



Leetcode.typ

Gabriel Wu (@lucifer1004)

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0001. Two Sum

EASY

ARRAY

HASH-TABLE

Given an array of integers `nums` and an integer `target`, return indices of the two numbers such that they add up to `target`.

You may assume that each input would have **exactly one solution**, and you may not use the same element twice.

You can return the answer in any order.

Test Results

Case 1

nums: [2, 7, 11, 15]

target: 9

Expected	Your Output
[0, 1]	none

Case 2

nums: [3, 2, 4]

target: 6

Expected	Your Output
[1, 2]	none

Case 3

nums: [3, 3]

target: 6

Expected	Your Output
[0, 1]	none

Case 4

nums: [0, 0]

target: 1

Expected	Your Output
[-1, -1]	none

Case 5

nums: [1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34, 37, 40, 43, 46, 49, 52, 55, 58, 61, 64, 67, 70, 73, 76, 79, 82, 85, 88, 91, 94, 97]

target: 191

Expected
[31, 32]

Your Output
none

0002. Add Two Numbers

MEDIUM

LINKED-LIST

MATH

RECURSION

You are given two **non-empty** linked lists representing two non-negative integers. The digits are stored in **reverse order**, and each of their nodes contains a single digit. Add the two numbers and return the sum as a linked list.

You may assume the two numbers do not contain any leading zero, except the number 0 itself.

Test Results

Case 1

l1: 2 → 4 → 3

l2: 5 → 6 → 4

Expected

7 → 0 → 8

Your Output

none

Case 2

l1: 0

l2: 0

Expected

0

Your Output

none

Case 3

l1: 9 → 9 → 9 → 9 → 9 → 9 → 9

l2: 9 → 9 → 9 → 9

Expected

8 → 9 → 9 → 9 → 0 → 0 → 0 → 1

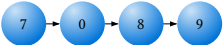
Your Output

none

Case 4

l1: 2 → 4 → 3

l2: 5 → 6 → 4 → 9

Expected	Your Output
	none

0003. Longest Substring Without Repeating Characters

MEDIUM

STRING

HASH-TABLE

SLIDING-WINDOW

Given a string *s*, find the length of the **longest substring** without repeating characters.

Test Results

Case 1

s: "abcabcbb"

Expected	Your Output
3	none

Case 2

s: "bbbbbb"

Expected	Your Output
1	none

Case 3

s: "pwwkew"

Expected	Your Output
3	none

0004. Median of Two Sorted Arrays

HARD

ARRAY

BINARY-SEARCH

DIVIDE-AND-CONQUER

Given two sorted arrays `nums1` and `nums2` of size `m` and `n` respectively, return the **median** of the two sorted arrays.

The overall run time complexity should be $\mathcal{O}(\log(m + n))$.

Test Results

Case 1

nums1: [1, 3]

nums2: [2]

Expected	Your Output
2	none

Case 2

nums1: [1, 2]

nums2: [3, 4]

Expected	Your Output
2.5	none

Case 3

nums1: [0, 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48, 51, 54, 57, 60, 63, 66, 69, 72, 75, 78, 81, 84, 87, 90, 93, 96, 99]

nums2: [0, 6, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72, 78, 84, 90, 96, 102, 108, 114, 120, 126, 132, 138, 144, 150, 156, 162, 168, 174, 180, 186, 192, 198]

Expected	Your Output
66.0	none

0005. Longest Palindromic Substring

MEDIUM

STRING

DYNAMIC-PROGRAMMING

Given a string *s*, return the **longest palindromic substring** in *s*.

Test Results

Case 1

s: "babad"

Expected	Your Output
"bab"	none

Case 2

s: "cbbd"

Expected	Your Output
"bb"	none

Case 3

s: "abcdefgfedcb"

Expected	Your Output
"bcdefgfedcb"	none

Case 4

s: "accc"

Expected	Your Output
"ccc"	none

Case 5

s: "a"

Expected	Your Output
"a"	none

Case 6

s: "aa"

Expected
"aa"

Your Output
none

Case 7

s: "asasfsafdaasfsaasa"

Expected
"aasfsaa"

Your Output
none

0006. Zigzag Conversion

MEDIUM

STRING

The string "PAYPALISHIRING" is written in a zigzag pattern on a given number of rows like this:

```
P   A   H   N
A P L S I I G
Y   I   R
```

And then read line by line: "PAHNAPLSIIGYIR"

Write the code that will take a string and make this conversion given a number of rows.

Test Results

Case 1

s: "PAYPALISHIRING"

numRows: 3

Expected	Your Output
"PAHNAPLSIIGYIR"	none

Case 2

s: "PAYPALISHIRING"

numRows: 4

Expected	Your Output
"PINALSIGYAHRPI"	none

Case 3

s: "A"

numRows: 1

Expected	Your Output
"A"	none

0007. Reverse Integer

MEDIUM

MATH

Given a signed 32-bit integer x , return x with its digits reversed. If reversing x causes the value to go outside the signed 32-bit integer range $[-2^{31}, 2^{31} - 1]$, then return 0.

