Explore(/explore/)    Problems(/problemset/all/)    Interview <sup>New</sup>   Contest <sup>(/contest/)</sup>    Discuss(/discuss/)    Store

# 🔖 Amazon

| Problems | Discuss |
|---|---|

## Notice

We've improved our algorithm that calculates company tags and their frequencies to be more accurate and current.

This page updates weekly on Saturday.

You can filter the results by different time periods.

You have solved **76 / 570** problems.

☑ **Show problem tags**      Select time period:   6 months ▾

| # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|
| 828 | Count Unique Characters of ... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 49.3% | Ha |
| ✔ 937 | Reorder Data in Log Files (/pr... | Array (/tag/array)   String (/tag/string) <br> Sorting (/tag/sorting) | 55.9% | Ea |
| 1268 | Search Suggestions System ... | Array (/tag/array)   String (/tag/string)   Trie (/tag/trie) | 65.6% | Me |
| 926 | Flip String to Monotone Incre... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 58.2% | Me |
| 696 | Count Binary Substrings (/pr... | Two Pointers (/tag/two-pointers)   String (/tag/string) | 64.5% | Ea |
| 1152 | Analyze User Website Visit P... 🔓 | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Sorting (/tag/sorting) | 43.4% | Me |
| 1492 | The kth Factor of n (/problem... | Math (/tag/math) | 62.1% | Me |
| 146 | LRU Cache (/problems/lru-ca... | Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list)   Design (/tag/design) <br> Doubly-Linked List (/tag/doubly-linked-list) | 39.4% | Me |
| 370 | Range Addition (/problems/ra... 🔓 | Array (/tag/array)   Prefix Sum (/tag/prefix-sum) | 68.8% | Me |
| 56 | Merge Intervals (/problems/... | Array (/tag/array)   Sorting (/tag/sorting) | 44.5% | Me |
| ✔ 1710 | Maximum Units on a Truck (/... | Array (/tag/array)   Greedy (/tag/greedy) <br> Sorting (/tag/sorting) | 72.1% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 472 | Concatenated Words (/probl... | Array (/tag/array)   String (/tag/string)   Dynamic Programming (/tag/dynamic-programming)   Depth-First Search (/tag/depth-first-search)   Trie (/tag/trie) | 42.4% | Ha |
| 1151 | Minimum Swaps to Group All... 🔓 | Array (/tag/array)   Sliding Window (/tag/sliding-window) | 59.5% | Me |
| 907 | Sum of Subarray Minimums (... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming)   Stack (/tag/stack)   Monotonic Stack (/tag/monotonic-stack) | 33.7% | Me |
| 200 | Number of Islands (/problem... | Array (/tag/array)   Depth-First Search (/tag/depth-first-search)   Breadth-First Search (/tag/breadth-first-search)   Union Find (/tag/union-find)   Matrix (/tag/matrix) | 53.2% | Me |
| 253 | Meeting Rooms II (/problems... 🔓 | Array (/tag/array)   Two Pointers (/tag/two-pointers)   Greedy (/tag/greedy)   Sorting (/tag/sorting)   Heap (Priority Queue) (/tag/heap-priority-queue) | 49.3% | Me |
| 2104 | Sum of Subarray Ranges (/pr... | Array (/tag/array)   Stack (/tag/stack)   Monotonic Stack (/tag/monotonic-stack) | 59.4% | Me |
| 1167 | Minimum Cost to Connect Sti... 🔓 | Array (/tag/array)   Greedy (/tag/greedy)   Heap (Priority Queue) (/tag/heap-priority-queue) | 66.8% | Me |
| 1628 | Design an Expression Tree W... 🔓 | Math (/tag/math)   Stack (/tag/stack)   Tree (/tag/tree)   Design (/tag/design)   Binary Tree (/tag/binary-tree) | 81.4% | Me |
| 973 | K Closest Points to Origin (/p... | Array (/tag/array)   Math (/tag/math)   Divide and Conquer (/tag/divide-and-conquer)   Geometry (/tag/geometry)   Sorting (/tag/sorting)   Heap (Priority Queue) (/tag/heap-priority-queue)   Quickselect (/tag/quickselect) | 66.0% | Me |
| 588 | Design In-Memory File Syste... 🔓 | Hash Table (/tag/hash-table)   String (/tag/string)   Design (/tag/design)   Trie (/tag/trie) | 48.3% | Ha |
| 212 | Word Search II (/problems/w... | Array (/tag/array)   String (/tag/string)   Backtracking (/tag/backtracking)   Trie (/tag/trie)   Matrix (/tag/matrix) | 38.4% | Ha |
| 1730 | Shortest Path to Get Food (/... 🔓 | Array (/tag/array)   Breadth-First Search (/tag/breadth-first-search)   Matrix (/tag/matrix) | 54.3% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 42 | Trapping Rain Water (/proble… | Array (/tag/array) · Two Pointers (/tag/two-pointers) · Dynamic Programming (/tag/dynamic-programming) · Stack (/tag/stack) · Monotonic Stack (/tag/monotonic-stack) | 55.8% | Ha |
| 239 | Sliding Window Maximum (/p… | Array (/tag/array) · Queue (/tag/queue) · Sliding Window (/tag/sliding-window) · Heap (Priority Queue) (/tag/heap-priority-queue) · Monotonic Queue (/tag/monotonic-queue) | 46.1% | Ha |
| 210 | Course Schedule II (/problem… | Depth-First Search (/tag/depth-first-search) · Breadth-First Search (/tag/breadth-first-search) · Graph (/tag/graph) · Topological Sort (/tag/topological-sort) | 46.1% | Me |
| 994 | Rotting Oranges (/problems/r… | Array (/tag/array) · Breadth-First Search (/tag/breadth-first-search) · Matrix (/tag/matrix) | 51.5% | Me |
| 1648 | Sell Diminishing-Valued Colo… | Array (/tag/array) · Math (/tag/math) · Binary Search (/tag/binary-search) · Greedy (/tag/greedy) · Sorting (/tag/sorting) · Heap (Priority Queue) (/tag/heap-priority-queue) | 31.0% | Me |
| ✔ 23 | Merge k Sorted Lists (/proble… | Linked List (/tag/linked-list) · Divide and Conquer (/tag/divide-and-conquer) · Heap (Priority Queue) (/tag/heap-priority-queue) · Merge Sort (/tag/merge-sort) | 46.5% | Ha |
| ✔ 273 | Integer to English Words (/pr… | Math (/tag/math) · String (/tag/string) · Recursion (/tag/recursion) | 29.4% | Ha |
| 1 | Two Sum (/problems/two-sum) | Array (/tag/array) · Hash Table (/tag/hash-table) | 48.3% | Ea |
| 348 | Design Tic-Tac-Toe  (/proble… 🔓 | Array (/tag/array) · Hash Table (/tag/hash-table) · Design (/tag/design) · Matrix (/tag/matrix) | 57.1% | Me |
| 1567 | Maximum Length of Subarra… | Array (/tag/array) · Dynamic Programming (/tag/dynamic-programming) · Greedy (/tag/greedy) | 42.4% | Me |
| 295 | Find Median from Data Strea… | Two Pointers (/tag/two-pointers) · Design (/tag/design) · Sorting (/tag/sorting) · Heap (Priority Queue) (/tag/heap-priority-queue) · Data Stream (/tag/data-stream) | 50.0% | Ha |
| 1597 | Build Binary Expression Tree … 🔓 | String (/tag/string) · Stack (/tag/stack) · Tree (/tag/tree) · Binary Tree (/tag/binary-tree) | 59.4% | Ha |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 642 | Design Search Autocomplete… 🔓 | String (/tag/string)   Design (/tag/design)   Trie (/tag/trie)   Data Stream (/tag/data-stream) | 48.0% | Ha |
| 735 | Asteroid Collision (/problems… | Array (/tag/array)   Stack (/tag/stack) | 44.3% | Me |
| 49 | Group Anagrams (/problems/… | Hash Table (/tag/hash-table)   String (/tag/string)   Sorting (/tag/sorting) | 63.5% | Me |
| 387 | First Unique Character in a S… | Hash Table (/tag/hash-table)   String (/tag/string)   Queue (/tag/queue)   Counting (/tag/counting) | 56.6% | Ea |
| 1896 | Minimum Cost to Change the… | Math (/tag/math)   String (/tag/string)   Dynamic Programming (/tag/dynamic-programming)   Stack (/tag/stack) | 52.9% | Ha |
| ✔ 79 | Word Search (/problems/wor… | Array (/tag/array)   Backtracking (/tag/backtracking)   Matrix (/tag/matrix) | 39.4% | Me |
| 460 | LFU Cache (/problems/lfu-ca… | Hash Table (/tag/hash-table)   Linked List (/tag/linked-list)   Design (/tag/design)   Doubly-Linked List (/tag/doubly-linked-list) | 39.0% | Ha |
| 767 | Reorganize String (/problems… | Hash Table (/tag/hash-table)   String (/tag/string)   Greedy (/tag/greedy)   Sorting (/tag/sorting)   Heap (Priority Queue) (/tag/heap-priority-queue)   Counting (/tag/counting) | 51.8% | Me |
| 1010 | Pairs of Songs With Total Dur… | Array (/tag/array)   Hash Table (/tag/hash-table)   Counting (/tag/counting) | 53.8% | Me |
| 127 | Word Ladder (/problems/wor… | Hash Table (/tag/hash-table)   String (/tag/string)   Breadth-First Search (/tag/breadth-first-search) | 35.0% | Ha |
| 1275 | Find Winner on a Tic Tac Toe… | Array (/tag/array)   Hash Table (/tag/hash-table)   Matrix (/tag/matrix)   Simulation (/tag/simulation) | 55.1% | Ea |
| 891 | Sum of Subsequence Widths… | Array (/tag/array)   Math (/tag/math)   Sorting (/tag/sorting) | 34.9% | Ha |
| 1481 | Least Number of Unique Inte… | Array (/tag/array)   Hash Table (/tag/hash-table)   Greedy (/tag/greedy)   Sorting (/tag/sorting)   Counting (/tag/counting) | 59.9% | Me |
| 139 | Word Break (/problems/word… | Hash Table (/tag/hash-table)   String (/tag/string)   Dynamic Programming (/tag/dynamic-programming)   Trie (/tag/trie)   Memoization (/tag/memoization) | 44.2% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|
| 909 | Snakes and Ladders (/proble... | Array (/tag/array) <br> Breadth-First Search (/tag/breadth-first-search) <br> Matrix (/tag/matrix) | 40.3% | Me |
| 863 | All Nodes Distance K in Binar... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 60.7% | Me |
| 12 | Integer to Roman (/problems/... | Hash Table (/tag/hash-table)   Math (/tag/math) <br> String (/tag/string) | 59.1% | Me |
| 1339 | Maximum Product of Splitted... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 42.8% | Me |
| 1703 | Minimum Adjacent Swaps for... | Array (/tag/array)   Greedy (/tag/greedy) <br> Sliding Window (/tag/sliding-window) <br> Prefix Sum (/tag/prefix-sum) | 40.0% | Ha |
| ✔ 103 | Binary Tree Zigzag Level Ord... | Tree (/tag/tree) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 53.1% | Me |
