

Google

tagged LeetCode

questions Which is asked in the last 6 months

(March22 – Aug22)



LeetCode

This pdf contains **Google** tagged questions

from LC premium account , sorted according to frequency of asked, also they are links so just click and solve.

PS : This is just list of last 6 months , if you don't have premium account , premium questions will not be available

IMPO : Download from Linkedin desktop , in mobile version links are not working

Good Luck



#	Title	Tags	Acceptance	Difficulty
818	<u>Race Car</u>	<u>Dynamic Programming</u>	43.60%	Hard
2096	<u>Step-By-Step Directions From a Binary Tree Node to Another</u>	StringTreeDepth-First SearchBinary Tree	48.90%	Medium
1293	<u>Shortest Path in a Grid with Obstacles Elimination</u>	ArrayBreadth-First SearchMatrix	43.60%	Hard
366	<u>Find Leaves of Binary Tree</u>	TreeDepth-First SearchBinary Tree	80.00%	Medium
2034	<u>Stock Price Fluctuation</u>	Hash TableDesignHeap (Priority Queue)Data StreamOrdered Set	49.30%	Medium
359	<u>Logger Rate Limiter</u>	Hash TableDesign	75.40%	Easy
2158	<u>Amount of New Area Painted Each Day</u>	ArraySegment TreeOrdered Set	56.50%	Hard
2178	<u>Maximum Split of Positive Even Integers</u>	MathGreedy	58.90%	Medium
2115	<u>Find All Possible Recipes from Given Supplies</u>	ArrayHash TableStringGraphTopological Sort	47.70%	Medium
1048	<u>Longest String Chain</u>	ArrayHash TableTwo PointersStringDynamic Programming	59.20%	Medium
843	<u>Guess the Word</u>	ArrayMathStringInteractiveGame Theory	42.30%	Hard
729	<u>My Calendar I</u>	Binary SearchDesignSegment TreeOrdered Set	57.10%	Medium
2013	<u>Detect Squares</u>	ArrayHash TableDesignCounting	49.80%	Medium
1610	<u>Maximum Number of Visible Points</u>	ArrayMathGeometrySliding WindowSorting	37.30%	Hard
1937	<u>Maximum Number of Points with Cost</u>	ArrayDynamic Programming	36.10%	Medium
2128	<u>Remove All Ones With Row and Column Flips</u>	ArrayMathBit ManipulationMatrix	76.30%	Medium
539	<u>Minimum Time Difference</u>	ArrayMathStringSorting	56.20%	Medium



552	<u>Student Attendance Record II</u>	<u>Dynamic Programming</u>	41.10%	Hard
715	<u>Range Module</u>	DesignSegment TreeOrdered Set	44.40%	Hard
1101	<u>The Earliest Moment When Everyone Become Friends</u>	ArrayUnion Find	64.60%	Medium
68	<u>Text Justification</u>	ArrayStringSimulation	36.30%	Hard
1055	<u>Shortest Way to Form String</u>	StringDynamic ProgrammingGreedy	58.90%	Medium
150	<u>Evaluate Reverse Polish Notation</u>	ArrayMathStack	44.00%	Medium
2135	<u>Count Words Obtained After Adding a Letter</u>	ArrayHash TableStringBit ManipulationSorting	42.50%	Medium
778	<u>Swim in Rising Water</u>	ArrayBinary SearchDepth-First SearchBreadth-First SearchUnion FindHeap (Priority Queue)Matrix	59.40%	Hard
833	<u>Find And Replace in String</u>	ArrayStringSorting	54.10%	Medium
528	<u>Random Pick with Weight</u>	MathBinary SearchPrefix SumRandomized	46.20%	Medium
1146	<u>Snapshot Array</u>	ArrayHash TableBinary SearchDesign	37.30%	Medium
562	<u>Longest Line of Consecutive One in Matrix</u>	ArrayDynamic ProgrammingMatrix	49.90%	Medium
777	<u>Swap Adjacent in LR String</u>	Two PointersString	37.00%	Medium
489	<u>Robot Room Cleaner</u>	BacktrackingInteractive	76.40%	Hard
2172	<u>Maximum AND Sum of Array</u>	ArrayDynamic ProgrammingBit ManipulationBitmask	45.90%	Hard
2162	<u>Minimum Cost to Set Cooking Time</u>	MathEnumeration	38.60%	Medium
900	<u>RLE Iterator</u>	ArrayDesignCountingIterator	59.40%	Medium
329	<u>Longest Increasing Path in a Matrix</u>	ArrayDynamic ProgrammingDepth-First SearchBreadth-First SearchGraphTopological SortMemoizationMatrix	51.90%	Hard



