easy	
~	117	Populating Next Right Pointe	Linked List (/tag/linked-list) Tree (/tag/tree)	45.8%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	518	Coin Change 2 (/problems/co	Array (/tag/array)	56.7%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	257	Binary Tree Paths (/problems	String (/tag/string) Backtracking (/tag/backtracking)	57.8%	Easy	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	797	All Paths From Source to Tar	Backtracking (/tag/backtracking)	80.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
~	523	Continuous Subarray Sum (/	Array (/tag/array) Hash Table (/tag/hash-table)	26.9%	Medium	
			Math (/tag/math) Prefix Sum (/tag/prefix-sum)			
~	383	Ransom Note (/problems/ran	Hash Table (/tag/hash-table) String (/tag/string)	55.5%	Easy	
			Counting (/tag/counting)			
	1512	Number of Good Pairs (/prob	Array (/tag/array) Hash Table (/tag/hash-table)	87.9%	Easy	
			Math (/tag/math) Counting (/tag/counting)			
	32	Longest Valid Parentheses (/	String (/tag/string)	31.1%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
~	21	Merge Two Sorted Lists (/pro	Linked List (/tag/linked-list) Recursion (/tag/recursion)	59.4%	Easy	
	647	Palindromic Substrings (/pro	String (/tag/string)	64.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	416	Partition Equal Subset Sum (/	Array (/tag/array)	46.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	212	Word Search II (/problems/w	Array (/tag/array) String (/tag/string)	38.4%	(Hard)	
	212	Word Oddron'n (problems) w		331173		
			Backtracking (/tag/backtracking) Matrix (/tag/matrix)			
~	113	Path Sum II (/problems/path	Backtracking (/tag/backtracking) Tree (/tag/tree)	53.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	33	Search in Rotated Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	37.5%	Medium	
	63	Unique Paths II (/problems/u	Array (/tag/array)	37.2%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	347	Top K Frequent Elements (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	64.4%	(Medium)	
			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)			
•	287	Find the Duplicate Number (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.4%	(Medium)	
		·	Binary Search (/tag/binary-search)			
			Bit Manipulation (/tag/bit-manipulation)			
~	227	Basic Calculator II (/problems	Math (/tag/math) String (/tag/string)	41.2%	Medium	
			Stack (/tag/stack)			

	#	Title	Tags	Acceptance	Difficulty Frequency
	338	Counting Bits (/problems/cou	Dynamic Programming (/tag/dynamic-programming)	72.6%	Easy
			Bit Manipulation (/tag/bit-manipulation)		
	84	Largest Rectangle in Histogr	Array (/tag/array) Stack (/tag/stack)	40.4%	Hard
			Monotonic Stack (/tag/monotonic-stack)		
~	143	Reorder List (/problems/reor	Linked List (/tag/linked-list)	46.8%	Medium
			Two Pointers (/tag/two-pointers) Stack (/tag/stack)		
			Recursion (/tag/recursion)		
~	169	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	62.1%	Easy
			Divide and Conquer (/tag/divide-and-conquer)		
			Sorting (/tag/sorting) Counting (/tag/counting)		
~	55	Jump Game (/problems/jump	Array (/tag/array)	37.5%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
	176	Second Highest Salary (/pro	Database (/tag/database)	35.0%	Medium
	1020	Puild Arroy from Dormutation		01.00/	
	1920	Build Array from Permutation	Array (/tag/array) Simulation (/tag/simulation)	91.8%	(Easy)
~	100	Same Tree (/problems/same	Tree (/tag/tree)	55.2%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	28	Implement strStr() (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	35.6%	Easy
			String Matching (/tag/string-matching)		
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	70.6%	Medium
			Bit Manipulation (/tag/bit-manipulation)		
~	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)	57.6%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	25	Reverse Nodes in k-Group (/	Linked List (/tag/linked-list) Recursion (/tag/recursion)	50.2%	Hard
	209	Minimum Size Subarray Sum	Array (/tag/array) Binary Search (/tag/binary-search)	42.6%	(Medium)
			Sliding Window (/tag/sliding-window)		
			Prefix Sum (/tag/prefix-sum)		
~	1249	Minimum Remove to Make V	String (/tag/string) Stack (/tag/stack)	65.2%	Medium
	213	House Robber II (/problems/h	Array (/tag/array)	39.5%	(Medium)
			Dynamic Programming (/tag/dynamic-programming)		
~	448	Find All Numbers Disappeare	Array (/tag/array) Hash Table (/tag/hash-table)	58.8%	Easy
_	438	Find All Anagrams in a String	Hack Table //tag/back table) Chrise //tag/atring)	47.9%	(Medium)
•	430	i iliu Ali Aliayiailis III a Stiilig	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	+/.J/0	Mediuiii
			Susual villagionality williams		

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	12	Integer to Roman (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	59.0%	Medium	
•	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers)	38.3%	Medium	
	175	Combine Two Tables (/proble	Database (/tag/database)	69.2%	Easy	
•	141	Linked List Cycle (/problems/	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	45.0%	Easy	
~	20	Valid Parentheses (/problems	Two Pointers (/tag/two-pointers) String (/tag/string) Stack (/tag/stack)	40.6%	Easy	
~	19	Remove Nth Node From End	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	37.9%	Medium	
•	160	Intersection of Two Linked Li	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	49.0%	Easy	
	122	Best Time to Buy and Sell St	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	61.5%	Medium	
•	704	Binary Search (/problems/bin	Array (/tag/array) Binary Search (/tag/binary-search)	54.6%	Easy	
~	31	Next Permutation (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	35.3%	Medium	
~	234	Palindrome Linked List (/prob	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	45.8%	Easy	
~	104	Maximum Depth of Binary Tr	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	71.4%	Easy	
?	69	Sqrt(x) (/problems/sqrtx)	Binary Tree (/tag/binary-tree) Math (/tag/math) Binary Search (/tag/binary-search)	36.3%	Easy	
	153	Find Minimum in Rotated Sor	Array (/tag/array) Binary Search (/tag/binary-search)	47.7%	Medium	
~	74	Search a 2D Matrix (/proble	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix)	42.4%	Medium	
•	48	Rotate Image (/problems/rota	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	65.7%	Medium	
	152	Maximum Product Subarray (Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	34.4%	Medium	
	118	Pascal's Triangle (/problems/	Array (/tag/array)	63.0%	(Easy)	

	#	Title	Tags	Acceptance	Difficulty Frequency
~	876	Middle of the Linked List (/pr	Linked List (/tag/linked-list)	72.2%	Easy
			Two Pointers (/tag/two-pointers)		
•	101	Symmetric Tree (/problems/s	Tree (/tag/tree)	51.1%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	58.8%	Easy
			Math (/tag/math)		
			Bit Manipulation (/tag/bit-manipulation)		
			Sorting (/tag/sorting)		
•	242	Valid Anagram (/problems/val	Hash Table (/tag/hash-table) String (/tag/string)	61.0%	Easy
			Sorting (/tag/sorting)		
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)	57.8%	Easy
			String (/tag/string)		
~	206	Reverse Linked List (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	69.5%	Easy
~	127	Word Ladder (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	35.0%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)	30.4%	Medium
			Greedy (/tag/greedy)		
			Monotonic Stack (/tag/monotonic-stack)		
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	58.0%	Medium

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