re(/explore/) Problems(/problemset/all/) Contest(/contest/) Discuss(/discuss/) Interview V Store V Q o if-two-strings close/)

■ Facebook

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 188 / 254 problems.

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	314	Binary Tree Vertical Order Tr	Hash Table (/tag/hash-table) Tree (/tag/tree)	53.4%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
/	1249	Minimum Remove to Make V	String (/tag/string) Stack (/tag/stack)	66.8%	Medium	
/	408	Valid Word Abbreviation (/pr	Two Pointers (/tag/two-pointers)	35.4%	Easy	
		-	String (/tag/string)			
/	1650	Lowest Common Ancestor of	Hash Table (/tag/hash-table)	78.7%	Medium	
		₽	Two Pointers (/tag/two-pointers)			
			Binary Tree (/tag/binary-tree)			
/	1762	Buildings With an Ocean Vie	Array (/tag/array) Stack (/tag/stack)	79.3% (Medium	Medium	
		-	Monotonic Stack (/tag/monotonic-stack)			
~	339	Nested List Weight Sum (/pr	Depth-First Search (/tag/depth-first-search)	82.9%	Medium	
		•	Breadth-First Search (/tag/breadth-first-search)			
~	1570	Dot Product of Two Sparse V	Array (/tag/array) Hash Table (/tag/hash-table)	90.1%	Medium	
		₽	Two Pointers (/tag/two-pointers)			
			Design (/tag/design)			
~	680	Valid Palindrome II (/problem	Two Pointers (/tag/two-pointers)	40.1%	Easy	
			String (/tag/string) Greedy (/tag/greedy)			
~	528	Random Pick with Weight (/p	Array (/tag/array) Math (/tag/math)	46.4%	Medium	
			Binary Search (/tag/binary-search)			
			Prefix Sum (/tag/prefix-sum)			
			Randomized (/tag/randomized)			