2242	<u>Maximum Score of a Node Sequence</u>	ArrayGraphSortingEnumeration	37.00%	Hard
1387	<u>Sort Integers by The Power Value</u>	Dynamic ProgrammingMemoizationSorting	69.70%	Medium
1240	<u>Tiling a Rectangle with the Fewest Squares</u>	Dynamic ProgrammingBacktracking	54.00%	Hard
759	<u>Employee Free Time</u>	ArraySortingHeap (Priority Queue)	71.60%	Hard
1996	<u>The Number of Weak Characters in the Game</u>	ArrayStackGreedySortingMonotonic Stack	37.60%	Medium
1554	<u>Strings Differ by One Character</u>	Hash TableStringRolling HashHash Function	44.30%	Medium
2184	<u>Number of Ways to Build Sturdy Brick Wall</u>	ArrayDynamic ProgrammingBit ManipulationBitmask	52.90%	Medium
2018	<u>Check if Word Can Be Placed In Crossword</u>	ArrayMatrixEnumeration	49.30%	Medium
253	<u>Meeting Rooms II</u>	ArrayTwo PointersGreedySortingHeap (Priority Queue)	50.20%	Medium
1423	<u>Maximum Points You Can Obtain from Cards</u>	ArraySliding WindowPrefix Sum	52.30%	Medium
1631	<u>Path With Minimum Effort</u>	ArrayBinary SearchDepth-First SearchBreadth-First SearchUnion FindHeap (Priority Queue)Matrix	55.30%	Medium
418	<u>Sentence Screen Fitting</u>	StringDynamic ProgrammingSimulation	35.60%	Medium
419	<u>Battleships in a Board</u>	ArrayDepth-First SearchMatrix	74.40%	Medium
792	<u>Number of Matching Subsequences</u>	Hash TableStringTrieSorting	52.00%	Medium
302	<u>Smallest Rectangle Enclosing Black Pixels</u>	ArrayBinary SearchDepth-First SearchBreadth-First SearchMatrix	58.00%	Hard
1376	<u>Time Needed to Inform All Employees</u>	TreeDepth-First SearchBreadth-First Search	58.40%	Medium
1825	<u>Finding MK Average</u>	DesignQueueHeap (Priority Queue)Data StreamOrdered Set	35.00%	Hard



388	<u>Longest Absolute File Path</u>	StringStackDepth-First Search	46.40%	Medium
720	<u>Longest Word in Dictionary</u>	ArrayHash TableStringTrieSorting	51.60%	Medium
1820	<u>Maximum Number of Accepted Invitations</u>	ArrayBacktrackingMatrix	49.20%	Medium
1105	<u>Filling Bookcase Shelves</u>	ArrayDynamic Programming	58.60%	Medium
1284	<u>Minimum Number of Flips to Convert Binary Matrix to Zero Matrix</u>	ArrayBit ManipulationBreadth-First SearchMatrix	71.90%	Hard
839	<u>Similar String Groups</u>	ArrayStringDepth-First SearchBreadth-First SearchUnion Find	47.10%	Hard
726	<u>Number of Atoms</u>	Hash TableStringStackSorting	52.10%	Hard
1088	<u>Confusing Number II</u>	MathBacktracking	46.60%	Hard
394	<u>Decode String</u>	StringStackRecursion	57.20%	Medium
593	<u>Valid Square</u>	MathGeometry	44.10%	Medium
274	<u>H-Index</u>	ArraySortingCounting Sort	38.00%	Medium
458	<u>Poor Pigs</u>	MathDynamic ProgrammingCombinatorics	65.90%	Hard
2188	<u>Minimum Time to Finish the Race</u>	ArrayDynamic Programming	42.00%	Hard
975	<u>Odd Even Jump</u>	ArrayDynamic ProgrammingStackMonotonic StackOrdered Set	38.90%	Hard
939	<u>Minimum Area Rectangle</u>	ArrayHash TableMathGeometrySorting	53.40%	Medium
1697	<u>Checking Existence of Edge Length Limited Paths</u>	ArrayUnion FindGraphSorting	50.00%	Hard
642	<u>Design Search Autocomplete System</u>	StringDesignTrieData Stream	48.60%	Hard
1352	<u>Product of the Last K Numbers</u>	ArrayMathDesignQueueData Stream	49.10%	Medium