| ? 4 | Median of Two Sorted Arrays... | Array (/tag/array)   Binary Search (/tag/binary-search) <br> Divide and Conquer (/tag/divide-and-conquer) | 33.7% | Ha |
| 582 | Kill Process (/problems/kill-p... 🔓 | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) | 66.4% | Me |
| 380 | Insert Delete GetRandom O(... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Math (/tag/math)   Design (/tag/design) <br> Randomized (/tag/randomized) | 51.1% | Me |
| 1248 | Count Number of Nice Subar... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Math (/tag/math) <br> Sliding Window (/tag/sliding-window) | 58.3% | Me |
| 1372 | Longest ZigZag Path in a Bin... | Dynamic Programming (/tag/dynamic-programming) <br> Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 57.6% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 207 | Course Schedule (/problems/... | Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Graph (/tag/graph) <br> Topological Sort (/tag/topological-sort) | 44.9% | Me |
| 121 | Best Time to Buy and Sell St... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 53.8% | Ea |
| 545 | Boundary of Binary Tree (/pr... 🔓 | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 42.7% | Me |
| 134 | Gas Station (/problems/gas-s... | Array (/tag/array) Greedy (/tag/greedy) | 44.3% | Me |
| 1914 | Cyclically Rotating a Grid (/pr... | Array (/tag/array) Matrix (/tag/matrix) <br> Simulation (/tag/simulation) | 46.4% | Me |
| 694 | Number of Distinct Islands (/... 🔓 | Hash Table (/tag/hash-table) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Union Find (/tag/union-find) <br> Hash Function (/tag/hash-function) | 59.5% | Me |
| 1109 | Corporate Flight Bookings (/... | Array (/tag/array) Prefix Sum (/tag/prefix-sum) | 57.9% | Me |
| 155 | Min Stack (/problems/min-st... | Stack (/tag/stack) Design (/tag/design) | 49.7% | Ea |
| 992 | Subarrays with K Different In... | Array (/tag/array) Hash Table (/tag/hash-table) <br> Sliding Window (/tag/sliding-window) <br> Counting (/tag/counting) | 53.2% | Ha |
| ✔ 53 | Maximum Subarray (/proble... | Array (/tag/array) <br> Divide and Conquer (/tag/divide-and-conquer) <br> Dynamic Programming (/tag/dynamic-programming) | 49.4% | Ea |
| 1041 | Robot Bounded In Circle (/pr... | Math (/tag/math) String (/tag/string) <br> Simulation (/tag/simulation) | 55.5% | Me |
| 1915 | Number of Wonderful Substr... | Hash Table (/tag/hash-table) String (/tag/string) <br> Bit Manipulation (/tag/bit-manipulation) <br> Prefix Sum (/tag/prefix-sum) | 43.1% | Me |
| 2021 | Brightest Position on Street (... 🔓 | Array (/tag/array) Prefix Sum (/tag/prefix-sum) <br> Ordered Set (/tag/ordered-set) | 63.1% | Me |
| 91 | Decode Ways (/problems/de... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 29.8% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|
| 1923 | Longest Common Subpath (/... | Array (/tag/array)   Binary Search (/tag/binary-search) <br> Rolling Hash (/tag/rolling-hash) <br> Suffix Array (/tag/suffix-array) <br> Hash Function (/tag/hash-function) | 28.0% | Ha |
| ✔ 669 | Trim a Binary Search Tree (/p... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Search Tree (/tag/binary-search-tree) <br> Binary Tree (/tag/binary-tree) | 64.5% | Me |
| 2 | Add Two Numbers (/problem... | Linked List (/tag/linked-list)   Math (/tag/math) <br> Recursion (/tag/recursion) | 37.9% | Me |
| 815 | Bus Routes (/problems/bus-r... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Breadth-First Search (/tag/breadth-first-search) | 45.0% | Ha |
| ✔ 15 | 3Sum (/problems/3sum) | Array (/tag/array)   Two Pointers (/tag/two-pointers) <br> Sorting (/tag/sorting) | 30.7% | Me |
| 330 | Patching Array (/problems/pa... | Array (/tag/array)   Greedy (/tag/greedy) | 39.4% | Ha |
| 1972 | First and Last Call On the Sa... 🔓 | Database (/tag/database) | 51.6% | Ha |
| 269 | Alien Dictionary (/problems/a... 🔓 | Array (/tag/array)   String (/tag/string) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Graph (/tag/graph) <br> Topological Sort (/tag/topological-sort) | 34.7% | Ha |
| 227 | Basic Calculator II (/problems... | Math (/tag/math)   String (/tag/string) <br> Stack (/tag/stack) | 41.2% | Me |
| ✔ 25 | Reverse Nodes in k-Group (/... | Linked List (/tag/linked-list)   Recursion (/tag/recursion) | 50.3% | Ha |
| 17 | Letter Combinations of a Pho... | Hash Table (/tag/hash-table)   String (/tag/string) <br> Backtracking (/tag/backtracking) | 53.1% | Me |
| 20 | Valid Parentheses (/problems... | String (/tag/string)   Stack (/tag/stack) | 40.6% | Ea |
| 980 | Unique Paths III (/problems/u... | Array (/tag/array)   Backtracking (/tag/backtracking) <br> Bit Manipulation (/tag/bit-manipulation) <br> Matrix (/tag/matrix) | 79.4% | Ha |
| ✔ 238 | Product of Array Except Self ... | Array (/tag/array)   Prefix Sum (/tag/prefix-sum) | 63.6% | Me |
| 2009 | Minimum Number of Operati... | Array (/tag/array)   Binary Search (/tag/binary-search) | 45.5% | Ha |
| 1312 | Minimum Insertion Steps to ... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 62.9% | Ha |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 297 | Serialize and Deserialize Bina... | String (/tag/string)   Tree (/tag/tree)   Depth-First Search (/tag/depth-first-search)   Breadth-First Search (/tag/breadth-first-search)   Design (/tag/design)   Binary Tree (/tag/binary-tree) | 53.2% | Ha |
| 140 | Word Break II (/problems/wor... | Hash Table (/tag/hash-table)   String (/tag/string)   Dynamic Programming (/tag/dynamic-programming)   Backtracking (/tag/backtracking)   Trie (/tag/trie)   Memoization (/tag/memoization) | 41.3% | Ha |
| **?** 3 | Longest Substring Without R... | Hash Table (/tag/hash-table)   String (/tag/string)   Sliding Window (/tag/sliding-window) | 32.9% | Me |
| 1044 | Longest Duplicate Substring ... | String (/tag/string)   Binary Search (/tag/binary-search)   Sliding Window (/tag/sliding-window)   Rolling Hash (/tag/rolling-hash)   Suffix Array (/tag/suffix-array)   Hash Function (/tag/hash-function) | 31.3% | Ha |
| 5 | Longest Palindromic Substrin... | String (/tag/string)   Dynamic Programming (/tag/dynamic-programming) | 31.7% | Me |
| 1000 | Minimum Cost to Merge Ston... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming) | 42.0% | Ha |
| ✔ 45 | Jump Game II (/problems/ju... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming)   Greedy (/tag/greedy) | 36.5% | Me |
| 540 | Single Element in a Sorted Ar... | Array (/tag/array)   Binary Search (/tag/binary-search) | 58.7% | Me |
| ✔ 41 | First Missing Positive (/probl... | Array (/tag/array)   Hash Table (/tag/hash-table) | 35.7% | Ha |
| 403 | Frog Jump (/problems/frog-j... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming) | 42.8% | Ha |
| 277 | Find the Celebrity (/problems... 🔓 | Two Pointers (/tag/two-pointers)   Greedy (/tag/greedy)   Graph (/tag/graph)   Interactive (/tag/interactive) | 46.2% | Me |
| 347 | Top K Frequent Elements (/pr... | Array (/tag/array)   Hash Table (/tag/hash-table)   Divide and Conquer (/tag/divide-and-conquer)   Sorting (/tag/sorting)   Heap (Priority Queue) (/tag/heap-priority-queue)   Bucket Sort (/tag/bucket-sort)   Counting (/tag/counting)   Quickselect (/tag/quickselect) | 64.4% | Me |
| 84 | Largest Rectangle in Histogr... | Array (/tag/array)   Stack (/tag/stack)   Monotonic Stack (/tag/monotonic-stack) | 40.4% | Ha |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 2125 | Number of Laser Beams in a ... | Array (/tag/array)  Math (/tag/math)  String (/tag/string)  Matrix (/tag/matrix) | 83.4% | Me |
| ✔ 54 | Spiral Matrix (/problems/spir... | Array (/tag/array)  Matrix (/tag/matrix)  Simulation (/tag/simulation) | 40.6% | Me |
| 1603 | Design Parking System (/pro... | Design (/tag/design)  Simulation (/tag/simulation)  Counting (/tag/counting) | 87.2% | Ea |
| ✔ 236 | Lowest Common Ancestor of... | Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree) | 54.5% | Me |
| ✔ 560 | Subarray Sum Equals K (/pro... | Array (/tag/array)  Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum) | 44.1% | Me |
| 1353 | Maximum Number of Events ... | Array (/tag/array)  Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue) | 33.3% | Me |
| 733 | Flood Fill (/problems/flood-fill) | Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix) | 57.7% | Ea |
| 135 | Candy (/problems/candy) | Array (/tag/array)  Greedy (/tag/greedy) | 36.7% | Ha |
| 1963 | Minimum Number of Swaps t... | Two Pointers (/tag/two-pointers)  String (/tag/string)  Stack (/tag/stack)  Greedy (/tag/greedy) | 66.3% | Me |
| 1846 | Maximum Element After Decr... | Array (/tag/array)  Greedy (/tag/greedy)  Sorting (/tag/sorting) | 57.2% | Me |
| 163 | Missing Ranges (/problems/...  🔓 | Array (/tag/array) | 30.9% | Ea |
| 420 | Strong Password Checker (/p... | String (/tag/string)  Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue) | 14.1% | Ha |
| 981 | Time Based Key-Value Store ... | Hash Table (/tag/hash-table)  String (/tag/string)  Binary Search (/tag/binary-search)  Design (/tag/design) | 52.8% | Me |
| 1229 | Meeting Scheduler (/problem...  🔓 | Array (/tag/array)  Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting) | 54.6% | Me |
| 51 | N-Queens (/problems/n-que... | Array (/tag/array)  Backtracking (/tag/backtracking) | 56.4% | Ha |

| # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|
| 703 | Kth Largest Element in a Stre... | Tree (/tag/tree) Design (/tag/design) Binary Search Tree (/tag/binary-search-tree) Heap (Priority Queue) (/tag/heap-priority-queue) Binary Tree (/tag/binary-tree) Data Stream (/tag/data-stream) | 52.6% | Ea |
| 987 | Vertical Order Traversal of a ... | Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 41.1% | Ha |
| 663 | Equal Tree Partition (/proble... 🔓 | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 41.1% | Me |
| 33 | Search in Rotated Sorted Arr... | Array (/tag/array) Binary Search (/tag/binary-search) | 37.5% | Me |
| 138 | Copy List with Random Point... | Hash Table (/tag/hash-table) Linked List (/tag/linked-list) | 46.4% | Me |
| 772 | Basic Calculator III (/problem... 🔓 | Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion) | 47.1% | Ha |
| 1135 | Connecting Cities With Mini... 🔓 | Union Find (/tag/union-find) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Minimum Spanning Tree (/tag/minimum-spanning-tree) | 60.6% | Me |
| 902 | Numbers At Most N Given Di... | Array (/tag/array) Math (/tag/math) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) | 40.8% | Ha |
| 1094 | Car Pooling (/problems/car-p... ★ | Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Simulation (/tag/simulation) Prefix Sum (/tag/prefix-sum) | 58.6% | Me |
| 895 | Maximum Frequency Stack (/... | Hash Table (/tag/hash-table) Stack (/tag/stack) Design (/tag/design) Ordered Set (/tag/ordered-set) | 64.7% | Ha |
| 22 | Generate Parentheses (/prob... | String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) | 69.5% | Me |
| 871 | Minimum Number of Refuelin... | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue) | 35.5% | Ha |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 126 | Word Ladder II (/problems/w... | Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search) | 26.6% | Ha |
| 438 | Find All Anagrams in a String... | Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window) | 47.9% | Me |
| 454 | 4Sum II (/problems/4sum-ii) | Array (/tag/array) Hash Table (/tag/hash-table) | 56.9% | Me |
| 1331 | Rank Transform of an Array (... | Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) | 58.4% | Ea |
| 11 | Container With Most Water (/... | Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) | 53.4% | Me |
| 652 | Find Duplicate Subtrees (/pro... | Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 55.4% | Me |
| 1429 | First Unique Number (/proble... 🔓 | Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream) | 52.1% | Me |
| 13 | Roman to Integer (/problems/... | Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string) | 57.9% | Ea |
| ✔ 99 | Recover Binary Search Tree (... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) | 45.9% | Me |
| 1192 | Critical Connections in a Net... | Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Biconnected Component (/tag/biconnected-component) | 52.0% | Ha |
| 215 | Kth Largest Element in an Arr... | Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect) | 62.8% | Me |
| ✔ 98 | Validate Binary Search Tree (... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) | 30.3% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 695 | Max Area of Island (/problem... | Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix) | 69.0% | Me |
| 6 | Zigzag Conversion (/problem... | String (/tag/string) | 41.0% | Me |
| 1792 | Maximum Average Pass Rati... | Array (/tag/array) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue) | 50.3% | Me |
| 878 | Nth Magical Number (/proble... | Math (/tag/math) Binary Search (/tag/binary-search) | 35.8% | Ha |
| 432 | All O`one Data Structure (/pr... | Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) | 35.4% | Ha |
| 1377 | Frog Position After T Second... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) | 36.2% | Ha |
| 518 | Coin Change 2 (/problems/co... | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) | 56.7% | Me |
| 2055 | Plates Between Candles (/pr... | Array (/tag/array) String (/tag/string) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum) | 47.2% | Me |
| 176 | Second Highest Salary (/pro... | Database (/tag/database) | 35.0% | Me |
| 224 | Basic Calculator (/problems/... | Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion) | 40.2% | Ha |
| 1235 | Maximum Profit in Job Sched... | Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting) | 50.8% | Ha |
| 1011 | Capacity To Ship Packages ... | Array (/tag/array) Binary Search (/tag/binary-search) Greedy (/tag/greedy) | 63.1% | Me |
| 2111 | Minimum Operations to Mak... | Array (/tag/array) Binary Search (/tag/binary-search) | 35.9% | Ha |
| 70 | Climbing Stairs (/problems/cl... | Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization) | 50.7% | Ea |
| ✔ 16 | 3Sum Closest (/problems/3s... | Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) | 47.0% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|
| 55 | Jump Game (/problems/jump... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Greedy (/tag/greedy) | 37.5% | Me |
| ✔ 116 | Populating Next Right Pointe... | Linked List (/tag/linked-list)   Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 56.0% | Me |
| 149 | Max Points on a Line (/proble... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Math (/tag/math)   Geometry (/tag/geometry) | 20.0% | Ha |
| 2110 | Number of Smooth Descent ... | Array (/tag/array)   Math (/tag/math) <br> Dynamic Programming (/tag/dynamic-programming) | 54.7% | Me |
| 490 | The Maze (/problems/the-ma... 🔓 | Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Graph (/tag/graph) | 54.4% | Me |
| 307 | Range Sum Query - Mutable ... | Array (/tag/array)   Design (/tag/design) <br> Binary Indexed Tree (/tag/binary-indexed-tree) <br> Segment Tree (/tag/segment-tree) | 38.5% | Me |
| 240 | Search a 2D Matrix II (/proble... | Array (/tag/array)   Binary Search (/tag/binary-search) <br> Divide and Conquer (/tag/divide-and-conquer) <br> Matrix (/tag/matrix) | 47.9% | Me |
| 198 | House Robber (/problems/ho... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 46.6% | Me |
| ✔ 124 | Binary Tree Maximum Path S... | Dynamic Programming (/tag/dynamic-programming) <br> Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 37.4% | Ha |
| 252 | Meeting Rooms (/problems/... 🔓 | Array (/tag/array)   Sorting (/tag/sorting) | 56.6% | Ea |
| 729 | My Calendar I (/problems/my... | Design (/tag/design) <br> Segment Tree (/tag/segment-tree) <br> Ordered Set (/tag/ordered-set) | 55.0% | Me |
| ✔ 31 | Next Permutation (/problems... ★ | Array (/tag/array)   Two Pointers (/tag/two-pointers) | 35.3% | Me |
| 993 | Cousins in Binary Tree (/prob... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 53.7% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|-----------|-----|
| ✔ 21 | Merge Two Sorted Lists (/pro... | Linked List (/tag/linked-list)   Recursion (/tag/recursion) | 59.4% | Ea |
| 450 | Delete Node in a BST (/probl... | Tree (/tag/tree) <br> Binary Search Tree (/tag/binary-search-tree) <br> Binary Tree (/tag/binary-tree) | 48.6% | Me |
| 525 | Contiguous Array (/problems... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Prefix Sum (/tag/prefix-sum) | 46.2% | Me |
| 164 | Maximum Gap (/problems/m... | Array (/tag/array)   Sorting (/tag/sorting) <br> Bucket Sort (/tag/bucket-sort) <br> Radix Sort (/tag/radix-sort) | 41.1% | Ha |
| 362 | Design Hit Counter (/proble... 🔓 | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Binary Search (/tag/binary-search) <br> Design (/tag/design)   Queue (/tag/queue) | 67.1% | Me |
| 274 | H-Index (/problems/h-index) | Array (/tag/array)   Sorting (/tag/sorting) <br> Counting Sort (/tag/counting-sort) | 37.4% | Me |
| 730 | Count Different Palindromic ... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 44.1% | Ha |
| 1335 | Minimum Difficulty of a Job ... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 56.8% | Ha |
| 503 | Next Greater Element II (/pro... | Array (/tag/array)   Stack (/tag/stack) <br> Monotonic Stack (/tag/monotonic-stack) | 61.6% | Me |
| 262 | Trips and Users (/problems/tr... | Database (/tag/database) | 37.5% | Ha |
| 1395 | Count Number of Teams (/pr... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Binary Indexed Tree (/tag/binary-indexed-tree) | 69.8% | Me |
| 813 | Largest Sum of Averages (/pr... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 52.2% | Me |
| 36 | Valid Sudoku (/problems/vali... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Matrix (/tag/matrix) | 54.5% | Me |
| 97 | Interleaving String (/problem... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 34.5% | Me |
| 1099 | Two Sum Less Than K (/probl... 🔓 | Array (/tag/array)   Two Pointers (/tag/two-pointers) <br> Binary Search (/tag/binary-search) <br> Sorting (/tag/sorting) | 60.5% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| ✔ 337 | House Robber III (/problems/... | Dynamic Programming (/tag/dynamic-programming) <br> Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 53.4% | Me |
| 1968 | Array With Elements Not Equ... | Array (/tag/array) Greedy (/tag/greedy) <br> Sorting (/tag/sorting) | 48.2% | Me |
| 901 | Online Stock Span (/problem... | Stack (/tag/stack) Design (/tag/design) <br> Monotonic Stack (/tag/monotonic-stack) <br> Data Stream (/tag/data-stream) | 62.9% | Me |
| 159 | Longest Substring with At M... 🔓 | Hash Table (/tag/hash-table) String (/tag/string) <br> Sliding Window (/tag/sliding-window) | 52.4% | Me |
| 918 | Maximum Sum Circular Suba... | Array (/tag/array) <br> Divide and Conquer (/tag/divide-and-conquer) <br> Dynamic Programming (/tag/dynamic-programming) <br> Queue (/tag/queue) <br> Monotonic Queue (/tag/monotonic-queue) | 36.7% | Me |
| 1166 | Design File System (/problem... 🔓 | Hash Table (/tag/hash-table) String (/tag/string) <br> Design (/tag/design) Trie (/tag/trie) | 60.2% | Me |
| 208 | Implement Trie (Prefix Tree) (... | Hash Table (/tag/hash-table) String (/tag/string) <br> Design (/tag/design) Trie (/tag/trie) | 57.3% | Me |
| 739 | Daily Temperatures (/proble... | Array (/tag/array) Stack (/tag/stack) <br> Monotonic Stack (/tag/monotonic-stack) | 66.9% | Me |
| 2018 | Check if Word Can Be Placed... | Array (/tag/array) Matrix (/tag/matrix) <br> Enumeration (/tag/enumeration) | 47.3% | Me |
| 1498 | Number of Subsequences Th... | Array (/tag/array) Two Pointers (/tag/two-pointers) <br> Binary Search (/tag/binary-search) <br> Sorting (/tag/sorting) | 39.2% | Me |
| 37 | Sudoku Solver (/problems/su... | Array (/tag/array) Backtracking (/tag/backtracking) <br> Matrix (/tag/matrix) | 53.1% | Ha |
| ✔ 496 | Next Greater Element I (/prob... | Array (/tag/array) Hash Table (/tag/hash-table) <br> Stack (/tag/stack) <br> Monotonic Stack (/tag/monotonic-stack) | 69.5% | Ea |
| 445 | Add Two Numbers II (/proble... | Linked List (/tag/linked-list) Math (/tag/math) <br> Stack (/tag/stack) | 58.3% | Me |
| 18 | 4Sum (/problems/4sum) | Array (/tag/array) Two Pointers (/tag/two-pointers) <br> Sorting (/tag/sorting) | 37.0% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 399 | Evaluate Division (/problems/... | Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph) Shortest Path (/tag/shortest-path) | 56.7% | Me |
| ✔ 234 | Palindrome Linked List (/prob... | Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion) | 45.9% | Ea |
| 494 | Target Sum (/problems/targe... | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) | 45.3% | Me |
| ✔ 143 | Reorder List (/problems/reor... | Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion) | 46.9% | Me |
| 737 | Sentence Similarity II (/probl... 🔓 | Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) | 47.8% | Me |
| ✔ 32 | Longest Valid Parentheses (/... | String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) | 31.1% | Ha |
| 631 | Design Excel Sum Formula (/... 🔓 | Graph (/tag/graph) Design (/tag/design) Topological Sort (/tag/topological-sort) | 40.4% | Ha |
| 74 | Search a 2D Matrix (/proble... | Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix) | 42.5% | Me |
| 692 | Top K Frequent Words (/prob... | Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting) | 54.2% | Me |
| 192 | Word Frequency (/problems/... | Shell (/tag/shell) | 25.6% | Me |
| 1352 | Product of the Last K Numbe... | Array (/tag/array) Math (/tag/math) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream) | 47.5% | Me |

| | # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|---|
| ✔ | 63 | Unique Paths II (/problems/u... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Matrix (/tag/matrix) | 37.2% | Me |
| | 785 | Is Graph Bipartite? (/problem... | Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Union Find (/tag/union-find)   Graph (/tag/graph) | 50.1% | Me |
| ✔ | 113 | Path Sum II (/problems/path-... | Backtracking (/tag/backtracking)   Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 53.4% | Me |
| | 332 | Reconstruct Itinerary (/probl... | Depth-First Search (/tag/depth-first-search) <br> Graph (/tag/graph) <br> Eulerian Circuit (/tag/eulerian-circuit) | 39.9% | Ha |
| | 379 | Design Phone Directory (/pro... 🔓 | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list)   Design (/tag/design) <br> Queue (/tag/queue) | 50.1% | Me |
| | 1392 | Longest Happy Prefix (/probl... | String (/tag/string)   Rolling Hash (/tag/rolling-hash) <br> String Matching (/tag/string-matching) <br> Hash Function (/tag/hash-function) | 44.3% | Ha |
| | 662 | Maximum Width of Binary Tr... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 39.6% | Me |
| | 1345 | Jump Game IV (/problems/ju... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Breadth-First Search (/tag/breadth-first-search) | 44.4% | Ha |
| | 759 | Employee Free Time (/proble... 🔓 | Array (/tag/array)   Sorting (/tag/sorting) <br> Heap (Priority Queue) (/tag/heap-priority-queue) | 70.8% | Ha |
| ✔ | 114 | Flatten Binary Tree to Linked ... | Linked List (/tag/linked-list)   Stack (/tag/stack) <br> Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 57.1% | Me |
| ✔ | 96 | Unique Binary Search Trees (... | Math (/tag/math) <br> Dynamic Programming (/tag/dynamic-programming) <br> Tree (/tag/tree) <br> Binary Search Tree (/tag/binary-search-tree) <br> Binary Tree (/tag/binary-tree) | 57.9% | Me |
| | 1636 | Sort Array by Increasing Freq... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Sorting (/tag/sorting) | 68.3% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|
| 516 | Longest Palindromic Subseq... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 58.9% | Me |
| 232 | Implement Queue using Stac... | Stack (/tag/stack)   Design (/tag/design) <br> Queue (/tag/queue) | 57.1% | Ea |
| 1811 | Find Interview Candidates (/p... 🔓 | Database (/tag/database) | 65.6% | Me |
| 72 | Edit Distance (/problems/edit... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 50.2% | Ha |
| 841 | Keys and Rooms (/problems/... | Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Graph (/tag/graph) | 68.4% | Me |
| 410 | Split Array Largest Sum (/pro... | Array (/tag/array)   Binary Search (/tag/binary-search) <br> Dynamic Programming (/tag/dynamic-programming) <br> Greedy (/tag/greedy) | 49.8% | Ha |
| 801 | Minimum Swaps To Make Se... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 39.2% | Ha |
| 205 | Isomorphic Strings (/problem... | Hash Table (/tag/hash-table)   String (/tag/string) | 41.9% | Ea |
| 217 | Contains Duplicate (/problem... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Sorting (/tag/sorting) | 60.3% | Ea |
| 243 | Shortest Word Distance (/pro... 🔓 | Array (/tag/array)   String (/tag/string) | 64.0% | Ea |
| 2130 | Maximum Twin Sum of a Link... | Linked List (/tag/linked-list) <br> Two Pointers (/tag/two-pointers)   Stack (/tag/stack) | 82.3% | Me |
| 300 | Longest Increasing Subsequ... | Array (/tag/array)   Binary Search (/tag/binary-search) <br> Dynamic Programming (/tag/dynamic-programming) | 48.7% | Me |
| 1201 | Ugly Number III (/problems/u... | Math (/tag/math)   Binary Search (/tag/binary-search) <br> Number Theory (/tag/number-theory) | 27.7% | Me |
| 1171 | Remove Zero Sum Consecuti... | Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list) | 42.4% | Me |
| 1483 | Kth Ancestor of a Tree Node ... | Binary Search (/tag/binary-search) <br> Dynamic Programming (/tag/dynamic-programming) <br> Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Design (/tag/design) | 33.4% | Ha |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 608 | Tree Node (/problems/tree-n... 🔓 | Database (/tag/database) | 71.1% | Me |
| 449 | Serialize and Deserialize BST... | String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) | 55.9% | Me |
| 1329 | Sort the Matrix Diagonally (/p... | Array (/tag/array) Sorting (/tag/sorting) Matrix (/tag/matrix) | 81.4% | Me |
| 1925 | Count Square Sum Triples (/... | Math (/tag/math) Enumeration (/tag/enumeration) | 67.1% | Ea |
| 547 | Number of Provinces (/probl... | Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph) | 62.5% | Me |
| 1740 | Find Distance in a Binary Tre... 🔓 | Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 68.1% | Me |
| 394 | Decode String (/problems/de... | String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion) | 56.0% | Me |
| 287 | Find the Duplicate Number (/... | Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation) | 58.4% | Me |
| 622 | Design Circular Queue (/prob... | Array (/tag/array) Linked List (/tag/linked-list) Design (/tag/design) Queue (/tag/queue) | 48.5% | Me |
| 493 | Reverse Pairs (/problems/rev... | Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Merge Sort (/tag/merge-sort) Ordered Set (/tag/ordered-set) | 29.6% | Ha |
| ✔ 109 | Convert Sorted List to Binary... | Linked List (/tag/linked-list) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) | 54.9% | Me |
| 829 | Consecutive Numbers Sum (/... | Math (/tag/math) Enumeration (/tag/enumeration) | 40.8% | Ha |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 1360 | Number of Days Between Tw... | Math (/tag/math)   String (/tag/string) | 46.7% | Ea |
| 1002 | Find Common Characters (/p... | Array (/tag/array)   Hash Table (/tag/hash-table)   String (/tag/string) | 68.4% | Ea |
| ✔ 150 | Evaluate Reverse Polish Nota... | Array (/tag/array)   Math (/tag/math)   Stack (/tag/stack) | 41.7% | Me |
| 78 | Subsets (/problems/subsets) | Array (/tag/array)   Backtracking (/tag/backtracking)   Bit Manipulation (/tag/bit-manipulation) | 70.6% | Me |
| 10 | Regular Expression Matching... | String (/tag/string)   Dynamic Programming (/tag/dynamic-programming)   Recursion (/tag/recursion) | 28.2% | Ha |
| 1547 | Minimum Cost to Cut a Stick ... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming) | 54.9% | Ha |
| 322 | Coin Change (/problems/coin... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming)   Breadth-First Search (/tag/breadth-first-search) | 39.8% | Me |
| 1066 | Campus Bikes II (/problems/c... 🔓 | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming)   Backtracking (/tag/backtracking)   Bit Manipulation (/tag/bit-manipulation)   Bitmask (/tag/bitmask) | 54.7% | Me |
| ✔ 230 | Kth Smallest Element in a BS... | Tree (/tag/tree)   Depth-First Search (/tag/depth-first-search)   Binary Search Tree (/tag/binary-search-tree)   Binary Tree (/tag/binary-tree) | 66.2% | Me |
| 848 | Shifting Letters (/problems/s... | Array (/tag/array)   String (/tag/string) | 45.5% | Me |
| ✔ 75 | Sort Colors (/problems/sort-... | Array (/tag/array)   Two Pointers (/tag/two-pointers)   Sorting (/tag/sorting) | 54.1% | Me |
| 279 | Perfect Squares (/problems/... | Math (/tag/math)   Dynamic Programming (/tag/dynamic-programming)   Breadth-First Search (/tag/breadth-first-search) | 51.6% | Me |
| 523 | Continuous Subarray Sum (/... | Array (/tag/array)   Hash Table (/tag/hash-table)   Math (/tag/math)   Prefix Sum (/tag/prefix-sum) | 26.9% | Me |
| 152 | Maximum Product Subarray (... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming) | 34.4% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 29 | Divide Two Integers (/proble... | Math (/tag/math) <br> Bit Manipulation (/tag/bit-manipulation) | 17.0% | Me |
| 1120 | Maximum Average Subtree (/... 🔓 | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 65.1% | Me |
| 1926 | Nearest Exit from Entrance in... | Array (/tag/array) <br> Breadth-First Search (/tag/breadth-first-search) <br> Matrix (/tag/matrix) | 37.2% | Me |
| 2100 | Find Good Days to Rob the B... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Prefix Sum (/tag/prefix-sum) | 45.8% | Me |
| 181 | Employees Earning More Tha... | Database (/tag/database) | 65.6% | Ea |
| ✔ 443 | String Compression (/proble... | Two Pointers (/tag/two-pointers)  String (/tag/string) | 47.2% | Me |
| 946 | Validate Stack Sequences (/p... | Array (/tag/array)  Stack (/tag/stack) <br> Simulation (/tag/simulation) | 65.3% | Me |
| 1026 | Maximum Difference Betwee... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 73.1% | Me |
| 433 | Minimum Genetic Mutation (/... | Hash Table (/tag/hash-table)  String (/tag/string) <br> Breadth-First Search (/tag/breadth-first-search) | 45.7% | Me |
| 1291 | Sequential Digits (/problems/... | Enumeration (/tag/enumeration) | 60.8% | Me |
| 630 | Course Schedule III (/proble... | Array (/tag/array)  Greedy (/tag/greedy) <br> Heap (Priority Queue) (/tag/heap-priority-queue) | 35.6% | Ha |
| ✔ 82 | Remove Duplicates from Sort... | Linked List (/tag/linked-list) <br> Two Pointers (/tag/two-pointers) | 42.5% | Me |
| ✔ 76 | Minimum Window Substring ... | Hash Table (/tag/hash-table)  String (/tag/string) <br> Sliding Window (/tag/sliding-window) | 38.6% | Ha |
| 856 | Score of Parentheses (/probl... | String (/tag/string)  Stack (/tag/stack) | 65.4% | Me |
| 598 | Range Addition II (/problems/... | Array (/tag/array)  Math (/tag/math) | 54.6% | Ea |
| 1091 | Shortest Path in Binary Matri... | Array (/tag/array) <br> Breadth-First Search (/tag/breadth-first-search) <br> Matrix (/tag/matrix) | 42.2% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|-----------|-----|
| 2024 | Maximize the Confusion of a… | String (/tag/string)  Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum) | 56.1% | Me |
| 1642 | Furthest Building You Can Re… | Array (/tag/array)  Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue) | 44.9% | Me |
| 323 | Number of Connected Comp… 🔓 | Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find)  Graph (/tag/graph) | 60.7% | Me |
| 990 | Satisfiability of Equality Equa… | Array (/tag/array)  String (/tag/string) Union Find (/tag/union-find)  Graph (/tag/graph) | 49.6% | Me |
| 85 | Maximal Rectangle (/problem… | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)  Matrix (/tag/matrix) Monotonic Stack (/tag/monotonic-stack) | 42.4% | Ha |
| 48 | Rotate Image (/problems/rota… | Array (/tag/array)  Math (/tag/math) Matrix (/tag/matrix) | 65.7% | Me |
| 123 | Best Time to Buy and Sell St… | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) | 42.8% | Ha |
| 675 | Cut Off Trees for Golf Event (… | Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix) | 35.5% | Ha |
| 1953 | Maximum Number of Weeks … | Array (/tag/array)  Greedy (/tag/greedy) | 37.0% | Me |
| 222 | Count Complete Tree Nodes … | Binary Search (/tag/binary-search)  Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 54.6% | Me |
| 211 | Design Add and Search Wor… | String (/tag/string) Depth-First Search (/tag/depth-first-search) Design (/tag/design)  Trie (/tag/trie) | 44.0% | Me |
| 819 | Most Common Word (/proble… | Hash Table (/tag/hash-table)  String (/tag/string) | 45.3% | Ea |
| 477 | Total Hamming Distance (/pr… | Array (/tag/array)  Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) | 51.9% | Me |
| 543 | Diameter of Binary Tree (/pro… | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 53.6% | Ea |

| | # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|---|
| ✔ | 64 | Minimum Path Sum (/proble... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Matrix (/tag/matrix) | 58.9% | Me |
| | 1980 | Find Unique Binary String (/p... | Array (/tag/array) String (/tag/string) <br> Backtracking (/tag/backtracking) | 62.8% | Me |
| | 603 | Consecutive Available Seats ... 🔓 | Database (/tag/database) | 67.7% | Ea |
| | 188 | Best Time to Buy and Sell St... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 33.0% | Ha |
| | 349 | Intersection of Two Arrays (/... | Array (/tag/array) Hash Table (/tag/hash-table) <br> Two Pointers (/tag/two-pointers) <br> Binary Search (/tag/binary-search) <br> Sorting (/tag/sorting) | 68.5% | Ea |
| | 101 | Symmetric Tree (/problems/s... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 51.2% | Ea |
| ? | 862 | Shortest Subarray with Sum ... | Array (/tag/array) Binary Search (/tag/binary-search) <br> Queue (/tag/queue) <br> Sliding Window (/tag/sliding-window) <br> Heap (Priority Queue) (/tag/heap-priority-queue) <br> Prefix Sum (/tag/prefix-sum) <br> Monotonic Queue (/tag/monotonic-queue) | 26.1% | Ha |
| ✔ | 199 | Binary Tree Right Side View (... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 59.2% | Me |
| | 1679 | Max Number of K-Sum Pairs ... | Array (/tag/array) Hash Table (/tag/hash-table) <br> Two Pointers (/tag/two-pointers) <br> Sorting (/tag/sorting) | 53.5% | Me |
| | 1838 | Frequency of the Most Frequ... | Array (/tag/array) Binary Search (/tag/binary-search) <br> Greedy (/tag/greedy) <br> Sliding Window (/tag/sliding-window) <br> Sorting (/tag/sorting) Prefix Sum (/tag/prefix-sum) | 36.2% | Me |
| | 162 | Find Peak Element (/problem... | Array (/tag/array) Binary Search (/tag/binary-search) | 45.7% | Me |
| | 2116 | Check if a Parentheses Strin... | String (/tag/string) Stack (/tag/stack) <br> Greedy (/tag/greedy) | 31.1% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|
| 1367 | Linked List in Binary Tree (/pr... | Linked List (/tag/linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 42.4% | Me |
| 137 | Single Number II (/problems/... | Array (/tag/array) Bit Manipulation (/tag/bit-manipulation) | 56.3% | Me |
| 407 | Trapping Rain Water II (/probl... | Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix) | 46.7% | Ha |
| 315 | Count of Smaller Numbers Af... | Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree) Merge Sort (/tag/merge-sort) Ordered Set (/tag/ordered-set) | 42.1% | Ha |
| 1438 | Longest Continuous Subarra... | Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set) Monotonic Queue (/tag/monotonic-queue) | 45.9% | Me |
| 528 | Random Pick with Weight (/p... | Math (/tag/math) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum) Randomized (/tag/randomized) | 46.0% | Me |
| 378 | Kth Smallest Element in a So... | Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix) | 59.3% | Me |
| 355 | Design Twitter (/problems/de... | Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Heap (Priority Queue) (/tag/heap-priority-queue) | 34.1% | Me |
| 2096 | Step-By-Step Directions Fro... | String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 47.5% | Me |
| 706 | Design HashMap (/problems/... | Array (/tag/array) Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Hash Function (/tag/hash-function) | 63.8% | Ea |
| 153 | Find Minimum in Rotated Sor... | Array (/tag/array) Binary Search (/tag/binary-search) | 47.7% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 852 | Peak Index in a Mountain Arr... | Array (/tag/array)   Binary Search (/tag/binary-search) | 71.0% | Ea |
| 1905 | Count Sub Islands (/problem... | Array (/tag/array) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Union Find (/tag/union-find)   Matrix (/tag/matrix) | 62.9% | Me |
| ✔ 73 | Set Matrix Zeroes (/problems... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Matrix (/tag/matrix) | 47.8% | Me |
| 340 | Longest Substring with At M... 🔓 | Hash Table (/tag/hash-table)   String (/tag/string) <br> Sliding Window (/tag/sliding-window) | 47.1% | Me |
| 174 | Dungeon Game (/problems/d... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Matrix (/tag/matrix) | 36.2% | Ha |
| 997 | Find the Town Judge (/proble... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Graph (/tag/graph) | 50.0% | Ea |
| 122 | Best Time to Buy and Sell St... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Greedy (/tag/greedy) | 61.6% | Me |
| 223 | Rectangle Area (/problems/re... | Math (/tag/math)   Geometry (/tag/geometry) | 39.9% | Me |
| 725 | Split Linked List in Parts (/pr... | Linked List (/tag/linked-list) | 56.6% | Me |
| ✔ 129 | Sum Root to Leaf Numbers (/... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 56.2% | Me |
| 284 | Peeking Iterator (/problems/p... | Array (/tag/array)   Design (/tag/design) <br> Iterator (/tag/iterator) | 53.3% | Me |
| ✔ 105 | Construct Binary Tree from P... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Divide and Conquer (/tag/divide-and-conquer) <br> Tree (/tag/tree)   Binary Tree (/tag/binary-tree) | 56.9% | Me |
| 1251 | Average Selling Price (/probl... 🔓 | Database (/tag/database) | 83.2% | Ea |
| 556 | Next Greater Element III (/pro... | Math (/tag/math)   Two Pointers (/tag/two-pointers) <br> String (/tag/string) | 33.7% | Me |
| 1319 | Number of Operations to Ma... | Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Union Find (/tag/union-find)   Graph (/tag/graph) | 57.2% | Me |
| 442 | Find All Duplicates in an Arra... | Array (/tag/array)   Hash Table (/tag/hash-table) | 72.1% | Me |

| | # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|---|
| | 189 | Rotate Array (/problems/rotat... | Array (/tag/array)  Math (/tag/math)  Two Pointers (/tag/two-pointers) | 38.3% | Me |
| ✔ | 7 | Reverse Integer (/problems/r... | Math (/tag/math) | 26.5% | Me |
| | 39 | Combination Sum (/problems... | Array (/tag/array)  Backtracking (/tag/backtracking) | 64.7% | Me |
| | 769 | Max Chunks To Make Sorted ... | Array (/tag/array)  Stack (/tag/stack)  Greedy (/tag/greedy)  Sorting (/tag/sorting)  Monotonic Stack (/tag/monotonic-stack) | 57.5% | Me |
| | 1721 | Swapping Nodes in a Linked ... | Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers) | 65.5% | Me |
| | 1110 | Delete Nodes And Return For... | Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree) | 69.2% | Me |
| | 8 | String to Integer (atoi) (/prob... | String (/tag/string) | 16.5% | Me |
| ✔ | 678 | Valid Parenthesis String (/pro... | String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)  Greedy (/tag/greedy) | 33.0% | Me |
| | 721 | Accounts Merge (/problems/... | Array (/tag/array)  String (/tag/string)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) | 55.5% | Me |
| | 889 | Construct Binary Tree from P... | Array (/tag/array)  Hash Table (/tag/hash-table)  Divide and Conquer (/tag/divide-and-conquer)  Tree (/tag/tree)  Binary Tree (/tag/binary-tree) | 69.7% | Me |
| | 1696 | Jump Game VI (/problems/ju... | Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue)  Monotonic Queue (/tag/monotonic-queue) | 42.5% | Me |
| | 752 | Open the Lock (/problems/op... | Array (/tag/array)  Hash Table (/tag/hash-table)  String (/tag/string)  Breadth-First Search (/tag/breadth-first-search) | 55.2% | Me |
| | 405 | Convert a Number to Hexade... | Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation) | 45.6% | Ea |
| | 92 | Reverse Linked List II (/probl... | Linked List (/tag/linked-list) | 43.1% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|
| 787 | Cheapest Flights Within K St... | Dynamic Programming (/tag/dynamic-programming) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Graph (/tag/graph) <br> Heap (Priority Queue) (/tag/heap-priority-queue) <br> Shortest Path (/tag/shortest-path) | 36.3% | Me |
| 173 | Binary Search Tree Iterator (/... | Stack (/tag/stack)   Tree (/tag/tree) <br> Design (/tag/design) <br> Binary Search Tree (/tag/binary-search-tree) <br> Binary Tree (/tag/binary-tree)   Iterator (/tag/iterator) | 65.0% | Me |
| 71 | Simplify Path (/problems/sim... | String (/tag/string)   Stack (/tag/stack) | 37.5% | Me |
| 160 | Intersection of Two Linked Li... | Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list) <br> Two Pointers (/tag/two-pointers) | 49.1% | Ea |
| 388 | Longest Absolute File Path (/... | String (/tag/string)   Stack (/tag/stack) <br> Depth-First Search (/tag/depth-first-search) | 45.6% | Me |
| 421 | Maximum XOR of Two Numb... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Bit Manipulation (/tag/bit-manipulation)   Trie (/tag/trie) | 54.2% | Me |
| 184 | Department Highest Salary (/... | Database (/tag/database) | 45.8% | Me |
| ✔ 977 | Squares of a Sorted Array (/p... | Array (/tag/array)   Two Pointers (/tag/two-pointers) <br> Sorting (/tag/sorting) | 71.5% | Ea |
| 1472 | Design Browser History (/pro... | Array (/tag/array)   Linked List (/tag/linked-list) <br> Stack (/tag/stack)   Design (/tag/design) <br> Doubly-Linked List (/tag/doubly-linked-list) <br> Data Stream (/tag/data-stream) | 74.5% | Me |
| 1083 | Sales Analysis II (/problems/s... 🔓 | Database (/tag/database) | 50.5% | Ea |
| 904 | Fruit Into Baskets (/problems... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Sliding Window (/tag/sliding-window) | 42.9% | Me |
| 844 | Backspace String Compare (/... | Two Pointers (/tag/two-pointers)   String (/tag/string) <br> Stack (/tag/stack)   Simulation (/tag/simulation) | 47.4% | Ea |
| ✔ 508 | Most Frequent Subtree Sum ... | Hash Table (/tag/hash-table)   Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 62.3% | Me |
| 455 | Assign Cookies (/problems/a... | Array (/tag/array)   Greedy (/tag/greedy) <br> Sorting (/tag/sorting) | 50.7% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 605 | Can Place Flowers (/problem... | Array (/tag/array)  Greedy (/tag/greedy) | 33.0% | Ea |
| 178 | Rank Scores (/problems/rank... | Database (/tag/database) | 56.5% | Me |
| 268 | Missing Number (/problems/... | Array (/tag/array)  Hash Table (/tag/hash-table)  Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)  Sorting (/tag/sorting) | 58.9% | Ea |
| 1944 | Number of Visible People in ... | Array (/tag/array)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack) | 69.5% | Ha |
| 480 | Sliding Window Median (/pro... | Array (/tag/array)  Hash Table (/tag/hash-table)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue) | 40.7% | Ha |
| 658 | Find K Closest Elements (/pr... | Array (/tag/array)  Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue) | 44.3% | Me |
| 14 | Longest Common Prefix (/pr... | String (/tag/string) | 39.0% | Ea |
| 426 | Convert Binary Search Tree t...🔓 | Linked List (/tag/linked-list)  Stack (/tag/stack)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)  Doubly-Linked List (/tag/doubly-linked-list) | 64.1% | Me |
| 763 | Partition Labels (/problems/p... | Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers)  String (/tag/string)  Greedy (/tag/greedy) | 78.7% | Me |
| ✔ 44 | Wildcard Matching (/problem... | String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)  Recursion (/tag/recursion) | 26.4% | Ha |
| 341 | Flatten Nested List Iterator (/... | Stack (/tag/stack)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Design (/tag/design)  Queue (/tag/queue)  Iterator (/tag/iterator) | 58.3% | Me |
| 1092 | Shortest Common Superseq... | String (/tag/string)  Dynamic Programming (/tag/dynamic-programming) | 55.6% | Ha |
| 298 | Binary Tree Longest Consec...🔓 | Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree) | 50.8% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 46 | Permutations (/problems/per... | Array (/tag/array) Backtracking (/tag/backtracking) | 71.5% | Me |
| 621 | Task Scheduler (/problems/ta... | Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting) | 54.2% | Me |
| 1143 | Longest Common Subseque... | String (/tag/string) Dynamic Programming (/tag/dynamic-programming) | 58.9% | Me |
| 1910 | Remove All Occurrences of a... | String (/tag/string) | 71.8% | Me |
| 310 | Minimum Height Trees (/prob... | Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort) | 38.0% | Me |
| 89 | Gray Code (/problems/gray-c... | Math (/tag/math) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation) | 54.9% | Me |
| 30 | Substring with Concatenatio... ★ | Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window) | 27.8% | Ha |
| 532 | K-diff Pairs in an Array (/prob... | Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting) | 39.9% | Me |
| 93 | Restore IP Addresses (/probl... | String (/tag/string) Backtracking (/tag/backtracking) | 41.2% | Me |
| 875 | Koko Eating Bananas (/probl... | Array (/tag/array) Binary Search (/tag/binary-search) | 54.6% | Me |
| 172 | Factorial Trailing Zeroes (/pr... | Math (/tag/math) | 40.5% | Me |
| ✔ 167 | Two Sum II - Input Array Is S... | Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) | 58.3% | Me |
| 894 | All Possible Full Binary Trees ... | Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Recursion (/tag/recursion) Memoization (/tag/memoization) Binary Tree (/tag/binary-tree) | 79.3% | Me |
| 1971 | Find if Path Exists in Graph (/... | Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) | 50.4% | Ea |
| 687 | Longest Univalue Path (/prob... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 39.1% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 415 | Add Strings (/problems/add-... | Math (/tag/math) String (/tag/string) Simulation (/tag/simulation) | 51.8% | Ea |
| 1470 | Shuffle the Array (/problems/... | Array (/tag/array) | 88.3% | Ea |
| 935 | Knight Dialer (/problems/knig... | Dynamic Programming (/tag/dynamic-programming) | 48.8% | Me |
| 2078 | Two Furthest Houses With Di... | Array (/tag/array) Greedy (/tag/greedy) | 69.1% | Ea |
| 486 | Predict the Winner (/problem... | Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Game Theory (/tag/game-theory) | 50.0% | Me |
| 1008 | Construct Binary Search Tre... | Array (/tag/array) Stack (/tag/stack) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Monotonic Stack (/tag/monotonic-stack) Binary Tree (/tag/binary-tree) | 80.0% | Me |
| ✔ 226 | Invert Binary Tree (/problems... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 70.9% | Ea |
| 951 | Flip Equivalent Binary Trees (... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 66.6% | Me |
| 628 | Maximum Product of Three ... | Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting) | 46.8% | Ea |
| 456 | 132 Pattern (/problems/132-... | Array (/tag/array) Binary Search (/tag/binary-search) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) Ordered Set (/tag/ordered-set) | 30.9% | Me |
| 905 | Sort Array By Parity (/proble... | Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) | 74.8% | Ea |
| 843 | Guess the Word (/problems/... | Array (/tag/array) Math (/tag/math) String (/tag/string) Interactive (/tag/interactive) Game Theory (/tag/game-theory) | 43.3% | Ha |
| 1046 | Last Stone Weight (/problem... | Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue) | 63.0% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|-----------|-----|
| ✔ 538 | Convert BST to Greater Tree ... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) | 62.5% | Me |
| 529 | Minesweeper (/problems/min... | Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix) | 64.3% | Me |
| ✔ 221 | Maximal Square (/problems/... | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix) | 43.1% | Me |
| ✔ 117 | Populating Next Right Pointe... | Linked List (/tag/linked-list) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 45.9% | Me |
| 1762 | Buildings With an Ocean Vie... 🔓 | Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) | 80.5% | Me |
| 187 | Repeated DNA Sequences (/... ★ | Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Sliding Window (/tag/sliding-window) Rolling Hash (/tag/rolling-hash) Hash Function (/tag/hash-function) | 44.1% | Me |
| 185 | Department Top Three Salari... | Database (/tag/database) | 46.0% | Ha |
| 665 | Non-decreasing Array (/probl... | Array (/tag/array) | 21.4% | Me |
| 286 | Walls and Gates (/problems/... 🔓 | Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix) | 58.8% | Me |
| 120 | Triangle (/problems/triangle) | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) | 50.1% | Me |
| 1752 | Check if Array Is Sorted and ... | Array (/tag/array) | 47.3% | Ea |
| 257 | Binary Tree Paths (/problems... | String (/tag/string) Backtracking (/tag/backtracking) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 57.9% | Ea |
| 947 | Most Stones Removed with S... | Depth-First Search (/tag/depth-first-search) Union Find (/tag/union-find) Graph (/tag/graph) | 56.2% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|-----------|-----|
| 1155 | Number of Dice Rolls With Ta... | Dynamic Programming (/tag/dynamic-programming) | 47.6% | Me |
| 865 | Smallest Subtree with all the ... | Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 67.5% | Me |
| 354 | Russian Doll Envelopes (/pro... | Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting) | 39.3% | Ha |
| 384 | Shuffle an Array (/problems/s... | Array (/tag/array) Math (/tag/math) Randomized (/tag/randomized) | 56.8% | Me |
| 213 | House Robber II (/problems/h... | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) | 39.5% | Me |
| 435 | Non-overlapping Intervals (/p... | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Sorting (/tag/sorting) | 47.7% | Me |
| ✔ 88 | Merge Sorted Array (/proble... | Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) | 43.3% | Ea |
| 419 | Battleships in a Board (/probl... | Array (/tag/array) Depth-First Search (/tag/depth-first-search) Matrix (/tag/matrix) | 73.1% | Me |
| 324 | Wiggle Sort II (/problems/wig... | Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Quickselect (/tag/quickselect) | 32.0% | Me |
| 939 | Minimum Area Rectangle (/pr... | Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry) Sorting (/tag/sorting) | 53.4% | Me |
| 1146 | Snapshot Array (/problems/s... | Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Design (/tag/design) | 37.0% | Me |
| 626 | Exchange Seats (/problems/e... | Database (/tag/database) | 68.8% | Me |
| 112 | Path Sum (/problems/path-s... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 45.1% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 509 | Fibonacci Number (/problem… | Math (/tag/math) <br> Dynamic Programming (/tag/dynamic-programming) <br> Recursion (/tag/recursion) <br> Memoization (/tag/memoization) | 68.1% | Ea |
| ✔ 62 | Unique Paths (/problems/uni… | Math (/tag/math) <br> Dynamic Programming (/tag/dynamic-programming) <br> Combinatorics (/tag/combinatorics) | 59.5% | Me |
| 1161 | Maximum Level Sum of a Bin… | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 66.7% | Me |
| 1060 | Missing Element in Sorted Ar… 🔓 | Array (/tag/array)  Binary Search (/tag/binary-search) | 55.1% | Me |
| ✔ 314 | Binary Tree Vertical Order Tr… 🔓 | Hash Table (/tag/hash-table)  Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 50.6% | Me |
| 1197 | Minimum Knight Moves (/pro… 🔓 | Breadth-First Search (/tag/breadth-first-search) | 39.5% | Me |
| 346 | Moving Average from Data St… 🔓 | Array (/tag/array)  Design (/tag/design) <br> Queue (/tag/queue)  Data Stream (/tag/data-stream) | 75.8% | Ea |
| 1305 | All Elements in Two Binary S… | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Search Tree (/tag/binary-search-tree) <br> Sorting (/tag/sorting)  Binary Tree (/tag/binary-tree) | 79.6% | Me |
| ✔ 83 | Remove Duplicates from Sort… | Linked List (/tag/linked-list) | 48.7% | Ea |
| 1584 | Min Cost to Connect All Point… | Array (/tag/array)  Union Find (/tag/union-find) <br> Minimum Spanning Tree (/tag/minimum-spanning-tree) | 61.1% | Me |
| 142 | Linked List Cycle II (/problem… | Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list) <br> Two Pointers (/tag/two-pointers) | 43.8% | Me |
| 241 | Different Ways to Add Parent… | Math (/tag/math)  String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) <br> Recursion (/tag/recursion) <br> Memoization (/tag/memoization) | 61.0% | Me |
| 256 | Paint House (/problems/paint… 🔓 | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 58.1% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 1306 | Jump Game III (/problems/ju... | Array (/tag/array) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) | 62.6% | Me |
| 670 | Maximum Swap (/problems/... | Math (/tag/math)   Greedy (/tag/greedy) | 47.3% | Me |
| 743 | Network Delay Time (/proble... | Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Graph (/tag/graph) <br> Heap (Priority Queue) (/tag/heap-priority-queue) <br> Shortest Path (/tag/shortest-path) | 48.1% | Me |
| ✔ 102 | Binary Tree Level Order Trav... | Tree (/tag/tree) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 60.3% | Me |
| ✔ 128 | Longest Consecutive Sequen... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Union Find (/tag/union-find) | 48.5% | Me |
| 43 | Multiply Strings (/problems/... | Math (/tag/math)   String (/tag/string) <br> Simulation (/tag/simulation) | 37.4% | Me |
| 69 | Sqrt(x) (/problems/sqrtx) | Math (/tag/math)   Binary Search (/tag/binary-search) | 36.3% | Ea |
| 637 | Average of Levels in Binary T... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 68.2% | Ea |
| 118 | Pascal's Triangle (/problems/... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 63.1% | Ea |
| 451 | Sort Characters By Frequenc... | Hash Table (/tag/hash-table)   String (/tag/string) <br> Sorting (/tag/sorting) <br> Heap (Priority Queue) (/tag/heap-priority-queue) <br> Bucket Sort (/tag/bucket-sort) <br> Counting (/tag/counting) | 67.4% | Me |
| 1160 | Find Words That Can Be For... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> String (/tag/string) | 67.7% | Ea |
| 151 | Reverse Words in a String (/p... | Two Pointers (/tag/two-pointers)   String (/tag/string) | 27.9% | Me |
| 1344 | Angle Between Hands of a Cl... | Math (/tag/math) | 62.9% | Me |
| 166 | Fraction to Recurring Decima... | Hash Table (/tag/hash-table)   Math (/tag/math) <br> String (/tag/string) | 23.4% | Me |