Assume the environment does not allow you to store 64-bit integers (signed or unsigned).

Test Results

Case 1

x: 123

Expected
321

Your Output
none

Case 2

x: -123

Expected
-321

Your Output
none

Case 3

x: 120

Expected
21

Your Output
none

Case 4

x: 0

Expected
0

Your Output
none

Case 5

x: 23498423

Expected
32489432

Your Output
none

Case 6

x: -213898800

Expected
-8898312

Your Output
none

Case 7

x: 1534236469

Expected
0

Your Output
none

Case 8

x: 2147483647

Expected
0

Your Output
none

Case 9

x: -2147483648

Expected
0

Your Output
none

0008. String to Integer (atoi)

MEDIUM

STRING

Implement the `myAtoi(string s)` function, which converts a string to a 32-bit signed integer (similar to C/C++'s `atoi` function).

The algorithm for `myAtoi(string s)` is as follows:

1. Read in and ignore any leading whitespace.
2. Check if the next character (if not already at the end of the string) is '-' or '+'. Read this character in if it is either. This determines if the final result is negative or positive respectively. Assume the result is positive if neither is present.
3. Read in next the characters until the next non-digit character or the end of the input is reached. The rest of the string is ignored.
4. Convert these digits into an integer (i.e. "123" -> 123, "0032" -> 32). If no digits were read, then the integer is 0. Change the sign as necessary (from step 2).
5. If the integer is out of the 32-bit signed integer range $[-2^{31}, 2^{31} - 1]$, then clamp the integer so that it remains in the range. Specifically, integers less than -2^{31} should be clamped to -2^{31} , and integers greater than $2^{31} - 1$ should be clamped to $2^{31} - 1$.
6. Return the integer as the final result.

Note:

- Only the space character ' ' is considered a whitespace character.
- **Do not ignore** any characters other than the leading whitespace or the rest of the string after the digits.

Test Results

Case 1

s: "42"

Expected	Your Output
42	none

Case 2

s: " -42"

Expected	Your Output
-42	none

Case 3

s: "4193 with words"

Expected	Your Output
----------	-------------

4193	none
------	------

0009. Palindrome Number

EASY

MATH

Given an integer x , return `true` if x is a **palindrome**, and `false` otherwise.

Test Results

Case 1

x: 121

Expected	Your Output
true	none

Case 2

x: -121

Expected	Your Output
false	none

Case 3

x: 10

Expected	Your Output
false	none

0010. Regular Expression Matching

HARD

STRING

DYNAMIC-PROGRAMMING

RECURSION

Given an input string *s* and a pattern *p*, implement regular expression matching with support for '.' and '*' where:

- '.' Matches any single character.
- '*' Matches zero or more of the preceding element.

The matching should cover the **entire** input string (not partial).

Test Results

Case 1

s: "aa"

p: "a"

Expected	Your Output
false	none

Case 2

s: "aa"

p: "a*"

Expected	Your Output
true	none

Case 3

s: "ab"

p: "."

Expected	Your Output
true	none

Case 4

s: "aab"

p: "c*a*b"

Expected	Your Output
true	none

Case 5

s: "mississippi"

p: "mis*is*p*."

Expected
false

Your Output
none

Case 6

s: "ab"

p: ".*c"

Expected
false

Your Output
none

Case 7

s: "ab"

p: ".*c*"

Expected
true

Your Output
none

Case 8

s: "香蕉 x 牛奶"

p: "香.*牛."

Expected
true

Your Output
none

0011. Container With Most Water

MEDIUM

ARRAY

TWO-POINTERS

GREEDY

You are given an integer array `height` of length `n`. There are `n` vertical lines drawn such that the two endpoints of the i^{th} line are $(i, 0)$ and $(i, \text{height}[i])$.

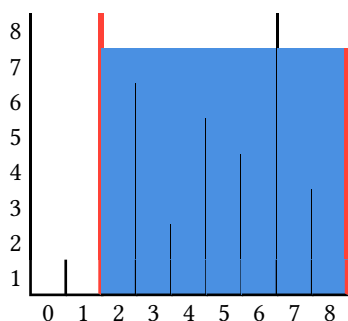
Find two lines that together with the x-axis form a container, such that the container contains the most water.

Return the maximum amount of water a container can store.

Notice that you may not slant the container.