920	<u>Number of Music Playlists</u>	MathDynamic ProgrammingCombinatorics	50.60%	Hard
1277	<u>Count Square Submatrices with All Ones</u>	ArrayDynamic ProgrammingMatrix	74.40%	Medium
1632	<u>Rank Transform of a Matrix</u>	ArrayGreedyUnion FindGraphTopological SortMatrix	40.80%	Hard
2092	<u>Find All People With Secret</u>	Depth-First SearchBreadth-First SearchUnion FindGraphSorting	34.00%	Hard
2271	<u>Maximum White Tiles Covered by a Carpet</u>	ArrayBinary SearchGreedySortingPrefix Sum	32.00%	Medium
2277	<u>Closest Node to Path in Tree</u>	ArrayTreeDepth-First SearchBreadth-First Search	64.60%	Hard
1110	<u>Delete Nodes And Return Forest</u>	TreeDepth-First SearchBinary Tree	69.30%	Medium
317	<u>Shortest Distance from All Buildings</u>	ArrayBreadth-First SearchMatrix	43.10%	Hard
871	<u>Minimum Number of Refueling Stops</u>	ArrayDynamic ProgrammingGreedyHeap (Priority Queue)	39.90%	Hard
1345	<u>Jump Game IV</u>	ArrayHash TableBreadth-First Search	44.10%	Hard
1882	<u>Process Tasks Using Servers</u>	ArrayHeap (Priority Queue)	39.20%	Medium
1000	<u>Minimum Cost to Merge Stones</u>	ArrayDynamic Programming	42.20%	Hard
2132	<u>Stamping the Grid</u>	ArrayGreedyMatrixPrefix Sum	30.50%	Hard
2101	<u>Detonate the Maximum Bombs</u>	ArrayMathDepth-First SearchBreadth-First SearchGraphGeometry	40.60%	Medium
1499	<u>Max Value of Equation</u>	ArrayQueueSliding WindowHeap (Priority Queue)Monotonic Queue	46.50%	Hard
947	<u>Most Stones Removed with Same Row or Column</u>	Depth-First SearchUnion FindGraph	56.80%	Medium
427	<u>Construct Quad Tree</u>	ArrayDivide and ConquerTreeMatrix	66.20%	Medium



315	<u>Count of Smaller Numbers After Self</u>	ArrayBinary SearchDivide and ConquerBinary Indexed TreeSegment TreeMerge SortOrdered Set	42.90%	Hard
1606	<u>Find Servers That Handled Most Number of Requests</u>	ArrayGreedyHeap (Priority Queue)Ordered Set	42.50%	Hard
652	<u>Find Duplicate Subtrees</u>	Hash TableTreeDepth-First SearchBinary Tree	56.40%	Medium
2345	<u>Finding the Number of Visible Mountains</u>	ArrayStackSortingMonotonic Stack	45.00%	Medium
930	<u>Binary Subarrays With Sum</u>	ArrayHash TableSliding WindowPrefix Sum	50.40%	Medium
2250	<u>Count Number of Rectangles Containing Each Point</u>	ArrayBinary SearchBinary Indexed TreeSorting	33.70%	Medium
393	<u>UTF-8 Validation</u>	ArrayBit Manipulation	39.40%	Medium
2337	<u>Move Pieces to Obtain a String</u>	Two PointersString	48.00%	Medium
1218	<u>Longest Arithmetic Subsequence of Given Difference</u>	ArrayHash TableDynamic Programming	51.80%	Medium
1756	<u>Design Most Recently Used Queue</u>	ArrayHash TableStackDesignBinary Indexed TreeOrdered Set	78.70%	Medium
282	<u>Expression Add Operators</u>	MathStringBacktracking	39.20%	Hard
743	<u>Network Delay Time</u>	Depth-First SearchBreadth-First SearchGraphHeap (Priority Queue)Shortest Path	51.10%	Medium
1885	<u>Count Pairs in Two Arrays</u>	ArrayBinary SearchSorting	58.90%	Medium
1793	<u>Maximum Score of a Good Subarray</u>	ArrayTwo PointersBinary SearchStackMonotonic Stack	52.80%	Hard
794	<u>Valid Tic-Tac-Toe State</u>	ArrayString	35.30%	Medium
2366	<u>Minimum Replacements to Sort the Array</u>	ArrayMathGreedy	38.50%	Hard
1197	<u>Minimum Knight Moves</u>	<u>Breadth-First Search</u>	39.90%	Medium



