**1. Basic HashMap Problems**

1. **Two Sum** (LeetCode #1):
   * Find two numbers in an array that add up to a target.
2. **Contains Duplicate** (LeetCode #217):
   * Check if an array contains any duplicates.
3. **Intersection of Two Arrays II** (LeetCode #350):
   * Find the intersection of two arrays, allowing duplicates.
4. **Valid Anagram** (LeetCode #242):
   * Determine if two strings are anagrams.
5. **Group Anagrams** (LeetCode #49):
   * Group strings that are anagrams of each other.

**2. Advanced HashMap Problems**

1. **Longest Substring Without Repeating Characters** (LeetCode #3):
   * Find the length of the longest substring without repeating characters.
2. **Subarray Sum Equals K** (LeetCode #560):
   * Find the number of continuous subarrays whose sum equals k.
3. **Longest Consecutive Sequence** (LeetCode #128):
   * Find the length of the longest consecutive elements sequence.
4. **Top K Frequent Elements** (LeetCode #347):
   * Find the k most frequent elements in an array.
5. **4Sum II** (LeetCode #454):
   * Count tuples (a, b, c, d) such that a + b + c + d = 0.

**3. HashMap with Strings**

1. **Word Pattern** (LeetCode #290):
   * Determine if a string follows a given pattern.
2. **Isomorphic Strings** (LeetCode #205):
   * Determine if two strings are isomorphic.
3. **Minimum Window Substring** (LeetCode #76):
   * Find the minimum window substring containing all characters of another string.
4. **Find All Anagrams in a String** (LeetCode #438):
   * Find all start indices of anagrams of a pattern in a string.
5. **Replace Words** (LeetCode #648):
   * Replace words in a sentence using a dictionary of root words.

**4. HashMap with Prefix Sums**

1. **Continuous Subarray Sum** (LeetCode #523):
   * Check if a continuous subarray sums to a multiple of k.
2. **Maximum Size Subarray Sum Equals k** (LeetCode #325):
   * Find the maximum length of a subarray whose sum equals k.
3. **Binary Subarrays With Sum** (LeetCode #930):
   * Count subarrays with a sum equal to a target.
4. **Path Sum III** (LeetCode #437):
   * Count the number of paths in a binary tree where the sum of node values equals targetSum.

**5. HashMap with Custom Applications**

1. **LRU Cache** (LeetCode #146):
   * Implement an LRU (Least Recently Used) cache.
2. **Design HashMap** (LeetCode #706):
   * Implement a basic HashMap.
3. **Time-Based Key-Value Store** (LeetCode #981):
   * Implement a key-value store with timestamps.
4. **Design Underground System** (LeetCode #1396):
   * Design a system to calculate average travel times between stations.
5. **Logger Rate Limiter** (LeetCode #359):
   * Implement a logger that limits message outputs based on timestamps.

**6. HashMap with Graphs**

1. **Clone Graph** (LeetCode #133):
   * Clone a graph represented using adjacency lists.
2. **Course Schedule** (LeetCode #207):
   * Determine if you can finish all courses given prerequisites.
3. **Alien Dictionary** (LeetCode #269):
   * Determine the order of characters in an alien language.