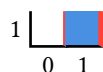
Example 1

height: [1, 8, 6, 2, 5, 4, 8, 3, 7]



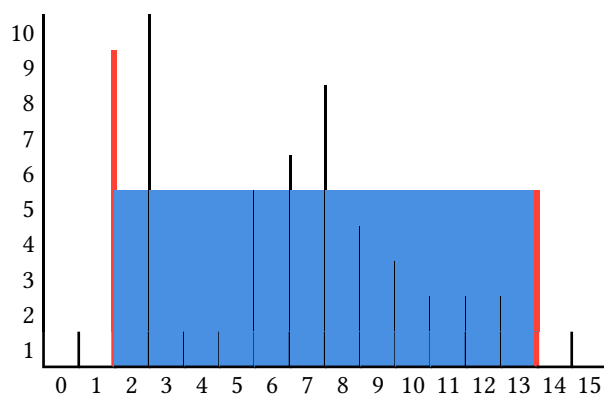
Example 2

height: [1, 1]



Example 3

height: [1, 9, 10, 1, 1, 5, 6, 8, 4, 3, 2, 2, 5, 1, 2]



Test Results

Case 1

height: [1, 8, 6, 2, 5, 4, 8, 3, 7]

Expected
49

Your Output
none

Case 2

height: [1, 1]

Expected
1

Your Output
none

Case 3

height: [1, 9, 10, 1, 1, 5, 6, 8, 4, 3, 2, 2, 2, 5, 1, 2]

Expected
60

Your Output
none

0012. Integer to Roman

MEDIUM

HASH-TABLE

MATH

STRING

Roman numerals are represented by seven different symbols: I, V, X, L, C, D and M.

Symbol	Value
I	1
V	5
X	10
L	50
C	100
D	500
M	1000

For example, 2 is written as II in Roman numeral, just two one's added together. 12 is written as XII, which is simply X + II. The number 27 is written as XXVII, which is XX + V + II.

Roman numerals are usually written largest to smallest from left to right. However, the numeral for four is not IIII. Instead, the number four is written as IV. Because the one is before the five we subtract it making four. The same principle applies to the number nine, which is written as IX. There are six instances where subtraction is used:

- I can be placed before V (5) and X (10) to make 4 and 9.
- X can be placed before L (50) and C (100) to make 40 and 90.
- C can be placed before D (500) and M (1000) to make 400 and 900.

Given an integer, convert it to a roman numeral.

Test Results

Case 1

num: 3

Expected	Your Output
"III"	none

Case 2

num: 58

Expected	Your Output
"LVIII"	none

Case 3

num: 1994

Expected	Your Output
"MCMXCIV"	none

0013. Roman to Integer

EASYHASH-TABLEMATHSTRING

Roman numerals are represented by seven different symbols: I, V, X, L, C, D and M.

Symbol	Value
I	1
V	5
X	10
L	50
C	100
D	500
M	1000

For example, 2 is written as II in Roman numeral, just two one's added together. 12 is written as XII, which is simply X + II. The number 27 is written as XXVII, which is XX + V + II.

Roman numerals are usually written largest to smallest from left to right. However, the numeral for four is not IIII. Instead, the number four is written as IV. Because the one is before the five we subtract it making four. The same principle applies to the number nine, which is written as IX. There are six instances where subtraction is used:

- I can be placed before V (5) and X (10) to make 4 and 9.
- X can be placed before L (50) and C (100) to make 40 and 90.
- C can be placed before D (500) and M (1000) to make 400 and 900.

Given a roman numeral, convert it to an integer.

Test Results

Case 1

s: "III"

Expected
3

Your Output
none

Case 2

s: "LVIII"

Expected
58

Your Output
none

Case 3

s: "MCMXCIV"

Expected
1994

Your Output
none

0014. Longest Common Prefix

EASY

STRING

TRIE

Write a function to find the longest common prefix string amongst an array of strings.

If there is no common prefix, return an empty string "".

Test Results

Case 1

strs: ["flower", "flow", "flight"]

Expected	Your Output
"fl"	none

Case 2

strs: ["dog", "racecar", "car"]

Expected	Your Output
""	none

0015. 3Sum

MEDIUM

ARRAY

TWO-POINTERS

SORTING

Given an integer array `nums`, return all the triplets `[nums[i], nums[j], nums[k]]` such that $i \neq j$, $i \neq k$, and $j \neq k$, and $nums[i] + nums[j] + nums[k] == 0$.

Notice that the solution set must not contain duplicate triplets.

Test Results

Case 1

nums: [-1, 0, 1, 2, -1, -4]

Expected	Your Output
<code>[[-1, -1, 2], [-1, 0, 1]]</code>	<code>none</code>

Case 2

nums: [0, 1, 1]

Expected	Your Output
<code>[]</code>	<code>none</code>

Case 3

nums: [0, 0, 0]

Expected	Your Output
<code>[[0, 0, 0]]</code>	<code>none</code>

Case 4

nums: [-10, -7, -4, -1, 2, 5, 8, 11, 14, 17]

Expected	Your Output
<code>[[-10, -7, 17], [-10, -4, 14], [-10, -1, 11], [-10, 2, 8], [-7, -4, 11], [-7, -1, 8], [-7, 2, 5], [-4, -1, 5]]</code>	<code>none</code>

Case 5

nums: [-10, -9, -8, -7, -6, -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9]