2235	<u>Add Two Integers</u>	Math	90.80%	Easy
679	<u>24 Game</u>	ArrayMathBacktracking	49.10%	Hard
354	<u>Russian Doll Envelopes</u>	ArrayBinary SearchDynamic ProgrammingSorting	38.50%	Hard
1296	<u>Divide Array in Sets of K Consecutive Numbers</u>	ArrayHash TableGreedySorting	56.60%	Medium
252	<u>Meeting Rooms</u>	ArraySorting	56.90%	Easy
934	<u>Shortest Bridge</u>	ArrayDepth-First SearchBreadth-First SearchMatrix	53.70%	Medium
444	<u>Sequence Reconstruction</u>	ArrayGraphTopological Sort	26.10%	Medium
56	<u>Merge Intervals</u>	ArraySorting	45.70%	Medium
1153	<u>String Transforms Into Another String</u>	Hash TableString	35.40%	Hard
1506	<u>Find Root of N-Ary Tree</u>	Hash TableBit ManipulationTreeDepth-First Search	77.70%	Medium
2311	<u>Longest Binary Subsequence Less Than or Equal to K</u>	StringDynamic ProgrammingGreedyMemoization	35.70%	Medium
756	<u>Pyramid Transition Matrix</u>	Bit ManipulationDepth-First SearchBreadth-First Search	53.60%	Medium
200	<u>Number of Islands</u>	ArrayDepth-First SearchBreadth-First SearchUnion FindMatrix	55.80%	Medium
1102	<u>Path With Maximum Minimum Value</u>	ArrayDepth-First SearchBreadth-First SearchUnion FindHeap (Priority Queue)Matrix	53.30%	Medium
1642	<u>Furthest Building You Can Reach</u>	ArrayGreedyHeap (Priority Queue)	48.20%	Medium
420	<u>Strong Password Checker</u>	StringGreedyHeap (Priority Queue)	14.20%	Hard
1477	<u>Find Two Non-overlapping Sub-arrays Each With Target Sum</u>	ArrayHash TableBinary SearchDynamic ProgrammingSliding Window	37.00%	Medium



1263	<u>Minimum Moves to Move a Box to Their Target Location</u>	ArrayBreadth-First SearchHeap (Priority Queue)Matrix	48.90%	Hard
1776	<u>Car Fleet II</u>	ArrayMathStackHeap (Priority Queue)Monotonic Stack	53.20%	Hard
551	<u>Student Attendance Record I</u>	String	48.00%	Easy
2258	<u>Escape the Spreading Fire</u>	ArrayBinary SearchBreadth-First SearchMatrix	34.70%	Hard
62	<u>Unique Paths</u>	MathDynamic ProgrammingCombinatorics	61.90%	Medium
465	<u>Optimal Account Balancing</u>	ArrayDynamic ProgrammingBacktrackingBit ManipulationBitmask	49.20%	Hard
299	<u>Bulls and Cows</u>	Hash TableStringCounting	48.30%	Medium
636	<u>Exclusive Time of Functions</u>	ArrayStack	60.90%	Medium
1834	<u>Single-Threaded CPU</u>	ArraySortingHeap (Priority Queue)	41.80%	Medium
951	<u>Flip Equivalent Binary Trees</u>	TreeDepth-First SearchBinary Tree	66.80%	Medium
224	<u>Basic Calculator</u>	MathStringStackRecursion	41.00%	Hard
560	<u>Subarray Sum Equals K</u>	ArrayHash TablePrefix Sum	44.10%	Medium
1363	<u>Largest Multiple of Three</u>	ArrayDynamic ProgrammingGreedy	33.60%	Hard
210	<u>Course Schedule II</u>	Depth-First SearchBreadth-First SearchGraphTopological Sort	47.60%	Medium
2127	<u>Maximum Employees to Be Invited to a Meeting</u>	Depth-First SearchGraphTopological Sort	32.20%	Hard
202	<u>Happy Number</u>	Hash TableMathTwo Pointers	54.10%	Easy
1579	<u>Remove Max Number of Edges to Keep Graph Fully Traversable</u>	Union FindGraph	52.30%	Hard
2224	<u>Minimum Number of Operations to Convert Time</u>	StringGreedy	64.80%	Easy



