





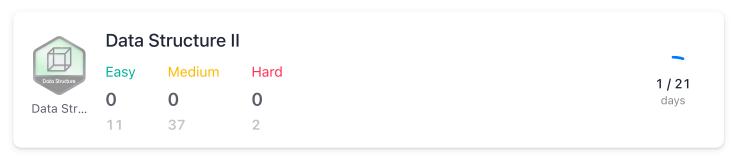
◆ Back to Study Plan



Data Structure

In computer science, a data structure is a way to store and organize data.

... Expand ¥



Day 1 Array

136. Single Number	Easy
Array Bit Manipulation	
Acceptance 67.8%	Start Now >>
169. Majority Element	Easy
Array Hash Table Divide and Conquer Sorting Counting	
Acceptance 61.4%	Start Now >>
15. 3Sum	Medium
Array Two Pointers Sorting	
Acceptance 29.8%	Start Now »

Day 2 Array

75. Sort Colors	Medium
Array Two Pointers Sorting	
Acceptance 52.8%	
56. Merge Intervals	Medium







706. Design HashMap Easy

Array Hash Table Linked List Design Hash Function

Acceptance 63.8%

Day 3 Array

119. Pascal's Triangle II	Easy
Array Dynamic Programming	
Acceptance 55.1%	
48. Rotate Image	Medium
Array Math Matrix	
Acceptance 64.1%	
59. Spiral Matrix II	Medium
Array Matrix Simulation	
Acceptance 60.4%	

Day 4 Array

240. Search a 2D Matrix II	Medium
Array Binary Search Divide and Conquer Matrix	
Acceptance 46.9%	
435. Non-overlapping Intervals	Medium
Array Dynamic Programming Greedy Sorting	
Acceptance 46.4%	

Day 5 Array

334. Increasing Triplet Subsequence	Medium
Array Greedy	
Acceptance 41.1%	
238. Product of Array Except Self	Medium







Medium

Day 6 String

Acceptance 43.7%

Array

560. Subarray Sum Equals K

Hash Table

415. Add Strings

Math String Simulation

Acceptance 50.8%

409. Longest Palindrome

Hash Table String Greedy

Acceptance 52.8%

Easy

Locked △

Locked △

Locked △

Day 7 String

290. Word Pattern

Hash Table String

Acceptance 39.1%

763. Partition Labels

Hash Table Two Pointers String Greedy

Acceptance 78.4%

Day 8 String

49. Group Anagrams

Hash Table String Sorting

Acceptance 62.3%

43. Multiply Strings

Medium

Math String Simulation

Acceptance 36.2%

Medium

Day 9 String







Acceptance 43.0%	
5. Longest Palindromic Substring	Medium
String Dynamic Programming	
Acceptance 31.4%	

Day 10 Linked List

2. Add Two Numbers	Medium
Linked List Math Recursion	
Acceptance 37.2%	
142. Linked List Cycle II	Medium
Hash Table Linked List Two Pointers	
Acceptance 41.9%	

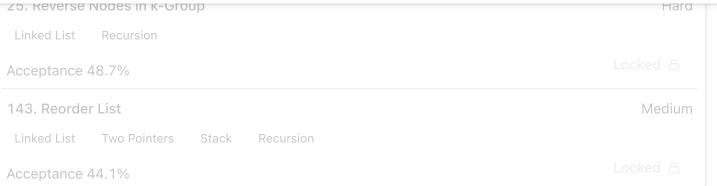
Day 11 Linked List

160. Intersection of Two Linked Lists	Easy
Hash Table Linked List Two Pointers	
Acceptance 47.5%	
82. Remove Duplicates from Sorted List II	Medium
82. Remove Duplicates from Sorted List II Linked List Two Pointers	Medium

Day 12 Linked List

24. Swap Nodes in Pairs	Medium
Linked List Recursion	
Acceptance 55.9%	
707. Design Linked List	Medium
Linked List Design	
Acceptance 26.5%	





Day 14 Stack / Queue

155. Min Stack	Easy
Stack Design Acceptance 48.8%	
1249. Minimum Remove to Make Valid Parentheses	Medium
String Stack Acceptance 65.0%	
1823. Find the Winner of the Circular Game	Medium
Array Math Recursion Queue Simulation	
Acceptance 74.2%	

Day 15 Tree

108. Convert Sorted Array to Binary Search Tree	Easy
Array Divide and Conquer Tree Binary Search Tree Binary Tree	
Acceptance 64.1%	
105. Construct Binary Tree from Preorder and Inorder Traversal	Medium
Array Hash Table Divide and Conquer Tree Binary Tree	
Acceptance 55.5%	
103. Binary Tree Zigzag Level Order Traversal	Medium
Tree Breadth-First Search Binary Tree	
Acceptance 52.1%	







199. Binary Tree Right Side View	Medium
Tree Depth-First Search Breadth-First Search Binary Tree	
Acceptance 58.2%	
113. Path Sum II	Medium
Backtracking Tree Depth-First Search Binary Tree	
Acceptance 52.3%	
450. Delete Node in a BST	Medium
Tree Binary Search Tree Binary Tree	
Acceptance 47.0%	

Day 17 Tree

230. Kth Smallest Element in a BST	Medium
Tree Depth-First Search Binary Search Tree Binary Tree	
Acceptance 65.1%	
173. Binary Search Tree Iterator	Medium
Stack Tree Design Binary Search Tree Binary Tree Iterator	
Acceptance 63.3%	

Day 18 Tree

236. Lowest Common Ancestor of a Binary Tree	Medium
Tree Depth-First Search Binary Tree	
Acceptance 52.7%	
297. Serialize and Deserialize Binary Tree	Hard
String Tree Depth-First Search Breadth-First Search Design Binary Tree	
Acceptance 52.2%	

Day 19 Graph

997. Find the Town Judge	Easy
Array Hash Table Graph	







Graph

Acceptance 77.0%

841. Keys and Rooms

Depth-First Search Breadth-First Search Graph

Acceptance 67.7%

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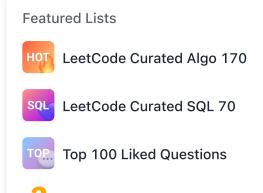
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Day 20 Heap (Priority Queue)

215. Kth Largest Element in an Array	Medium
Array Divide and Conquer Sorting Heap (Priority Queue) Quickselect	
Acceptance 61.4%	
347. Top K Frequent Elements	Medium
Array Hash Table Divide and Conquer Sorting Heap (Priority Queue) Bucket Sort	
Acceptance 63.7%	

Day 21 Heap (Priority Queue)

451. Sort Characters By Frequency	Medium
Hash Table String Sorting Heap (Priority Queue) Bucket Sort Counting	
Acceptance 66.8%	
973. K Closest Points to Origin	Medium
Array Math Divide and Conquer Geometry Sorting Heap (Priority Queue)	
Acceptance 65.7%	











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