	#	#	Title	Tags	Acceptance	Difficulty	Frequency
•	/ 2	227	Basic Calculator II (/problems	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	43.1%	Medium	
•	, 2	215	Kth Largest Element in an Arr	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	66.9%	Medium	
•	/ 7	71	Simplify Path (/problems/sim	String (/tag/string) Stack (/tag/stack)	41.5%	Medium	
•	7	791	Custom Sort String (/proble	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	69.5%	Medium	
•	• 6	691	Stickers to Spell Word (/probl	Array (/tag/array) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)	47.4%	Hard	
•	• 2	126	Convert Binary Search Tree t	Linked List (/tag/linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) Doubly-Linked List (/tag/doubly-linked-list)	64.8%	Medium	
•	/ 6	65	Valid Number (/problems/vali	String (/tag/string)	19.3%	Hard	
•	• 2	236	Lowest Common Ancestor of	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	61.1%	Medium	
•	/ 3	346	Moving Average from Data St	Array (/tag/array) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	77.8%	Easy	
•	/ 2	249	Group Shifted Strings (/probl	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	65.0%	Medium	
•	/ 5	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	34.3%	Medium	
•	• 9	921	Minimum Add to Make Paren	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	75.1%	Medium	
•	7	708	Insert into a Sorted Circular L	Linked List (/tag/linked-list)	35.4%	Medium	
•	/ 3	301	Remove Invalid Parentheses	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	47.8%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	670	Maximum Swap (/problems/	Math (/tag/math) Greedy (/tag/greedy)	48.2%	Medium	
~	1091	Shortest Path in Binary Matri	Array (/tag/array)	46.9%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
~	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)			
~	827	Making A Large Island (/probl	Array (/tag/array)	46.3%	(Hard)	
		· ·	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
~	56	Merge Intervals (/problems/	Array (/tag/array) Sorting (/tag/sorting)	46.9%	Medium	
~	129	Sum Root to Leaf Numbers (/	Tree (/tag/tree)	62.8%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	560	Subarray Sum Equals K (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	43.3%	Medium	
			Prefix Sum (/tag/prefix-sum)			
~	938	Range Sum of BST (/problem	Tree (/tag/tree)	86.7%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	766	Toeplitz Matrix (/problems/to	Array (/tag/array) Matrix (/tag/matrix)	68.7%	Easy	
	199	Binary Tree Right Side View (62.6%	(Medium)	
•	199	billary free Right Side view (Tree (/tag/tree)	02.076	Medidiii	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	162	Find Peak Element (/problem	Array (/tag/array)	45.8%	Medium	
			Binary Search (/tag/binary-search)			
~	498	Diagonal Traverse (/problem	Array (/tag/array) Matrix (/tag/matrix)	59.4%	Medium	
			Simulation (/tag/simulation)			
~	270	Closest Binary Search Tree V	Binary Search (/tag/binary-search)	52.5%	Easy	
		₽	Tree (/tag/tree)		-	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
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	#	Title	Tags	Acceptance	Difficulty	Frequency
~	348	Design Tic-Tac-Toe (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	57.8%	Medium	
		₽	Design (/tag/design) Matrix (/tag/matrix)			
			Simulation (/tag/simulation)			
~	543	Diameter of Binary Tree (/pro	Tree (/tag/tree)	58.6%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	415	Add Strings (/problems/add	Math (/tag/math) String (/tag/string)	51.8%	Easy	
			Simulation (/tag/simulation)			
~	138	Copy List with Random Point	Hash Table (/tag/hash-table)	55.0%	Medium	
			Linked List (/tag/linked-list)			
~	317	Shortest Distance from All B	Array (/tag/array)	42.9%	Hard	
		₽	Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
~	283	Move Zeroes (/problems/mov	Array (/tag/array)	61.5%	(Easy)	
			Two Pointers (/tag/two-pointers)		_	
.,	146	LRU Cache (/problems/lru-ca	Unch Table (for the sale hable)	42.0%	(Medium)	
•	140	Livo Cache (/problems/ird-ca	Hash Table (/tag/hash-table)	42.070	(Wedidiii)	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list)			
	1216	Valid Palindrome III (/problem	String (/tag/string)	50.3%	Hard	
		-	Dynamic Programming (/tag/dynamic-programming)			
~	31	Next Permutation (/problems	Array (/tag/array)	39.1%	Medium	
			Two Pointers (/tag/two-pointers)			
~	200	Number of Islands (/problem	Array (/tag/array)	58.3%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
~	398	Random Pick Index (/proble	Hash Table (/tag/hash-table) Math (/tag/math)	62.8%	Medium	
			Reservoir Sampling (/tag/reservoir-sampling)			
			Randomized (/tag/randomized)			
~	15	3Sum (/problems/3sum)	Array (/tag/array)	33.9%	Medium	
			Two Pointers (/tag/two-pointers)			
			Sorting (/tag/sorting)			
~	523	Continuous Subarray Sum (/	Array (/tag/array) Hash Table (/tag/hash-table)	28.7%	Medium	
			Math (/tag/math) Prefix Sum (/tag/prefix-sum)			
~	987	Vertical Order Traversal of a	Hash Table (/tag/hash-table) Tree (/tag/tree)	46.8%	(Hard)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
			, , , , , , , , , , , , , , , , , , ,			

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	296	Best Meeting Point (/problem	Array (/tag/array) Math (/tag/math)	60.8%	Hard	
		-	Sorting (/tag/sorting) Matrix (/tag/matrix)			
~	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	51.8%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Merge Sort (/tag/merge-sort)			
~	88	Merge Sorted Array (/proble	Array (/tag/array)	48.7%	(Easy)	
			Two Pointers (/tag/two-pointers)			
			Sorting (/tag/sorting)			
~	125	Valid Palindrome (/problems/	Two Pointers (/tag/two-pointers)	46.5%	(Easy)	
			String (/tag/string)			
J	986	Interval List Intersections (/pr		71.4%	(Medium)	
~	200	interval List littersections (/pl	Array (/tag/array)	/ 1. + /0	Mediulli	
			Two Pointers (/tag/two-pointers)			
~	636	Exclusive Time of Functions (Array (/tag/array) Stack (/tag/stack)	61.8%	Medium	
~	17	Letter Combinations of a Pho	Hash Table (/tag/hash-table) String (/tag/string)	59.6%	Medium	
			Backtracking (/tag/backtracking)			
~	38	Count and Say (/problems/co	String (/tag/string)	54.0%	Medium	
~	173	Binary Search Tree Iterator (/	Stack (/tag/stack) Tree (/tag/tree)	71.3%	(Medium)	
			Design (/tag/design)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
			Iterator (/tag/iterator)			
~	721	Accounts Merge (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	56.8%	(Medium)	
			String (/tag/string)			
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Sorting (/tag/sorting)			
~	1868	Product of Two Run-Length	Array (/tag/array)	58.0%	(Medium)	
		₽	Two Pointers (/tag/two-pointers)			
	100	Clana Cranh (Invahlansa/alan		FC 00/	(Mariana)	
•	133	Clone Graph (/problems/clon	Hash Table (/tag/hash-table)	56.0%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
~	253	Meeting Rooms II (/problems	Array (/tag/array)	51.0%	Medium	
		-	Two Pointers (/tag/two-pointers)			
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Prefix Sum (/tag/prefix-sum)			