Expected	Your Output
----------	-------------

[[-10, 1, 9], [-10, 2, 8], [-10, 3, 7], [-10, 4, 6], [-9, 0, 9], [-9, 1, 8], [-9, 2, 7], [-9, 3, 6], [-9, 4, 5], [-8, -1, 9], [-8, 0, 8], [-8, 1, 7], [-8, 2, 6], [-8, 3, 5], [-7, -2, 9], [-7, -1, 8], [-7, 0, 7], [-7, 1, 6], [-7, 2, 5], [-7, 3, 4], [-6, -3, 9], [-6, -2, 8], [-6, -1, 7], [-6, 0, 6], [-6, 1, 5], [-6, 2, 4], [-5, -4, 9], [-5, -3, 8], [-5, -2, 7], [-5, -1, 6], [-5, 0, 5], [-5, 1, 4], [-5, 2, 3], [-4, -3, 7], [-4, -2, 6], [-4, -1, 5], [-4, 0, 4], [-4, 1, 3], [-3, -2, 5], [-3, -1, 4], [-3, 0, 3], [-3, 1, 2], [-2, -1, 3], [-2, 0, 2], [-1, 0, 1]]

none

0016. 3Sum Closest

MEDIUM

ARRAY

TWO-POINTERS

SORTING

Given an integer array `nums` of length `n` and an integer `target`, find three integers in `nums` such that the sum is closest to `target`.

Return the sum of the three integers.

You may assume that each input would have exactly one solution.

Test Results

Case 1

nums: [-1, 2, 1, -4]

target: 1

Expected	Your Output
2	none

Case 2

nums: [0, 0, 0]

target: 1

Expected	Your Output
0	none

Case 3

nums: [0, 1, 1]

target: 2

Expected	Your Output
2	none

Case 4

nums: [-10, -7, -4, -1, 2, 5, 8, 11, 14, 17]

target: 20

Expected	Your Output
21	none

Case 5

nums: [-10, -9, -8, -7, -6, -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9]

target: 30

Expected
24

Your Output
none

0017. Letter Combinations of a Phone Number

MEDIUM

HASH-TABLE

STRING

BACKTRACKING

Given a string containing digits from 2-9 inclusive, return all possible letter combinations that the number could represent. Return the answer in **any order**.

A mapping of digits to letters (just like on the telephone buttons) is given below. Note that 1 does not map to any letters.



Test Results

Case 1

digits: "23"

Expected	Your Output
["ad", "bd", "cd", "ae", "be", "ce", "af", "bf", "cf"]	none

Case 2

digits: ""

Expected	Your Output
[]	none

Case 3

digits: "2"

Expected	Your Output
["a", "b", "c"]	none

0018. 4Sum

MEDIUM

ARRAY

TWO-POINTERS

SORTING

Given an array `nums` of `n` integers, return an array of all the unique quadruplets `[nums[a], nums[b], nums[c], nums[d]]` such that:

- $0 \leq a, b, c, d < n$
- `a, b, c,` and `d` are **distinct**.
- `nums[a] + nums[b] + nums[c] + nums[d] == target`

You may return the answer in **any order**.

Test Results

Case 1

nums: [1, 0, -1, 0, -2, 2]

target: 0

Expected	Your Output
[[[-2, -1, 1, 2], [-2, 0, 0, 2], [-1, 0, 0, 1]]]	none

Case 2

nums: [2, 2, 2, 2]

target: 8

Expected	Your Output
[[2, 2, 2, 2]]	none

Case 3

nums: [-5, -4, -3, -2, -1, 0, 1, 2, 3, 4]

target: 3

Expected	Your Output
[[[-5, 1, 3, 4], [-4, 0, 3, 4], [-4, 1, 2, 4], [-3, -1, 3, 4], [-3, 0, 2, 4], [-3, 1, 2, 3], [-2, -1, 2, 4], [-2, 0, 1, 4], [-2, 0, 2, 3], [-1, 0, 1, 3]]]	none

0019. Remove Nth Node From End of List

MEDIUM

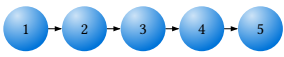
LINKED-LIST

TWO-POINTERS

Given the head of a linked list, remove the nth node from the end of the list and return its head.

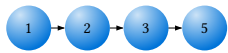
Test Results

Case 1

head: 

n: 2

Expected



Your Output

none

Case 2

head: 

n: 1

Expected



Your Output

none

Case 3

head: 

n: 1

Expected



Your Output

none

0020. Valid Parentheses

EASY

STRING

STACK

Given a string *s* containing just the characters '(', ')', '{', '}', '[' and ']', determine if the input string is valid.

An input string is valid if:

1. Open brackets must be closed by the same type of brackets.
2. Open brackets must be closed in the correct order.
3. Every close bracket has a corresponding open bracket of the same type.

- *s* consists of parentheses only '()[]{}'.

Test Results

Case 1

s: "()"

Expected
true

Your Output
none

Case 2

s: "()[]{}"

Expected
true

Your Output
none

Case 3

s: "[]"

Expected
false

Your Output
none

Case 4

s: "([])"

Expected
true

Your Output
none

Case 5

s: "([)]"

Expected
false

Your Output
none

0021. Merge Two Sorted Lists

EASY

LINKED-LIST

RECURSION

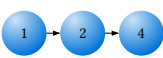
You are given the heads of two sorted linked lists `list1` and `list2`.