296	<u>Best Meeting Point</u>	ArrayMathSortingMatrix	59.50%	Hard
2185	<u>Counting Words With a Given Prefix</u>	ArrayString	77.10%	Easy
135	<u>Candy</u>	ArrayGreedy	40.50%	Hard
1986	<u>Minimum Number of Work Sessions to Finish the Tasks</u>	ArrayDynamic ProgrammingBacktrackingBit ManipulationBitmask	33.00%	Medium
1647	<u>Minimum Deletions to Make Character Frequencies Unique</u>	StringGreedySorting	59.30%	Medium
629	<u>K Inverse Pairs Array</u>	<u>Dynamic Programming</u>	43.10%	Hard
13	<u>Roman to Integer</u>	Hash TableMathString	58.30%	Easy
894	<u>All Possible Full Binary Trees</u>	Dynamic ProgrammingTreeRecursionMemoizationBinary Tree	79.90%	Medium
239	<u>Sliding Window Maximum</u>	ArrayQueueSliding WindowHeap (Priority Queue)Monotonic Queue	46.60%	Hard
731	<u>My Calendar II</u>	Binary SearchDesignSegment TreeOrdered Set	54.20%	Medium
1220	<u>Count Vowels Permutation</u>	<u>Dynamic Programming</u>	60.80%	Hard
727	<u>Minimum Window Subsequence</u>	StringDynamic ProgrammingSliding Window	42.90%	Hard
1275	<u>Find Winner on a Tic Tac Toe Game</u>	ArrayHash TableMatrixSimulation	54.40%	Easy
1473	<u>Paint House III</u>	ArrayDynamic Programming	62.10%	Hard
57	<u>Insert Interval</u>	<u>Array</u>	37.80%	Medium
753	<u>Cracking the Safe</u>	Depth-First SearchGraphEulerian Circuit	55.30%	Hard
278	<u>First Bad Version</u>	Binary SearchInteractive	42.70%	Easy
341	<u>Flatten Nested List Iterator</u>	StackTreeDepth-First SearchDesignQueueIterator	61.30%	Medium



1091	<u>Shortest Path in Binary Matrix</u>	ArrayBreadth-First SearchMatrix	44.50%	Medium
1509	<u>Minimum Difference Between Largest and Smallest Value in Three Moves</u>	ArrayGreedySorting	54.80%	Medium
692	<u>Top K Frequent Words</u>	Hash TableStringTrieSortingHeap (Priority Queue)Bucket SortCounting	55.00%	Medium
1229	<u>Meeting Scheduler</u>	ArrayTwo PointersSorting	55.40%	Medium
213	<u>House Robber II</u>	ArrayDynamic Programming	40.50%	Medium
1004	<u>Max Consecutive Ones III</u>	ArrayBinary SearchSliding WindowPrefix Sum	63.50%	Medium
2171	<u>Removing Minimum Number of Magic Beans</u>	ArraySortingPrefix Sum	41.80%	Medium
524	<u>Longest Word in Dictionary through Deleting</u>	ArrayTwo PointersStringSorting	51.10%	Medium
211	<u>Design Add and Search Words Data Structure</u>	StringDepth-First SearchDesignTrie	43.60%	Medium
1597	<u>Build Binary Expression Tree From Infix Expression</u>	StringStackTreeBinary Tree	61.80%	Hard
1	<u>Two Sum</u>	ArrayHash Table	49.10%	Easy
889	<u>Construct Binary Tree from Preorder and Postorder Traversal</u>	ArrayHash TableDivide and ConquerTreeBinary Tree	70.60%	Medium
1302	<u>Deepest Leaves Sum</u>	TreeDepth-First SearchBreadth-First SearchBinary Tree	87.00%	Medium
31	<u>Next Permutation</u>	ArrayTwo Pointers	36.90%	Medium
924	<u>Minimize Malware Spread</u>	ArrayDepth-First SearchBreadth-First SearchUnion FindMatrix	42.00%	Hard
1237	<u>Find Positive Integer Solution for a Given Equation</u>	MathTwo PointersBinary SearchInteractive	69.30%	Medium



