



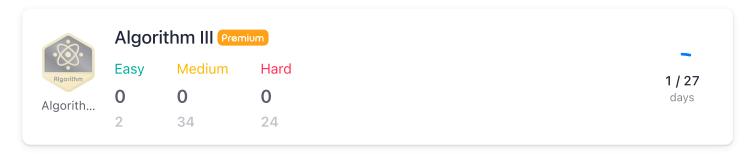


■ Back to Study Plan

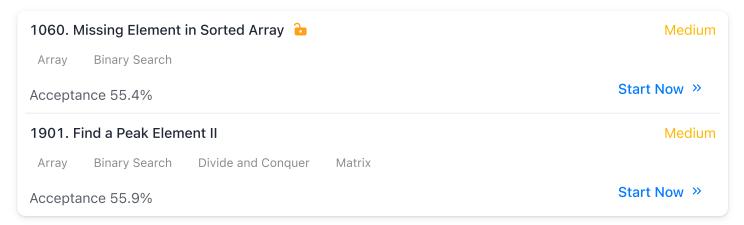


Algorithm

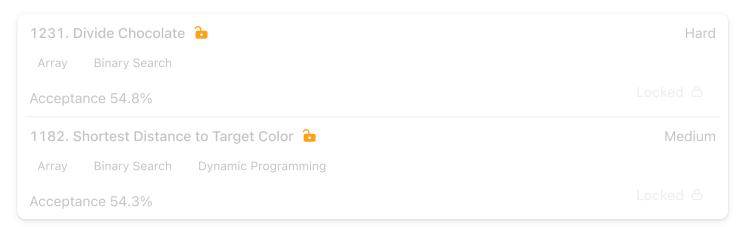
In mathematics and computer science, an algorithm is defined as a process or set of rules to be followed in calculations or other problem-solving operations. This practical method is often used in c... Expand ×



Day 1 Binary Search



Day 2 Binary Search



Day 3 Two Pointers







Acceptance 54.8%

287. Find the Duplicate Number

Array Two Pointers Binary Search Bit Manipulation

Acceptance 58.3%

Locked A

Day 4 Two Pointers

42. Trapping Rain Water				Hard
Array Two Pointers D	ynamic Programming	Stack	Monotonic Stack	
Acceptance 54.3%				
1868. Product of Two Run	-Length Encoded A	rrays 🚡		Medium
Array Two Pointers				
Acceptance 58.1%				

Day 5 Sliding Window

159. Longest Substring with At Most Two Distinct Characters 🚡	Medium
Hash Table String Sliding Window	
Acceptance 51.7%	
340. Longest Substring with At Most K Distinct Characters 🚡	Medium
Hash Table String Sliding Window	
Acceptance 46.7%	

Day 6 Sliding Window

1004. Max Consecutive Ones III	Medium
Array Binary Search Sliding Window Prefix Sum	
Acceptance 61.6%	
239. Sliding Window Maximum	Hard
Array Queue Sliding Window Heap (Priority Queue) Monotonic Queue	
Acceptance 45.7%	



Acceptance 37.9%





Day 7 Breadth-First Search / Depth-First Search

286. Walls and Gates Array Breadth-First Search Matrix Acceptance 57.8% 417. Pacific Atlantic Water Flow Medium Array Depth-First Search Breadth-First Search Matrix Acceptance 46.5%

Day 8 Breadth-First Search / Depth-First Search

1469. Find All The Lonely Nodes 🔓	Easy
Tree Depth-First Search Breadth-First Search	Binary Tree
Acceptance 81.1%	
582. Kill Process 🚡	Medium
Array Hash Table Tree Depth-First Search	Breadth-First Search

Day 9 Breadth-First Search / Depth-First Search

863. All Nodes Distance K in Binary Tree	Medium
Tree Depth-First Search Breadth-First Search Binary Tree	
Acceptance 59.8%	
752. Open the Lock	Medium
Array Hash Table String Breadth-First Search	
Acceptance 55.0%	

Day 10 Breadth-First Search / Depth-First Search

1319. Number of Operations to Make Network Connected			Medium		
Depth-First Search	Breadth-First Search	Union Find	Graph		







1368. Minimum Cost to Make at Least One Valid Path in a Grid	Hard
Array Breadth-First Search Graph Heap (Priority Queue) Matrix Shortest Path	
Acceptance 59.6%	
1192. Critical Connections in a Network	Hard
Depth-First Search Graph Biconnected Component	
Acceptance 51.9%	

Day 11 Recursion / Backtracking

254. Factor Combinations 🚡	Medium
Array Backtracking	
Acceptance 48.3%	
394. Decode String	Medium
String Stack Recursion	
Acceptance 54.7%	