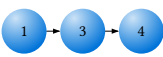
Merge the two lists into one sorted list. The list should be made by splicing together the nodes of the first two lists.

Return the head of the merged linked list.

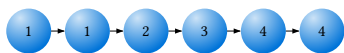
Test Results

Case 1

list1: 

list2: 

Expected



Your Output

none

Case 2

list1: 

list2: 

Expected



Your Output

none

Case 3

list1: 

list2: 

Expected



Your Output

none

0022. Generate Parentheses

MEDIUM

STRING

DYNAMIC-PROGRAMMING

BACKTRACKING

Given n pairs of parentheses, write a function to generate all combinations of well-formed parentheses.

Test Results

Case 1

n: 1

Expected	Your Output
["()"]	none

Case 2

n: 3

Expected	Your Output
["((()))", "(())()", "()(())", "()()()", "(()())"]	none

0023. Merge k Sorted Lists

HARD

LINKED-LIST

DIVIDE-AND-CONQUER

HEAP

MERGE-SORT

You are given an array of k linked-lists `lists`, each linked-list is sorted in ascending order.

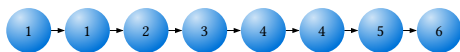
Merge all the linked-lists into one sorted linked-list and return it.

Test Results

Case 1

lists: [ ,  , ]

Expected



Your Output

none

Case 2

lists: []

Expected



Your Output

none

Case 3

lists: []

Expected



Your Output

none

0024. Swap Nodes in Pairs

MEDIUM

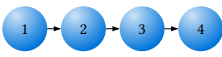
LINKED-LIST

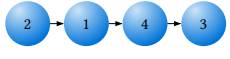
RECURSION

Given a linked list, swap every two adjacent nodes and return its head.

Test Results

Case 1


head: 

Expected


Your Output
none

Case 2


head: 

Expected


Your Output
none

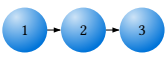
Case 3

head: 

Expected


Your Output
none

Case 4

head: 

Expected


Your Output
none

0025. Reverse Nodes in k-Group

HARD

LINKED-LIST

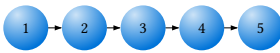
RECURSION

Given the head of a linked list, reverse the nodes of the list k at a time, and return the modified list.

k is a positive integer and is less than or equal to the length of the linked list. If the number of nodes is not a multiple of k then left-out nodes, in the end, should remain as it is.

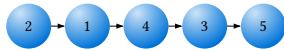
Test Results

Case 1

head: 

k: 2

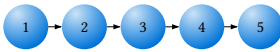
Expected



Your Output

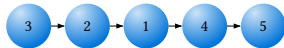
none

Case 2

head: 

k: 3

Expected



Your Output

none

0026. Remove Duplicates from Sorted Array (Adapted)

EASY

ARRAY

TWO-POINTERS

- This problem is different from the original version since functions in Typst cannot modify the input array in place.

Given an integer array `nums` sorted in non-decreasing order, remove the duplicates in-place such that each unique element appears only once. The relative order of the elements should be kept the same.

After removing duplicates, return the unique elements in ascending order.

Test Results

Case 1

`nums`: [1, 1, 2]

Expected	Your Output
[1, 2]	none

Case 2

`nums`: [0, 0, 1, 1, 1, 2, 2, 3, 3, 4]

Expected	Your Output
[0, 1, 2, 3, 4]	none

0042. Trapping Rain Water

HARD

ARRAY

TWO-POINTERS

DYNAMIC-PROGRAMMING

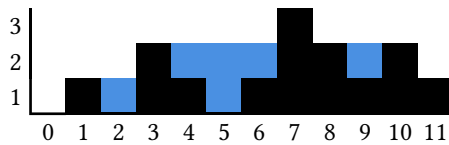
STACK

MONOTONIC-STACK

Given n non-negative integers representing an elevation map where the width of each bar is 1, compute how much water it can trap after raining.

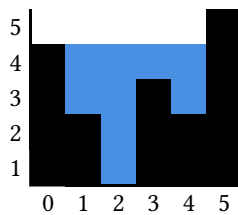
Example 1

height: [0, 1, 0, 2, 1, 0, 1, 3, 2, 1, 2, 1]



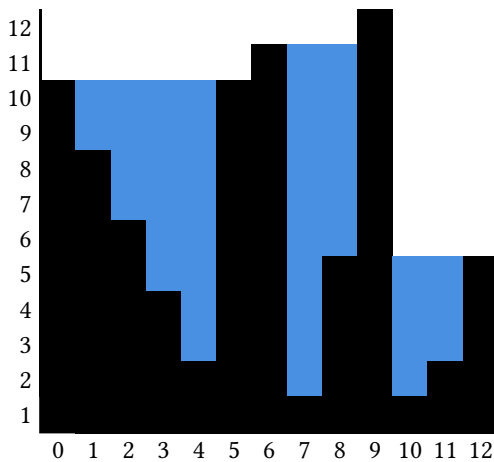
Example 2

height: [4, 2, 0, 3, 2, 5]



Example 3

height: [10, 8, 6, 4, 2, 10, 11, 1, 5, 12, 1, 2, 5]



Test Results

Case 1

height: [0, 1, 0, 2, 1, 0, 1, 3, 2, 1, 2, 1]

Expected
6

Your Output
none

Case 2

height: [4, 2, 0, 3, 2, 5]

Expected
9

Your Output
none

Case 3

height: [10, 8, 6, 4, 2, 10, 11, 1, 5, 12, 1, 2, 5]

Expected
43

Your Output
none

0050. Pow(x, n)

MEDIUM

MATH

RECURSION

Implement [pow\(x, n\)](#), which calculates x raised to the power n (i.e., x^n).

