


◀ 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 ↕



Algorithm III

Premium

	Easy	Medium	Hard
Algorithm...	0	0	0
	2	34	24

1 / 27

days

Day 1 Binary Search

1060. Missing Element in Sorted Array

🔒

Medium

Array Binary Search

Acceptance 55.4%

Start Now >>

1901. Find a Peak Element II

Medium

Array Binary Search Divide and Conquer Matrix

Acceptance 55.9%

Start Now >>

Day 2 Binary Search

1231. Divide Chocolate

🔒

Hard

Array Binary Search

Acceptance 54.8%

Locked 🔒

1182. Shortest Distance to Target Color

🔒

Medium

Array Binary Search Dynamic Programming

Acceptance 54.3%

Locked 🔒

Day 3 Two Pointers

Array

Two Pointers

Sorting

Acceptance 54.8%

Locked

287. Find the Duplicate Number

Medium

Array

Two Pointers

Binary Search

Bit Manipulation

Acceptance 58.3%

Locked

Day 4 Two Pointers

42. Trapping Rain Water

Hard

Array

Two Pointers

Dynamic Programming

Stack

Monotonic Stack

Acceptance 54.3%

Locked

1868. Product of Two Run-Length Encoded Arrays

Medium

Array

Two Pointers

Acceptance 58.1%

Locked

Day 5 Sliding Window

159. Longest Substring with At Most Two Distinct Characters

Medium

Hash Table

String

Sliding Window

Acceptance 51.7%

Locked

340. Longest Substring with At Most K Distinct Characters

Medium

Hash Table

String

Sliding Window

Acceptance 46.7%

Locked

Day 6 Sliding Window

1004. Max Consecutive Ones III

Medium

Array

Binary Search

Sliding Window

Prefix Sum

Acceptance 61.6%

Locked

239. Sliding Window Maximum

Hard

Array

Queue

Sliding Window


Heap (Priority Queue)

Monotonic Queue


Acceptance 45.7%

Locked

Acceptance 37.9%

Locked 


Day 7 Breadth-First Search / Depth-First Search

286. Walls and Gates 

Medium

Array Breadth-First Search Matrix

Acceptance 57.8%


Locked 

417. Pacific Atlantic Water Flow


Medium

Array Depth-First Search Breadth-First Search Matrix

Acceptance 46.5%

Locked 


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%


Locked 

582. Kill Process 

Medium

Array Hash Table Tree Depth-First Search Breadth-First Search

Acceptance 65.2%

Locked 


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%


Locked 

752. Open the Lock

Medium

Array Hash Table String Breadth-First Search

Acceptance 55.0%

Locked 

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%


Locked 

1192. Critical Connections in a Network


Hard

Depth-First Search Graph Biconnected Component

Acceptance 51.9%

Locked 


Day 11 Recursion / Backtracking

254. Factor Combinations 

Medium

Array Backtracking

Acceptance 48.3%


Locked 

394. Decode String

Medium

String Stack Recursion

Acceptance 54.7%

Locked 


Day 12 Recursion / Backtracking

51. N-Queens

Hard

Array Backtracking

Acceptance 54.6%


Locked 

37. Sudoku Solver

Hard

Array Backtracking Matrix

Acceptance 51.5%

Locked 


Day 13 Recursion / Backtracking

10. Regular Expression Matching

Hard

String Dynamic Programming Recursion

Acceptance 28.0%

Locked 

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%

Locked

489. Robot Room Cleaner

Hard

Backtracking Interactive

Acceptance 74.6%

Locked

Day 15 Divide and Conquer

53. Maximum Subarray

Easy

Array Divide and Conquer Dynamic Programming

Acceptance 48.9%

Locked

4. Median of Two Sorted Arrays

Hard

Array Binary Search Divide and Conquer

Acceptance 32.9%

Locked

315. Count of Smaller Numbers After Self

Hard

Array Binary Search Divide and Conquer Binary Indexed Tree Segment Tree

Acceptance 42.0%

Locked

Day 16 Dynamic Programming

309. Best Time to Buy and Sell Stock with Cooldown

Medium

Array Dynamic Programming

Acceptance 50.7%

Locked

714. Best Time to Buy and Sell Stock with Transaction Fee

Medium

Array Dynamic Programming Greedy

Acceptance 60.1%

Locked

Day 17 Dynamic Programming



Acceptance 48.6%

Locked

337. House Robber III

Medium

Dynamic ProgrammingTreeDepth-First SearchBinary Tree

Acceptance 52.4%

Locked

Day 18 Dynamic Programming

221. Maximal Square

Medium

ArrayDynamic ProgrammingMatrix

Acceptance 41.3%

Locked

85. Maximal Rectangle

Hard

ArrayDynamic ProgrammingStackMatrixMonotonic Stack

Acceptance 40.9%

Locked

Day 19 Dynamic Programming

486. Predict the Winner

Medium

ArrayMathDynamic ProgrammingRecursionGame Theory

Acceptance 49.6%

Locked

131. Palindrome Partitioning

Medium

StringDynamic ProgrammingBacktracking

Acceptance 55.8%

Locked

132. Palindrome Partitioning II

Hard

StringDynamic Programming

Acceptance 32.8%

Locked

Day 20 Dynamic Programming

416. Partition Equal Subset Sum


Medium

ArrayDynamic Programming

Acceptance 45.7%

Locked

Acceptance 63.4%

Locked 


Day 21 **Dynamic Programming**

123. Best Time to Buy and Sell Stock III

Hard

Array Dynamic Programming

Acceptance 42.2%


Locked 

174. Dungeon Game

Hard

Array Dynamic Programming Matrix

Acceptance 35.6%

Locked 


Day 22 **Topological Sort**

207. Course Schedule

Medium

Depth-First Search Breadth-First Search Graph Topological Sort

Acceptance 44.7%


Locked 

210. Course Schedule II

Medium

Depth-First Search Breadth-First Search Graph Topological Sort

Acceptance 44.9%

Locked 


Day 23 **Topological Sort**

310. Minimum Height Trees

Medium

Depth-First Search Breadth-First Search Graph Topological Sort

Acceptance 36.1%


Locked 

329. Longest Increasing Path in a Matrix


Hard

Dynamic Programming Depth-First Search Breadth-First Search Graph

Acceptance 48.3%


Locked 

Day 24 **Topological Sort**

1136. Parallel Courses 

Medium


Graph Topological Sort

269. Alien Dictionary 

Hard

ArrayStringDepth-First SearchBreadth-First SearchGraphTopological Sort

Acceptance 34.3%

Locked 


Day 25 Bit Manipulation

260. Single Number III

Medium

ArrayBit Manipulation

Acceptance 65.9%


Locked 

864. Shortest Path to Get All Keys

Hard

Bit ManipulationBreadth-First Search

Acceptance 43.5%


Locked 

995. Minimum Number of K Consecutive Bit Flips

Hard

ArrayBit ManipulationSliding WindowPrefix Sum

Acceptance 50.4%

Locked 


Day 26 Others

1396. Design Underground System

Medium

Hash TableStringDesign

Acceptance 71.7%


Locked 

146. LRU Cache

Medium

Hash TableLinked ListDesignDoubly-Linked List

Acceptance 38.3%

Locked 


Day 27 Others

981. Time Based Key-Value Store

Medium

Hash TableStringBinary SearchDesign

Acceptance 53.3%

Locked 

715. Range Module

Hard

DesignSegment TreeOrdered Set

460. LFU Cache

Hard

Hash Table Linked List Design Doubly-Linked List

Acceptance 38.3%

Locked 

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