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	163	Missing Ranges (/problems/	Array (/tag/array)	33.1%	Easy	
•	347	Top K Frequent Elements (/pr	Array (/tag/array) Hash Table (/tag/hash-table) 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)	62.7%	Medium	
	282	Expression Add Operators (/	Math (/tag/math) String (/tag/string) Backtracking (/tag/backtracking)	39.6%	Hard	
	1331	Rank Transform of an Array (Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	61.1%	Easy	
	1541	Minimum Insertions to Balan	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	50.7%	Medium	
~	1011	Capacity To Ship Packages	Array (/tag/array) Binary Search (/tag/binary-search)	68.8%	Medium	
•	140	Word Break II (/problems/wor	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)	47.1%	Hard	
~	207	Course Schedule (/problems/	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	46.4%	Medium	
	689	Maximum Sum of 3 Non-Ove	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	49.5%	Hard	
~	76	Minimum Window Substring	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	41.7%	Hard	
~	1424	Diagonal Traverse II (/proble	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	56.6%	Medium	
	480	Sliding Window Median (/pro	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue)	39.5%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	658	Find K Closest Elements (/pr	Array (/tag/array)	47.1%	Medium	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sliding Window (/tag/sliding-window)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
~	863	All Nodes Distance K in Binar	Tree (/tag/tree)	64.2%	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	Array (/tag/array)	53.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
			Memoization (/tag/memoization)			
			Matrix (/tag/matrix)			
~	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking)	76.6%	(Hard)	
		•	Interactive (/tag/interactive)			
	2365	Task Scheduler II (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	49.4%	Medium	
			Simulation (/tag/simulation)			
~	1004	Max Consecutive Ones III (/p	Array (/tag/array)	62.7%	Medium	
			Binary Search (/tag/binary-search)			
			Sliding Window (/tag/sliding-window)			
			Prefix Sum (/tag/prefix-sum)			
~	1539	Kth Missing Positive Number	Array (/tag/array)	59.3%	Easy	
			Binary Search (/tag/binary-search)			
~	212	Word Search II (/problems/w	Array (/tag/array) String (/tag/string)	36.2%	Hard	
			Backtracking (/tag/backtracking) Trie (/tag/trie)			
			Matrix (/tag/matrix)			
	2060	Check if an Original String Ex	String (/tag/string)	41.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	953	Verifying an Alien Dictionary	Array (/tag/array) Hash Table (/tag/hash-table)	54.8%	Easy	
			String (/tag/string)			
~	269	Alien Dictionary (/problems/a	Array (/tag/array) String (/tag/string)	35.6%	Hard	
			Depth-First Search (/tag/depth-first-search)		_	
		Breadth-First Search (/tag/breadth-first-search)				
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
			3 3			