Day 12 Recursion / Backtracking

51. N-Queens	Hard
Array Backtracking	
Acceptance 54.6%	
37. Sudoku Solver	Hard
Array Backtracking Matrix	
Acceptance 51.5%	

Day 13 Recursion / Backtracking

10. Regular Expression Matching	Hard
String Dynamic Programming Recursion	
Acceptance 28.0%	
241. Different Ways to Add Parentheses	Medium
Math String Dynamic Programming Recursion Memoization	







Day 14 Recursion / Backtracking

301. Remove Invalid Parentheses	Hard
String Backtracking Breadth-First Search	
Acceptance 45.9%	
489. Robot Room Cleaner 🚡	Hard
Backtracking Interactive	
Acceptance 74.6%	

Day 15 Divide and Conquer

53. Maximum Subarray	Easy
Array Divide and Conquer Dynamic Programming	
Acceptance 48.9%	
4. Median of Two Sorted Arrays	Hard
Array Binary Search Divide and Conquer	
Acceptance 32.9%	
315. Count of Smaller Numbers After Self	Hard
Array Binary Search Divide and Conquer Binary Indexed Tree Segment Tree	
Acceptance 42.0%	

Day 16 Dynamic Programming

309. Best Time to Buy and Sell Stock with Cooldown	Medium
Array Dynamic Programming	
Acceptance 50.7%	
714. Best Time to Buy and Sell Stock with Transaction Fee	Medium
Array Dynamic Programming Greedy	
Acceptance 60.1%	

Day 17 Dynamic Programming







Acceptance 48.6%	
337. House Robber III	Medium
Dynamic Programming Tree Depth-First Search Binary Tree	
Acceptance 52.4%	

Day 18 Dynamic Programming

221. Maximal Square	Medium
Array Dynamic Programming Matrix	
Acceptance 41.3%	
85. Maximal Rectangle	Hard
Array Dynamic Programming Stack Matrix Monotonic Stack	

Day 19 Dynamic Programming

486. Predict the Winner	Medium
Array Math Dynamic Programming Recursion Game Theory	
Acceptance 49.6%	
131. Palindrome Partitioning	Medium
String Dynamic Programming Backtracking	
Acceptance 55.8%	
132. Palindrome Partitioning II	Hard
String Dynamic Programming	
Acceptance 32.8%	

Day 20 Dynamic Programming

416. Partition Equal Subset Sum	Medium
Array Dynamic Programming	
Acceptance 45.7%	







Acceptance 63.4%

Locked L

Day 21 Dynamic Programming

123. Best Time to Buy and Sell Stock III	Hard
Array Dynamic Programming	
Acceptance 42.2%	
174. Dungeon Game	Hard
Array Dynamic Programming Matrix	
Acceptance 35.6%	

Day 22 Topological Sort

207. Course Schedule	Medium
Depth-First Search Breadth-First Search Graph Topological Sort	
Acceptance 44.7%	
210. Course Schedule II	Medium
Depth-First Search Breadth-First Search Graph Topological Sort	
Acceptance 44.9%	

Day 23 Topological Sort

310. Minimum Height Trees	Medium
Depth-First Search Breadth-First Search Graph Topological Sort	
Acceptance 36.1%	
329. Longest Increasing Path in a Matrix	Hard
Dynamic Programming Depth-First Search Breadth-First Search Graph	
Acceptance 48.3%	

Day 24 Topological Sort

1136. Parallel Courses 🚡	Medium
Graph Topological Sort	







269. Alien Dictionary Characterist Search Breadth-First Search Graph Topological Sort

Acceptance 34.3%

Hard

Locked A

Day 25 Bit Manipulation

260. Single Number III	Medium
Array Bit Manipulation	
Acceptance 65.9%	
864. Shortest Path to Get All Keys	Hard
Bit Manipulation Breadth-First Search	
Acceptance 43.5%	
995. Minimum Number of K Consecutive Bit Flips	Hard
Array Bit Manipulation Sliding Window Prefix Sum	
Acceptance 50.4%	

Day 26 Others

1396. Design Underground System	Medium
Hash Table String Design	
Acceptance 71.7%	
146. LRU Cache	Medium
Hash Table Linked List Design Doubly-Linked List	
Acceptance 38.3%	

Day 27 Others

981. Time Based Key-Value Store	Medium
Hash Table String Binary Search Design	
Acceptance 53.3%	
715. Range Module	Hard
Design Segment Tree Ordered Set	







Hash Table Linked List Design Doubly-Linked List

Acceptance 38.3%

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