- $-100.0 < x < 100.0$
- $-2^{31} \leq n \leq 2^{31} - 1$
- n is an integer.
- $-10^4 \leq x^n \leq 10^4$

Test Results

Case 1

x: 2

n: 10

Expected
1024

Your Output
none

Case 2

x: 2.1

n: 3

Expected
9.2610000000000001

Your Output
none

Case 3

x: 2

n: -2

Expected
0.25

Your Output
none

Case 4

x: 0

n: 15

Expected
0

Your Output
none

Case 5

x: 0.9

n: 199

Expected	Your Output
7.838976787394889e-10	none

0051. N-Queens

HARD

ARRAY

BACKTRACKING

The **n-queens** puzzle is the problem of placing n queens on an $n \times n$ chessboard such that no two queens attack each other.

Given an integer n , return *all distinct solutions* to the **n-queens puzzle**. You may return the answer in **any order**.

Each solution contains a distinct board configuration of the n-queens' placement, where 'Q' and '.' both indicate a queen and an empty space, respectively.

Test Results

Case 1

n: 1

Expected	Your Output
<div>Q</div>	none

Case 2

n: 2

Expected	Your Output
[]	none

Case 3

n: 4

Expected	Your Output																																
<table><tr><td>.</td><td>Q</td><td>.</td><td>.</td></tr><tr><td>.</td><td>.</td><td>.</td><td>Q</td></tr><tr><td>Q</td><td>.</td><td>.</td><td>.</td></tr><tr><td>.</td><td>.</td><td>Q</td><td>.</td></tr></table> <hr/> <table><tr><td>.</td><td>.</td><td>Q</td><td>.</td></tr><tr><td>Q</td><td>.</td><td>.</td><td>.</td></tr><tr><td>.</td><td>.</td><td>.</td><td>Q</td></tr><tr><td>.</td><td>Q</td><td>.</td><td>.</td></tr></table>	.	Q	Q	Q	Q	.	.	.	Q	.	Q	Q	.	Q	.	.	none
.	Q	.	.																														
.	.	.	Q																														
Q	.	.	.																														
.	.	Q	.																														
.	.	Q	.																														
Q	.	.	.																														
.	.	.	Q																														
.	Q	.	.																														

0094. Binary Tree Inorder Traversal

EASY

TREE

STACK

BINARY-TREE

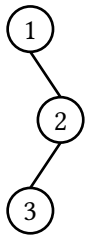
DEPTH-FIRST-SEARCH

Given the root of a binary tree, return the inorder traversal of its nodes' values.

Test Results

Case 1

root:



Expected

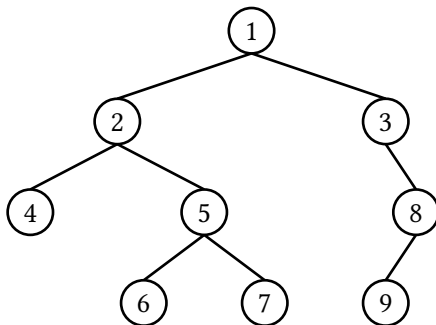
[1, 3, 2]

Your Output

none

Case 2

root:



Expected

[4, 2, 6, 5, 7, 1, 3, 9, 8]

Your Output

none

Case 3

root:



Expected
[]

Your Output
none

Case 4

root:

①

Expected
[1]

Your Output
none

0110. Balanced Binary Tree

EASY

TREE

BINARY-TREE

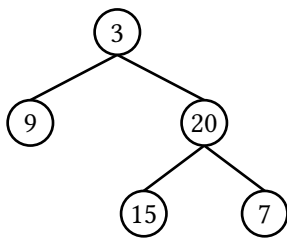
DEPTH-FIRST-SEARCH

Given a binary tree, determine if it is **height-balanced**¹.

Test Results

Case 1

root:



Expected

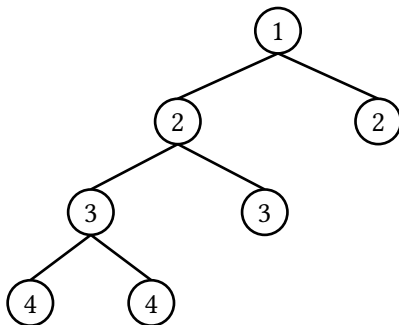
true

Your Output

none

Case 2

root:



Expected

false

Your Output

none

Case 3

root:

¹A **height-balanced** binary tree is a binary tree in which the depth of the two subtrees of every node never differs by more than one.