	#	Title	Tags	Acceptance	Difficulty	Frequenc
~	695	Max Area of Island (/problem	Array (/tag/array)	71.8%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
~	34	Find First and Last Position o	Array (/tag/array)	43.7%	Medium	
			Binary Search (/tag/binary-search)			
~	428	Serialize and Deserialize N-a	String (/tag/string) Tree (/tag/tree)	66.4%	Hard	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
	1358	Number of Substrings Contai	Hash Table (/tag/hash-table) String (/tag/string)	65.6%	Medium	
			Sliding Window (/tag/sliding-window)			
~	304	Range Sum Query 2D - Immu	Array (/tag/array) Design (/tag/design)	54.0%	(Medium)	
			Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)			
_	1060	Missing Element in Sorted Ar	Array (/tag/array)	56.1%	(Medium)	
		₽	Binary Search (/tag/binary-search)			
			billary scarcii (ragjolilary scarcii)			
	224	Basic Calculator (/problems/	Math (/tag/math) String (/tag/string)	43.0%	Hard	
			Stack (/tag/stack) Recursion (/tag/recursion)			
	996	Number of Squareful Arrays (Array (/tag/array) Math (/tag/math)	49.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
			Bitmask (/tag/bitmask)			
~	1209	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	57.2%	Medium	
~	1047	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	69.2%	Easy	
	1382	Balance a Binary Search Tree	Divide and Conquer (/tag/divide-and-conquer)	81.2%	(Medium)	
			Greedy (/tag/greedy) Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	114	Flatten Binary Tree to Linked	Linked List (/tag/linked-list) Stack (/tag/stack)	64.1%	(Medium)	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	139	Word Break (/problems/word	Array (/tag/array) Hash Table (/tag/hash-table)	46.5%	(Medium)	
•	. 30		String (/tag/string)		<u></u>	
			Dynamic Programming (/tag/dynamic-programming)			
			Trie (/tag/trie) Memoization (/tag/memoization)			

	#	Title	Tags	Acceptance	Difficulty	Frequency
	865	Smallest Subtree with all the	Hash Table (/tag/hash-table)	70.0%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	825	Friends Of Appropriate Ages	Array (/tag/array)	46.8%	(Medium)	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
	1161	Maximum Level Sum of a Bin	Tree (/tag/tree)	67.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	332	Reconstruct Itinerary (/probl	Depth-First Search (/tag/depth-first-search)	43.3%	(Hard)	
		,	Graph (/tag/graph)			
			Eulerian Circuit (/tag/eulerian-circuit)			
_	1123	Lowest Common Ancestor of	Hash Table (/tag/hash-table) Tree (/tag/tree)	71.7%	(Medium)	
		123 Lowest Common Ancestor Cr	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
			many most (itagismany itasy)			
	1522	Diameter of N-Ary Tree (/pro	Tree (/tag/tree)	73.9%	Medium	
		•	Depth-First Search (/tag/depth-first-search)			
~	266	Palindrome Permutation (/pr	Hash Table (/tag/hash-table) String (/tag/string)	66.7%	Easy	
		-	Bit Manipulation (/tag/bit-manipulation)			
~	79	Word Search (/problems/wor	Array (/tag/array)	41.1%	Medium	
			Backtracking (/tag/backtracking)			
			Matrix (/tag/matrix)			
~	378	Kth Smallest Element in a So	Array (/tag/array)	62.2%	(Medium)	
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
	1245	Tree Diameter (/problems/tre	Tree (/tag/tree)	61.0%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
	84	Largest Rectangle in Histogr	Array (/tag/array) Stack (/tag/stack)	43.8%	Hard	
			Monotonic Stack (/tag/monotonic-stack)		-	
~	593	Valid Square (/problems/valid	Math (/tag/math) Geometry (/tag/geometry)	44.0%	Medium	
		·	<u> </u>			