1255	<u>Maximum Score Words Formed by Letters</u>	ArrayStringDynamic ProgrammingBacktrackingBit ManipulationBitmask	72.50%	Hard
1438	<u>Longest Continuous Subarray With Absolute Diff Less Than or Equal to Limit</u>	ArrayQueueSliding WindowHeap (Priority Queue)Ordered SetMonotonic Queue	47.70%	Medium
4	<u>Median of Two Sorted Arrays</u>	ArrayBinary SearchDivide and Conquer	34.90%	Hard
949	<u>Largest Time for Given Digits</u>	StringEnumeration	35.30%	Medium
890	<u>Find and Replace Pattern</u>	ArrayHash TableString	78.00%	Medium
695	<u>Max Area of Island</u>	ArrayDepth-First SearchBreadth-First SearchUnion FindMatrix	71.50%	Medium
983	<u>Minimum Cost For Tickets</u>	ArrayDynamic Programming	64.40%	Medium
1074	<u>Number of Submatrices That Sum to Target</u>	ArrayHash TableMatrixPrefix Sum	69.80%	Hard
128	<u>Longest Consecutive Sequence</u>	ArrayHash TableUnion Find	49.00%	Medium
807	<u>Max Increase to Keep City Skyline</u>	ArrayGreedyMatrix	85.90%	Medium
355	<u>Design Twitter</u>	Hash TableLinked ListDesignHeap (Priority Queue)	36.10%	Medium
399	<u>Evaluate Division</u>	ArrayDepth-First SearchBreadth-First SearchUnion FindGraphShortest Path	59.30%	Medium
911	<u>Online Election</u>	ArrayHash TableBinary SearchDesign	51.90%	Medium
306	<u>Additive Number</u>	StringBacktracking	30.80%	Medium
959	<u>Regions Cut By Slashes</u>	Depth-First SearchBreadth-First SearchUnion FindGraph	68.90%	Medium
2364	<u>Count Number of Bad Pairs</u>	ArrayHash Table	40.10%	Medium
486	<u>Predict the Winner</u>	ArrayMathDynamic ProgrammingRecursionGame Theory	50.70%	Medium
417	<u>Pacific Atlantic Water Flow</u>	ArrayDepth-First SearchBreadth-First SearchMatrix	53.50%	Medium



790	<u>Domino and Tromino Tiling</u>	<u>Dynamic Programming</u>	48.30%	Medium
146	<u>LRU Cache</u>	Hash TableLinked ListDesignDoubly-Linked List	40.60%	Medium
981	<u>Time Based Key-Value Store</u>	Hash TableStringBinary SearchDesign	52.30%	Medium
384	<u>Shuffle an Array</u>	ArrayMathRandomized	57.50%	Medium
353	<u>Design Snake Game</u>	ArrayDesignQueueMatrix	38.80%	Medium
130	<u>Surrounded Regions</u>	ArrayDepth-First SearchBreadth-First SearchUnion FindMatrix	35.40%	Medium
2276	<u>Count Integers in Intervals</u>	DesignSegment TreeOrdered Set	33.00%	Hard
1254	<u>Number of Closed Islands</u>	ArrayDepth-First SearchBreadth-First SearchUnion FindMatrix	64.10%	Medium
5	<u>Longest Palindromic Substring</u>	StringDynamic Programming	32.30%	Medium
2035	<u>Partition Array Into Two Arrays to Minimize Sum Difference</u>	ArrayTwo PointersBinary SearchDynamic ProgrammingBit ManipulationOrdered SetBitmask	18.00%	Hard
788	<u>Rotated Digits</u>	MathDynamic Programming	57.00%	Medium
1171	<u>Remove Zero Sum Consecutive Nodes from Linked List</u>	Hash TableLinked List	42.80%	Medium
935	<u>Knight Dialer</u>	<u>Dynamic Programming</u>	49.70%	Medium
346	<u>Moving Average from Data Stream</u>	ArrayDesignQueueData Stream	76.90%	Easy
269	<u>Alien Dictionary</u>	ArrayStringDepth-First SearchBreadth-First SearchGraphTopological Sort	35.20%	Hard
2007	<u>Find Original Array From Doubled Array</u>	ArrayHash TableGreedySorting	38.40%	Medium
1628	<u>Design an Expression Tree With Evaluate Function</u>	MathStackTreeDesignBinary Tree	82.50%	Medium
1052	<u>Grumpy Bookstore Owner</u>	ArraySliding Window	56.90%	Medium



400	Nth Digit	MathBinary Search	33.90%	Medium
403	Frog Jump	ArrayDynamic Programming	43.10%	Hard
272	Closest Binary Search Tree Value II	Two PointersStackTreeDepth-First SearchBinary Search TreeHeap (Priority Queue)Binary Tree	58.00%	Hard

THANKS

Practice as much as you can

Share with others too 😊

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$$1.00^{365} = 1.00$$

$$1.01^{365} = 37.7$$