Expected
true

Your Output
none

0112. Path Sum

EASY

TREE

BINARY-TREE

DEPTH-FIRST-SEARCH

BREADTH-FIRST-SEARCH

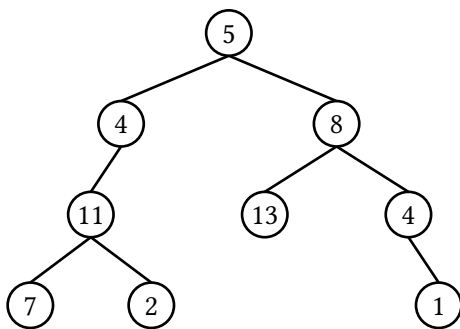
Given the root of a binary tree and an integer target-sum, return true if the tree has a root-to-leaf path such that adding up all the values along the path equals target-sum.

A **leaf** is a node with no children.

Test Results

Case 1

root:



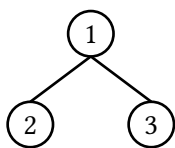
target-sum: 22

Expected
true

Your Output
none

Case 2

root:



target-sum: 5

Expected
false

Your Output
none

Case 3

root:



target-sum: 0

Expected
false

Your Output
none

0113. Path Sum II

MEDIUM

TREE

BINARY-TREE

DEPTH-FIRST-SEARCH

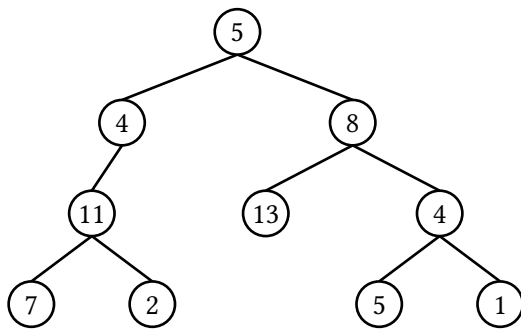
BACKTRACKING

Given the root of a binary tree and an integer target-sum, return all root-to-leaf paths where the sum of the node values in the path equals target-sum. Each path should be returned as a list of the node values, not node references.

Test Results

Case 1

root:



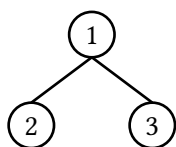
target-sum: 22

Expected
[[5, 4, 11, 2], [5, 8, 4, 5]]

Your Output
none

Case 2

root:



target-sum: 5

Expected
[]

Your Output
none

Case 3

root:



target-sum: 0

Expected
[]

Your Output
none

0144. Binary Tree Preorder Traversal

EASY

TREE

STACK

BINARY-TREE

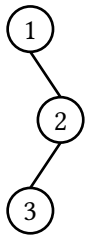
DEPTH-FIRST-SEARCH

Given the root of a binary tree, return the preorder traversal of its nodes' values.

Test Results

Case 1

root:



Expected

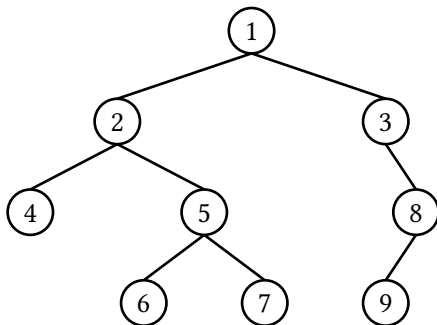
[1, 2, 3]

Your Output

none

Case 2

root:



Expected

[1, 2, 4, 5, 6, 7, 3, 8, 9]

Your Output

none

Case 3

root:



Expected
[]

Your Output
none

Case 4

root:

①

Expected
[1]

Your Output
none

0145. Binary Tree Postorder Traversal

EASY

TREE

STACK

BINARY-TREE

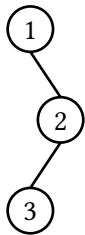
DEPTH-FIRST-SEARCH

Given the root of a binary tree, return the postorder traversal of its nodes' values.

Test Results

Case 1

root:



Expected

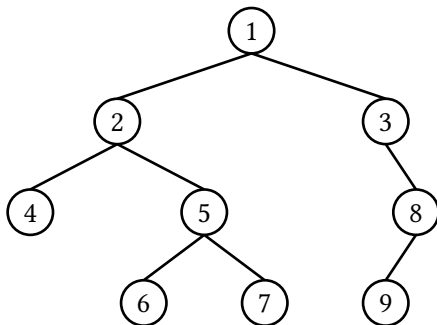
[3, 2, 1]

Your Output

none

Case 2

root:



Expected

[4, 6, 7, 5, 2, 9, 8, 3, 1]

Your Output

none

Case 3

root:



Expected
[]

Your Output
none

Case 4

root:

①

Expected
[1]

Your Output
none

0200. Number of Islands

MEDIUM

ARRAY

DEPTH-FIRST-SEARCH

BREADTH-FIRST-SEARCH

UNION-FIND

MATRIX

Given an $m \times n$ 2-D binary grid `grid` which represents a map of 1 (land) and 0 (water), return the number of islands.