	#	Title	Tags	Acceptance	Difficulty	Frequency
	894	All Possible Full Binary Trees	Dynamic Programming (/tag/dynamic-programming)	82.8%	Medium	
			Tree (/tag/tree) Recursion (/tag/recursion)			
			Memoization (/tag/memoization)			
			Binary Tree (/tag/binary-tree)			
~	1186	Maximum Subarray Sum with	Array (/tag/array)	43.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	2265	Count Nodes Equal to Avera	Tree (/tag/tree)	86.8%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	111	Minimum Depth of Binary Tre	Tree (/tag/tree)	47.2%	(Easy)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	515	Find Largest Value in Each Tr	Tree (/tag/tree)	65.6%	(Medium)	
		G	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	676	Implement Magic Dictionary	Hash Table (/tag/hash-table) String (/tag/string)	57.2%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Design (/tag/design) Trie (/tag/trie)			
	2597	The Number of Beautiful Sub	Array (/tag/array)	32.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
~	341	Flatten Nested List Iterator (/	Stack (/tag/stack) Tree (/tag/tree)	64.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Design (/tag/design) Queue (/tag/queue)			
			Iterator (/tag/iterator)			
~	246	Strobogrammatic Number (/	Hash Table (/tag/hash-table)	47.7%	(Easy)	
		•	Two Pointers (/tag/two-pointers)			
			String (/tag/string)			
,	78	Subsets (/problems/subsets)	Array (/tag/array)	76.8%	(Medium)	
	, 0	Case (problemojoubacta)	Backtracking (/tag/backtracking)	, 5.570		
			Bit Manipulation (/tag/bit-manipulation)			
~	958	Check Completeness of a Bi	Tree (/tag/tree)	56.6%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	545	Boundary of Binary Tree (/pr	Tree (/tag/tree)	45.0%	Medium	
		•	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
			, , ,			

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	63	Unique Paths II (/problems/u	Array (/tag/array)	41.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
	1344	Angle Between Hands of a Cl	Math (/tag/math)	63.6%	Medium	
~	536	Construct Binary Tree from S	String (/tag/string) Tree (/tag/tree)	56.5%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	674	Longest Continuous Increasi	Array (/tag/array)	49.9%	Easy	
	1944	1944 Number of Visible People in	Array (/tag/array) Stack (/tag/stack)	68.6%	(Hard)	
			Monotonic Stack (/tag/monotonic-stack)			
	380	380 Insert Delete GetRandom O(Array (/tag/array) Hash Table (/tag/hash-table)	52.9%	Medium	
			Math (/tag/math) Design (/tag/design)			
			Randomized (/tag/randomized)			
	490	The Maze (/problems/the-ma	Array (/tag/array)	57.5%	(Medium)	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	688	Knight Probability in Chessb	Dynamic Programming (/tag/dynamic-programming)	56.2%	Medium	
	2667	Create Hello World Function		80.5%	Easy	
~	1644	Lowest Common Ancestor of	Tree (/tag/tree)	62.5%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	273	Integer to English Words (/pr	Math (/tag/math) String (/tag/string)	30.4%	(Hard)	
			Recursion (/tag/recursion)			
~	103	Binary Tree Zigzag Level Ord	Tree (/tag/tree)	58.4%	(Medium)	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	647	Palindromic Substrings (/pro	String (/tag/string)	68.2%	(Medium)	
		VI	Dynamic Programming (/tag/dynamic-programming)			
~	8	String to Integer (atoi) (/prob	String (/tag/string)	17.0%	Medium	
_	540	Single Element in a Sorted Ar	Array (/tag/array)	59.0%	(Medium)	
	2.0	g.ssone in a contour / i	Binary Search (/tag/binary-search)	33.370	(<u>)</u>	
	713	Subarray Product Less Than	Avenue (the atlanta)	46.9%	(Medium)	
	, 13	Cabarray i roudet Less Illail	Array (/tag/array)	TO.070	modium	
			Sliding Window (/tag/sliding-window)			
	384	Shuffle an Array (/problems/s	Array (/tag/array) Math (/tag/math)	58.1%	Medium	
			Randomized (/tag/randomized)			

_ ,	,,,,,	#	Title	Tags	Acceptance	Difficulty	Frequency
		2109	Adding Spaces to a String (/p	Array (/tag/array) Two Pointers (/tag/two-pointers) String (/tag/string) Simulation (/tag/simulation)	57.1%	Medium	
		1443	Minimum Time to Collect All	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	62.3%	Medium	
		223	Rectangle Area (/problems/re	Math (/tag/math) Geometry (/tag/geometry)	45.8%	Medium	
	~	1980	Find Unique Binary String (/p	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking)	74.5%	Medium	
	~	39	Combination Sum (/problems	Array (/tag/array) Backtracking (/tag/backtracking)	70.6%	Medium	
	•	2956	Find Common Elements Betw	Array (/tag/array) Hash Table (/tag/hash-table)	81.7%	Easy	
		124	Binary Tree Maximum Path S	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	39.8%	Hard	
	✓	29	Divide Two Integers (/proble	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.2%	Medium	
		525	Contiguous Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	46.9%	Medium	
	•	297	Serialize and Deserialize Bina	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Tree (/tag/binary-tree)	56.3%	Hard	
	•	463	Island Perimeter (/problems/i	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	70.2%	Easy	
	~	19	Remove Nth Node From End	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	43.5%	Medium	
	~	735	Asteroid Collision (/problems	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	44.8%	Medium	
	~	494	Target Sum (/problems/targe	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	46.4%	Medium	
		367	Valid Perfect Square (/proble	Math (/tag/math) Binary Search (/tag/binary-search)	43.5%	Easy	

