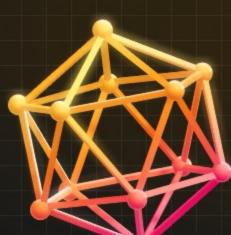
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#### **©** Master DP with 8 Advanced Patterns

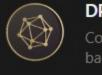
# Dynamic Programming Grandmaster 🔓

	Start		
			Show tags
2	General 1D		
	Longest String Chain	■ Solution	Medium
	Wiggle Subsequence	■ Solution	Medium
	4 Keys Keyboard 🎃	■ Solution	Medium
0	Longest Valid Parentheses	■ Solution	Hard
	Restore The Array	■ Solution	Hard
	Handshakes That Don't Cross 🍮	■ Solution	Hard
	Decode Ways II	■ Solution	Hard
2	General Multidimensional		
	Maximum Score from Performing Multiplication Operations	■ Solution	Hard
0	Cherry Pickup II	■ Solution	Hard
	Paint House III	■ Solution	Hard
	Frog Jump	■ Solution	Hard
0	Minimum Difficulty of a Job Schedule	■ Solution	Hard
	Strange Printer		Hard
	Minimum Cost to Cut a Stick	■ Solution	Hard
	Count All Possible Routes	■ Solution	Hard
	Number of Ways to Form a Target String Given a Dictionary	■ Solution	Hard
	Number of Increasing Paths in a Grid	■ Solution	Hard
	Number of Music Playlists	■ Solution	Hard
	Number of Ways of Cutting a Pizza	■ Solution	Hard
0	Scramble String	■ Solution	Hard
	Scramble String	⊡ Solution	riaiu
2	Probability		
	Toss Strange Coins 🚡	■ Solution	Medium
	Knight Probability in Chessboard	■ Solution	Medium
	Soup Servings	■ Solution	Medium
	New 21 Game		Medium
2			
	Knapsack	@ C-L-1'	11-4
	Maximum Number of Achievable Transfer Requests	■ Solution	Hard
	Best Team With No Conflicts	■ Solution	Medium
	Profitable Schemes	■ Solution	
			Hard
	Tallest Billboard	■ Solution	Hard Hard
<u>-</u>	Tallest Billboard On Trees	■ Solution	
		■ Solution ■ Solution	
0	On Trees  All Possible Full Binary Trees	■ Solution	Hard
0 0	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree		Medium Medium
0	On Trees  All Possible Full Binary Trees	■ Solution	Hard
0 0	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree		Medium Medium
0 0	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras	Solution Solution Solution	Medium Medium Hard
0 0	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST	Solution Solution Solution	Medium Medium Hard
0 0	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking	Solution Solution Solution Solution	Medium  Medium  Hard
0 0 0	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets	Solution Solution Solution Solution Solution	Medium  Hard  Hard  Medium
0 0 0	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes	☐ Solution	Medium Hard  Medium Hard  Hard  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team	Solution Solution Solution Solution Solution Solution Solution Solution Solution	Medium  Hard  Hard  Hard  Hard  Hard  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other	Solution	Medium Hard Hard Hard Hard Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team	Solution Solution Solution Solution Solution Solution Solution Solution Solution	Medium  Hard  Hard  Hard  Hard  Hard  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other	Solution	Medium Hard Hard Hard Hard Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations	Solution	Medium Hard Hard Hard Hard Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory	Solution	Medium  Medium  Hard  Hard  Hard  Hard  Hard  Hard  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory  Stone Game	Solution	Medium  Medium  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory  Stone Game  Predict the Winner  Stone Game IV	Solution	Medium  Medium  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory  Stone Game  Predict the Winner	Solution	Medium  Medium  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory  Stone Game  Predict the Winner  Stone Game IV	Solution	Medium  Medium  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing   Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory  Stone Game  Predict the Winner  Stone Game IV  Stone Game III	Solution	Medium  Medium  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory  Stone Game  Predict the Winner  Stone Game IV  Stone Game II  Stone Game II	Solution	Medium  Medium  Hard
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory  Stone Game  Predict the Winner  Stone Game IV  Stone Game II  With Binary Search	Solution	Medium  Medium  Hard  Medium  Medium  Medium  Medium  Medium
	On Trees  All Possible Full Binary Trees  Maximum Product of Splitted Binary Tree  Binary Tree Cameras  Number of Ways to Reorder Array to Get Same BST  Bitmasking  Partition to K Equal Sum Subsets  Optimal Account Balancing  Shortest Path Visiting All Nodes  Smallest Sufficient Team  Number of Ways to Wear Different Hats to Each Other  Maximize Score After N Operations  Game Theory  Stone Game  Predict the Winner  Stone Game IV  Stone Game III  With Binary Search  Maximum Number of Events That Can Be Attended II	Solution	Medium Medium Hard Hard Hard Hard Hard Hard Hard Hard

### Summary

- Continuation of DP study plan Help advanced users master DP

#### **Award**



DP Grandmaster Complete the study plan to win the

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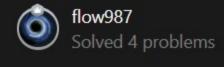
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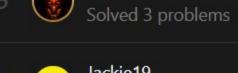
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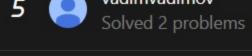
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