An island is surrounded by water and is formed by connecting adjacent lands horizontally or vertically. You may assume all four edges of the grid are all surrounded by water.

Test Results

Case 1

grid:

1	1	1	1	0
1	1	0	1	0
1	1	0	0	0
0	0	0	0	0

Expected

1

Your Output

none

Case 2

grid:

1	1	0	0	0
1	1	0	0	0
0	0	1	0	0
0	0	0	1	1

Expected

3

Your Output

none

Case 3

grid:

0	0	0	0	0
---	---	---	---	---

0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

Expected
0

Your Output
none

Case 4

grid:

1	0	0	0	0
0	1	0	0	0
0	0	1	0	0
0	0	0	1	1

Expected
4

Your Output
none

Case 5

grid:

1	1	1	1	1
1	0	0	0	1
1	0	1	0	1
1	0	0	0	1
1	1	1	1	1

Expected
2

Your Output
none

Case 6

grid:

1	1	1	1	1
1	0	1	0	1
1	0	1	0	1

1	0	0	0	1
1	1	1	1	1

Expected
1

Your Output
none

0289. Game of Life

MEDIUM

ARRAY

MATRIX

SIMULATION

According to [Wikipedia](#): "The Game of Life, also known simply as Life, is a cellular automaton devised by the British mathematician John Horton Conway in 1970."

The board is made up of an $m \times n$ grid of cells, where each cell has an initial state: live (represented by a 1) or dead (represented by a 0). Each cell interacts with its eight neighbors (horizontal, vertical, diagonal) using the following four rules (taken from the above Wikipedia article):

1. Any live cell with fewer than two live neighbors dies as if caused by under-population.
2. Any live cell with two or three live neighbors lives on to the next generation.
3. Any live cell with more than three live neighbors dies, as if by over-population.
4. Any dead cell with exactly three live neighbors becomes a live cell, as if by reproduction.

The next state of the board is determined by applying the above rules simultaneously to every cell in the current state of the $m \times n$ grid board. In this process, births and deaths occur simultaneously.

Given the current state of the board, return the board after applying the above rules.

Test Results

Case 1

board:

0	1	0
0	0	1
1	1	1
0	0	0

Expected

0	0	0
1	0	1
0	1	1
0	1	0

Your Output

none

Case 2

board:

1	1
1	0

Expected	Your Output				
<table><tr><td>1</td><td>1</td></tr><tr><td>1</td><td>1</td></tr></table>	1	1	1	1	none
1	1				
1	1				

0814. Binary Tree Pruning

MEDIUM

TREE

BINARY-TREE

DEPTH-FIRST-SEARCH

Given the root of a binary tree, return the same tree where every subtree (of the given tree) not containing a 1 has been removed.

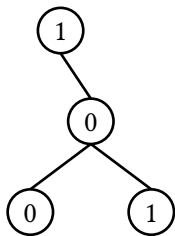
A subtree of a node `node` is `node` plus every node that is a descendant of `node`.

- `node.val` is either 0 or 1.

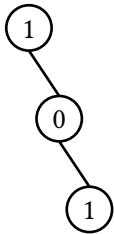
Test Results

Case 1

root:



Expected

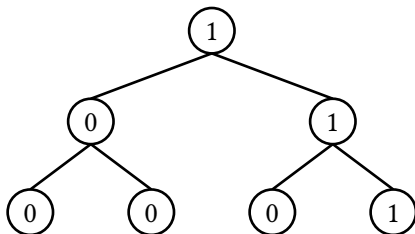


Your Output

none

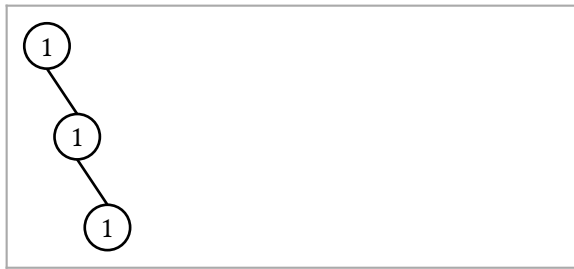
Case 2

root:



Expected

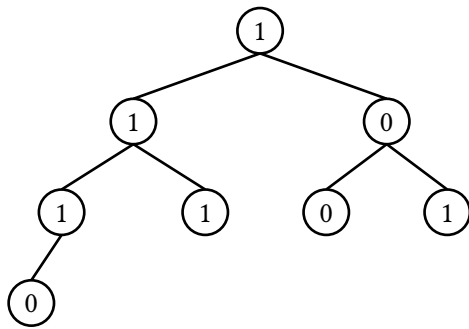
Your Output



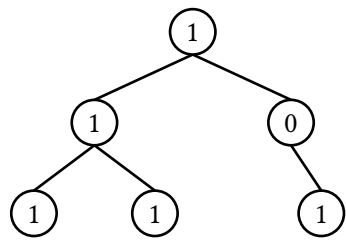
none

Case 3

root:



Expected



Your Output

none