	#	Title	Tags	Acceptance	Difficulty Frequen
	968	Binary Tree Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)	46.5%	(Hard)
		, ()	Tree (/tag/tree)	40.070	
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
				40.007	
•	33	Search in Rotated Sorted Arr	Array (/tag/array)	40.3%	(Medium)
			Binary Search (/tag/binary-search)		
~	127	Word Ladder (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	38.5%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
	435	Non-overlapping Intervals (/p	(A (floor form A)	52.7%	Medium
•	435	Mon-overlapping intervals (/p	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	32.7 70	Wedidiii
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
			orceas (ragigiceas)		
~	234	Palindrome Linked List (/prob	Linked List (/tag/linked-list)	51.5%	Easy
			Two Pointers (/tag/two-pointers)		
			Stack (/tag/stack) Recursion (/tag/recursion)		
~	286	Walls and Gates (/problems/	Array (/tag/array)	61.0%	(Medium)
		•	Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	1110	Delete Neder And Determ For		00.007	
~	1110	Delete Nodes And Return For	Array (/tag/array) Hash Table (/tag/hash-table)	69.2%	(Medium)
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)		
			Emary free (ragionary tree)		
	1287	Element Appearing More Tha	Array (/tag/array)	61.1%	Easy
~	633	Sum of Square Numbers (/pr	Math (/tag/math) Two Pointers (/tag/two-pointers)	34.0%	(Medium)
		, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Binary Search (/tag/binary-search)		
~	68	Text Justification (/problems/	Array (/tag/array) String (/tag/string)	42.2%	(Hard)
			Simulation (/tag/simulation)		
	905	Sort Array By Parity (/proble	Array (/tag/array)	76.2%	Easy
			Two Pointers (/tag/two-pointers)		
			Sorting (/tag/sorting)		
	43	Multiply Strings (/problems/		39.9%	Medium
•	43	Multiply Strings (/problems/	Math (/tag/math) String (/tag/string)	39.970	wedidiii
			Simulation (/tag/simulation)		
	383	Ransom Note (/problems/ran	Hash Table (/tag/hash-table) String (/tag/string)	60.4%	Easy
			Counting (/tag/counting)		
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	56.7%	(Easy)
			, visi, (
	116	Populating Next Right Pointe	Linked List (/tag/linked-list) Tree (/tag/tree)	62.0%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		

~						Frequency
	977	Squares of a Sorted Array (/p	Array (/tag/array)	71.8%	Easy	
			Two Pointers (/tag/two-pointers)			
			Sorting (/tag/sorting)			
	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string)	53.2%	Medium	
			Sliding Window (/tag/sliding-window)			
~	739	Daily Temperatures (/proble	Array (/tag/array) Stack (/tag/stack)	65.9%	Medium	
			Monotonic Stack (/tag/monotonic-stack)			
~	95	Unique Binary Search Trees I	Dynamic Programming (/tag/dynamic-programming)	57.1%	Medium	
			Backtracking (/tag/backtracking) Tree (/tag/tree)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	2461	Maximum Sum of Distinct Su	Array (/tag/array) Hash Table (/tag/hash-table)	33.8%	Medium	
			Sliding Window (/tag/sliding-window)			
~	605	Can Place Flowers (/problem	Array (/tag/array) Greedy (/tag/greedy)	29.6%	Easy	
	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	44.3%	Easy	
			Sliding Window (/tag/sliding-window)			
~	14	Longest Common Prefix (/pr	String (/tag/string) Trie (/tag/trie)	42.1%	Easy	
	310	Minimum Height Trees (/prob	Depth-First Search (/tag/depth-first-search)	38.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
~	261	Graph Valid Tree (/problems/	Depth-First Search (/tag/depth-first-search)	47.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
~	92	Reverse Linked List II (/probl	Linked List (/tag/linked-list)	47.4%	Medium	
	530	Minimum Absolute Differenc	Tree (/tag/tree)	58.5%	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)			
	443	String Compression (/proble	Two Pointers (/tag/two-pointers)	53.7%	Medium	
			String (/tag/string)			
~	42	Trapping Rain Water (/proble	Array (/tag/array)	60.5%	Hard	
			Two Pointers (/tag/two-pointers)			
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	763	Partition Labels (/problems/p	Hash Table (/tag/hash-table)	79.8%	Medium	
			Two Pointers (/tag/two-pointers)			
			String (/tag/string) Greedy (/tag/greedy)			
~	240	Search a 2D Matrix II (/proble	Array (/tag/array)	52.1%	Medium	
			Binary Search (/tag/binary-search)			
			Divide and Conquer (/tag/divide-and-conquer)			
			Matrix (/tag/matrix)			
~	706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	65.8%	Easy	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Hash Function (/tag/hash-function)			
•	235	Lowest Common Ancestor of	Tree (/tag/tree)	63.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
•	295	Find Median from Data Strea	Two Pointers (/tag/two-pointers)	51.7%	Hard	
			Design (/tag/design) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Data Stream (/tag/data-stream)			
~	20	Valid Parentheses (/problems	String (/tag/string) Stack (/tag/stack)	40.4%	Easy	
•	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	51.5%	Easy	
~	450	Delete Node in a BST (/probl	Tree (/tag/tree)	51.0%	Medium	
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
•	1926	Nearest Exit from Entrance in	Array (/tag/array)	47.0%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
~	74	Search a 2D Matrix (/proble	Array (/tag/array)	49.6%	Medium	
			Binary Search (/tag/binary-search)			
			Matrix (/tag/matrix)			
	448	Find All Numbers Disappeare	Array (/tag/array) Hash Table (/tag/hash-table)	60.7%	Easy	
~	239	Sliding Window Maximum (/p	Array (/tag/array) Queue (/tag/queue)	46.5%	Hard	
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Monotonic Queue (/tag/monotonic-queue)			
•	503	Next Greater Element II (/pro	Array (/tag/array) Stack (/tag/stack)	63.6%	Medium	
			Monotonic Stack (/tag/monotonic-stack)			
~	875	Koko Eating Bananas (/probl	Array (/tag/array)	49.3%	Medium	
			Binary Search (/tag/binary-search)			

	#	Title	Tags	Acceptance	Difficulty	Frequenc
~	49	Group Anagrams (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	67.4%	Medium	
•	303	Range Sum Query - Immutab	Array (/tag/array) Design (/tag/design) Prefix Sum (/tag/prefix-sum)	62.2%	Easy	
~	617	Merge Two Binary Trees (/pr	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	78.8%	Easy	
•	300	Longest Increasing Subsequ	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	54.8%	Medium	
~	10	Regular Expression Matching	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	28.0%	Hard	
	73	Set Matrix Zeroes (/problems	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	54.5%	Medium	
~	21	Merge Two Sorted Lists (/pro	Linked List (/tag/linked-list) Recursion (/tag/recursion)	63.7%	Easy	
	518	Coin Change II (/problems/co	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.5%	Medium	
	637	Average of Levels in Binary T	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	72.2%	Easy	
	2620	Counter (/problems/counter)		79.7%	Easy	
	451	Sort Characters By Frequenc	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	70.6%	Medium	
	1657	Determine if Two Strings Are	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Counting (/tag/counting)	53.6%	Medium	
	238	Product of Array Except Self	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	65.2%	Medium	
	180	Consecutive Numbers (/prob	Database (/tag/database)	46.9%	Medium	
~	67	Add Binary (/problems/add-b	Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	53.1%	Easy	

	#	Title	Tags	Acceptance	Difficulty Frequency
~	4	Median of Two Sorted Arrays	Array (/tag/array)	38.9%	Hard
			Binary Search (/tag/binary-search)		
			Divide and Conquer (/tag/divide-and-conquer)		
~	394	Decode String (/problems/de	String (/tag/string) Stack (/tag/stack)	58.8%	Medium
			Recursion (/tag/recursion)		
~	91	Decode Ways (/problems/de	String (/tag/string)	34.5%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
	229	Majority Element II (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	50.8%	Medium
			Sorting (/tag/sorting) Counting (/tag/counting)		
~	72	Edit Distance (/problems/edit	String (/tag/string)	55.9%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
~	102	Binary Tree Level Order Trav	Tree (/tag/tree)	66.4%	(Medium)
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	278	First Bad Version (/problems/	Binary Search (/tag/binary-search)	44.0%	(Easy)
		V , .	Interactive (/tag/interactive)		
_	36	Valid Sudoku (/problems/vali	Array (/tag/array) Hash Table (/tag/hash-table)	59.1%	(Medium)
		,	Matrix (/tag/matrix)		
~	210	Course Schedule II (/problem	Depth-First Search (/tag/depth-first-search)	49.8%	(Medium)
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
~	349	Intersection of Two Arrays (/	Array (/tag/array) Hash Table (/tag/hash-table)	72.1%	(Easy)
			Two Pointers (/tag/two-pointers)		
			Binary Search (/tag/binary-search)		
			Sorting (/tag/sorting)		
~	70	Climbing Stairs (/problems/cl	Math (/tag/math)	52.3%	(Easy)
			Dynamic Programming (/tag/dynamic-programming)		
			Memoization (/tag/memoization)		
~	3	Longest Substring Without R	Hash Table (/tag/hash-table) String (/tag/string)	34.4%	Medium
			Sliding Window (/tag/sliding-window)		
~	26	Remove Duplicates from Sort	Array (/tag/array)	54.3%	(Easy)
			Two Pointers (/tag/two-pointers)		_
~	41	First Missing Positive (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	37.6%	Hard
~	121	Best Time to Buy and Sell St	Array (/tag/array)	53.5%	Easy
			Dynamic Programming (/tag/dynamic-programming)		

	#	Title	Tags	Acceptance	Difficulty	Frequency
~	151	Reverse Words in a String (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	39.5%	Medium	
~	40	Combination Sum II (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	54.1%	Medium	
~	16	3Sum Closest (/problems/3s	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	45.6%	Medium	
~	2	Add Two Numbers (/problem	Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	42.0%	Medium	
~	55	Jump Game (/problems/jump	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	38.5%	Medium	
~	57	Insert Interval (/problems/ins	Array (/tag/array)	39.8%	Medium	
	1757	Recyclable and Low Fat Prod	Database (/tag/database)	89.2%	Easy	
~	112	Path Sum (/problems/path-s	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	49.7%	Easy	
~	27	Remove Element (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	55.6%	Easy	
~	5	Longest Palindromic Substrin	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	33.5%	Medium	
	643	Maximum Average Subarray I	Array (/tag/array) Sliding Window (/tag/sliding-window)	43.2%	Easy	
~	54	Spiral Matrix (/problems/spir	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	48.4%	Medium	
~	118	Pascal's Triangle (/problems/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	73.6%	Easy	
~	110	Balanced Binary Tree (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	51.2%	Easy	
~	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	77.7%	Medium	
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	60.3%	Easy	
~	48	Rotate Image (/problems/rota	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	73.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty Frequency
•	169	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer)	63.9%	Easy
•	94	Binary Tree Inorder Traversal	Sorting (/tag/sorting) Counting (/tag/counting) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	75.6%	(Easy)
•	217	Contains Duplicate (/problem	Binary Tree (/tag/binary-tree) Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	61.3%	(Easy)
~	98	Validate Binary Search Tree (Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	32.6%	Medium
~	153	Find Minimum in Rotated Sor	Array (/tag/array) Binary Search (/tag/binary-search)	49.9%	Medium
•	1768	Merge Strings Alternately (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	79.2%	(Easy)
•	167	Two Sum II - Input Array Is S	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	60.7%	Medium
~	7	Reverse Integer (/problems/r	Math (/tag/math)	28.2%	Medium
~	9	Palindrome Number (/proble	Math (/tag/math)	55.3%	Easy

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