| # | Title | Tags | Acceptance | Diff |
|---|-------|------|------------|------|
| 513 | Find Bottom Left Tree Value (... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 64.9% | Me |
| 1588 | Sum of All Odd Length Subar... | Array (/tag/array)   Math (/tag/math) <br> Prefix Sum (/tag/prefix-sum) | 82.9% | Ea |
| 90 | Subsets II (/problems/subset... | Array (/tag/array)   Backtracking (/tag/backtracking) <br> Bit Manipulation (/tag/bit-manipulation) | 52.7% | Me |
| 377 | Combination Sum IV (/proble... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 48.9% | Me |
| 673 | Number of Longest Increasin... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Binary Indexed Tree (/tag/binary-indexed-tree) <br> Segment Tree (/tag/segment-tree) | 40.5% | Me |
| 100 | Same Tree (/problems/same-... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 55.3% | Ea |
| 329 | Longest Increasing Path in a ... | Dynamic Programming (/tag/dynamic-programming) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Graph (/tag/graph) <br> Topological Sort (/tag/topological-sort) <br> Memoization (/tag/memoization) | 49.2% | Ha |
| 81 | Search in Rotated Sorted Arr... | Array (/tag/array)   Binary Search (/tag/binary-search) | 34.4% | Me |
| 136 | Single Number (/problems/si... | Array (/tag/array) <br> Bit Manipulation (/tag/bit-manipulation) | 69.1% | Ea |
| 278 | First Bad Version (/problems/... | Binary Search (/tag/binary-search) <br> Interactive (/tag/interactive) | 41.1% | Ea |
| 26 | Remove Duplicates from Sort... | Array (/tag/array)   Two Pointers (/tag/two-pointers) | 48.3% | Ea |
| 339 | Nested List Weight Sum (/pr... 🔓 | Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) | 80.4% | Me |
| 130 | Surrounded Regions (/proble... | Array (/tag/array) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Union Find (/tag/union-find)   Matrix (/tag/matrix) | 33.5% | Me |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 290 | Word Pattern (/problems/wor... | Hash Table (/tag/hash-table)   String (/tag/string) | 40.1% | Ea |
| 581 | Shortest Unsorted Continuo... | Array (/tag/array)   Two Pointers (/tag/two-pointers)   Stack (/tag/stack)   Greedy (/tag/greedy)   Sorting (/tag/sorting)   Monotonic Stack (/tag/monotonic-stack) | 34.0% | Me |
| 1920 | Build Array from Permutation... | Array (/tag/array)   Simulation (/tag/simulation) | 91.8% | Ea |
| 983 | Minimum Cost For Tickets (/... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming) | 63.8% | Me |
| 653 | Two Sum IV - Input is a BST (... | Hash Table (/tag/hash-table)   Two Pointers (/tag/two-pointers)   Tree (/tag/tree)   Depth-First Search (/tag/depth-first-search)   Breadth-First Search (/tag/breadth-first-search)   Binary Search Tree (/tag/binary-search-tree)   Binary Tree (/tag/binary-tree) | 58.6% | Ea |
| 716 | Max Stack (/problems/max-s... 🔓 | Linked List (/tag/linked-list)   Stack (/tag/stack)   Design (/tag/design)   Doubly-Linked List (/tag/doubly-linked-list)   Ordered Set (/tag/ordered-set) | 44.9% | Ea |
| ✔ 1249 | Minimum Remove to Make V... | String (/tag/string)   Stack (/tag/stack) | 65.2% | Me |
| 1277 | Count Square Submatrices w... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming)   Matrix (/tag/matrix) | 74.1% | Me |
| 373 | Find K Pairs with Smallest Su... | Array (/tag/array)   Heap (Priority Queue) (/tag/heap-priority-queue) | 38.9% | Me |
| 740 | Delete and Earn (/problems/d... | Array (/tag/array)   Hash Table (/tag/hash-table)   Dynamic Programming (/tag/dynamic-programming) | 55.1% | Me |
| 131 | Palindrome Partitioning (/pro... | String (/tag/string)   Dynamic Programming (/tag/dynamic-programming)   Backtracking (/tag/backtracking) | 58.7% | Me |
| 209 | Minimum Size Subarray Sum ... | Array (/tag/array)   Binary Search (/tag/binary-search)   Sliding Window (/tag/sliding-window)   Prefix Sum (/tag/prefix-sum) | 42.7% | Me |
| 231 | Power of Two (/problems/po... | Math (/tag/math)   Bit Manipulation (/tag/bit-manipulation)   Recursion (/tag/recursion) | 44.8% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 938 | Range Sum of BST (/problem... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Search Tree (/tag/binary-search-tree) <br> Binary Tree (/tag/binary-tree) | 84.9% | Ea |
| 441 | Arranging Coins (/problems/... | Math (/tag/math)   Binary Search (/tag/binary-search) | 45.0% | Ea |
| 1650 | Lowest Common Ancestor of... 🔓 | Hash Table (/tag/hash-table)   Tree (/tag/tree) <br> Binary Tree (/tag/binary-tree) | 77.5% | Me |
| 392 | Is Subsequence (/problems/i... | Two Pointers (/tag/two-pointers)   String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 50.1% | Ea |
| 24 | Swap Nodes in Pairs (/proble... | Linked List (/tag/linked-list)   Recursion (/tag/recursion) | 58.1% | Me |
| 718 | Maximum Length of Repeate... | Array (/tag/array)   Binary Search (/tag/binary-search) <br> Dynamic Programming (/tag/dynamic-programming) <br> Sliding Window (/tag/sliding-window) <br> Rolling Hash (/tag/rolling-hash) <br> Hash Function (/tag/hash-function) | 51.3% | Me |
| 542 | 01 Matrix (/problems/01-mat... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Breadth-First Search (/tag/breadth-first-search) <br> Matrix (/tag/matrix) | 43.4% | Me |
| 175 | Combine Two Tables (/proble... | Database (/tag/database) | 69.3% | Ea |
| 289 | Game of Life (/problems/gam... | Array (/tag/array)   Matrix (/tag/matrix) <br> Simulation (/tag/simulation) | 62.3% | Me |
| 1382 | Balance a Binary Search Tree... | Divide and Conquer (/tag/divide-and-conquer) <br> Greedy (/tag/greedy)   Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Search Tree (/tag/binary-search-tree) <br> Binary Tree (/tag/binary-tree) | 80.0% | Me |
| ✔ 328 | Odd Even Linked List (/probl... | Linked List (/tag/linked-list) | 59.3% | Me |
| 424 | Longest Repeating Character... | Hash Table (/tag/hash-table)   String (/tag/string) <br> Sliding Window (/tag/sliding-window) | 50.5% | Me |
| 402 | Remove K Digits (/problems/r... | String (/tag/string)   Stack (/tag/stack) <br> Greedy (/tag/greedy) <br> Monotonic Stack (/tag/monotonic-stack) | 30.4% | Me |
| 1209 | Remove All Adjacent Duplicat... | String (/tag/string)   Stack (/tag/stack) | 56.0% | Me |

| | # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|---|
| | 383 | Ransom Note (/problems/ran... | Hash Table (/tag/hash-table)   String (/tag/string)   Counting (/tag/counting) | 55.6% | Ea |
| | 714 | Best Time to Buy and Sell St... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming)   Greedy (/tag/greedy) | 61.5% | Me |
| ✔ | 680 | Valid Palindrome II (/problem... | Two Pointers (/tag/two-pointers)   String (/tag/string)   Greedy (/tag/greedy) | 38.5% | Ea |
| | 165 | Compare Version Numbers (/... | Two Pointers (/tag/two-pointers)   String (/tag/string) | 34.2% | Me |
| ? | 50 | Pow(x, n) (/problems/powx-n) | Math (/tag/math)   Recursion (/tag/recursion) | 32.1% | Me |
| | 1207 | Unique Number of Occurren... | Array (/tag/array)   Hash Table (/tag/hash-table) | 72.0% | Ea |
| | 203 | Remove Linked List Elements... | Linked List (/tag/linked-list)   Recursion (/tag/recursion) | 43.0% | Ea |
| | 416 | Partition Equal Subset Sum (/... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming) | 46.3% | Me |
| ✔ | 206 | Reverse Linked List (/proble... | Linked List (/tag/linked-list)   Recursion (/tag/recursion) | 69.6% | Ea |
| | 283 | Move Zeroes (/problems/mov... | Array (/tag/array)   Two Pointers (/tag/two-pointers) | 60.3% | Ea |
| | 301 | Remove Invalid Parentheses ... | String (/tag/string)   Backtracking (/tag/backtracking)   Breadth-First Search (/tag/breadth-first-search) | 46.6% | Ha |
| ✔ | 34 | Find First and Last Position o... | Array (/tag/array)   Binary Search (/tag/binary-search) | 39.7% | Me |
| | 19 | Remove Nth Node From End ... | Linked List (/tag/linked-list)   Two Pointers (/tag/two-pointers) | 37.9% | Me |
| | 338 | Counting Bits (/problems/cou... | Dynamic Programming (/tag/dynamic-programming)   Bit Manipulation (/tag/bit-manipulation) | 72.6% | Ea |
| | 1293 | Shortest Path in a Grid with ... | Array (/tag/array)   Breadth-First Search (/tag/breadth-first-search)   Matrix (/tag/matrix) | 43.7% | Ha |
| | 463 | Island Perimeter (/problems/i... | Array (/tag/array)   Depth-First Search (/tag/depth-first-search)   Breadth-First Search (/tag/breadth-first-search)   Matrix (/tag/matrix) | 68.7% | Ea |
| | 263 | Ugly Number (/problems/ugl... | Math (/tag/math) | 41.9% | Ea |
| ✔ | 80 | Remove Duplicates from Sort... | Array (/tag/array)   Two Pointers (/tag/two-pointers) | 50.2% | Me |
| | 1539 | Kth Missing Positive Number ... | Array (/tag/array)   Binary Search (/tag/binary-search) | 55.2% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 9 | Palindrome Number (/proble... | Math (/tag/math) | 52.2% | Ea |
| 180 | Consecutive Numbers (/prob... | Database (/tag/database) | 45.2% | Me |
| 350 | Intersection of Two Arrays II (... | Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting) | 54.5% | Ea |
| 1290 | Convert Binary Number in a ... | Linked List (/tag/linked-list) Math (/tag/math) | 82.7% | Ea |
| 572 | Subtree of Another Tree (/pr... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) String Matching (/tag/string-matching) Binary Tree (/tag/binary-tree) Hash Function (/tag/hash-function) | 45.2% | Ea |
| 258 | Add Digits (/problems/add-di... | Math (/tag/math) Simulation (/tag/simulation) Number Theory (/tag/number-theory) | 62.2% | Ea |
| 334 | Increasing Triplet Subsequen... | Array (/tag/array) Greedy (/tag/greedy) | 41.4% | Me |
| ✔ 94 | Binary Tree Inorder Traversal ... | Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 70.1% | Ea |
| 713 | Subarray Product Less Than ... | Array (/tag/array) Sliding Window (/tag/sliding-window) | 43.2% | Me |
| 448 | Find All Numbers Disappeare... | Array (/tag/array) Hash Table (/tag/hash-table) | 58.8% | Ea |
| 202 | Happy Number (/problems/h... | Hash Table (/tag/hash-table) Math (/tag/math) Two Pointers (/tag/two-pointers) | 52.8% | Ea |
| 141 | Linked List Cycle (/problems/... | Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) | 45.1% | Ea |
| 67 | Add Binary (/problems/add-b... | Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation) | 50.1% | Ea |
| 59 | Spiral Matrix II (/problems/spi... | Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation) | 61.8% | Me |
| 417 | Pacific Atlantic Water Flow (/... | Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix) | 48.0% | Me |

| | # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|---|
| | 707 | Design Linked List (/problem... | Linked List (/tag/linked-list)   Design (/tag/design) | 26.8% | M |
| | 197 | Rising Temperature (/proble... | Database (/tag/database) | 42.1% | Ea |
| ✔ | 485 | Max Consecutive Ones (/pro... | Array (/tag/array) | 54.9% | Ea |
| | 28 | Implement strStr() (/problem... | Two Pointers (/tag/two-pointers)   String (/tag/string)   String Matching (/tag/string-matching) | 35.6% | Ea |
| | 374 | Guess Number Higher or Lo... | Binary Search (/tag/binary-search)   Interactive (/tag/interactive) | 48.4% | Ea |
| ✔ | 876 | Middle of the Linked List (/pr... | Linked List (/tag/linked-list)   Two Pointers (/tag/two-pointers) | 72.2% | Ea |
| ✔ | 107 | Binary Tree Level Order Trav... | Tree (/tag/tree)   Breadth-First Search (/tag/breadth-first-search)   Binary Tree (/tag/binary-tree) | 58.1% | M |
| | 746 | Min Cost Climbing Stairs (/pr... | Array (/tag/array)   Dynamic Programming (/tag/dynamic-programming) | 58.0% | Ea |
| | 1570 | Dot Product of Two Sparse V... 🔓 | Array (/tag/array)   Hash Table (/tag/hash-table)   Two Pointers (/tag/two-pointers)   Design (/tag/design) | 90.5% | M |
| | 371 | Sum of Two Integers (/proble... | Math (/tag/math)   Bit Manipulation (/tag/bit-manipulation) | 50.6% | M |
| | 567 | Permutation in String (/probl... | Hash Table (/tag/hash-table)   Two Pointers (/tag/two-pointers)   String (/tag/string)   Sliding Window (/tag/sliding-window) | 45.0% | M |
| | 771 | Jewels and Stones (/problem... | Hash Table (/tag/hash-table)   String (/tag/string) | 87.6% | Ea |
| | 701 | Insert into a Binary Search Tr... | Tree (/tag/tree)   Binary Search Tree (/tag/binary-search-tree)   Binary Tree (/tag/binary-tree) | 75.0% | M |
| ? | 912 | Sort an Array (/problems/sort... | Array (/tag/array)   Divide and Conquer (/tag/divide-and-conquer)   Sorting (/tag/sorting)   Heap (Priority Queue) (/tag/heap-priority-queue)   Merge Sort (/tag/merge-sort)   Bucket Sort (/tag/bucket-sort)   Radix Sort (/tag/radix-sort)   Counting Sort (/tag/counting-sort) | 61.8% | M |
| ✔ | 1089 | Duplicate Zeros (/problems/d... | Array (/tag/array)   Two Pointers (/tag/two-pointers) | 51.1% | Ea |
| | 35 | Search Insert Position (/probl... | Array (/tag/array)   Binary Search (/tag/binary-search) | 42.5% | Ea |

| | # | Title | Tags | Acceptance | Dif |
|---|---|---|---|---|---|
| | 724 | Find Pivot Index (/problems/fi... | Array (/tag/array) Prefix Sum (/tag/prefix-sum) | 50.9% | Ea |
| | 1047 | Remove All Adjacent Duplicat... | String (/tag/string) Stack (/tag/stack) | 71.0% | Ea |
| | 204 | Count Primes (/problems/cou... | Array (/tag/array) Math (/tag/math) Enumeration (/tag/enumeration) Number Theory (/tag/number-theory) | 32.9% | Me |
| | 1512 | Number of Good Pairs (/prob... | Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Counting (/tag/counting) | 87.9% | Ea |
| | 921 | Minimum Add to Make Paren... | String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) | 77.3% | Me |
| | 344 | Reverse String (/problems/re... | Two Pointers (/tag/two-pointers) String (/tag/string) Recursion (/tag/recursion) | 73.7% | Ea |
| | 104 | Maximum Depth of Binary Tr... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 71.4% | Ea |
| | 133 | Clone Graph (/problems/clon... | Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) | 46.6% | Me |
| ✔ | 1295 | Find Numbers with Even Nu... | Array (/tag/array) | 77.2% | Ea |
| ✔ | 61 | Rotate List (/problems/rotate... | Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) | 33.7% | Me |
| | 168 | Excel Sheet Column Title (/pr... | Math (/tag/math) String (/tag/string) | 33.6% | Ea |
| ✔ | 219 | Contains Duplicate II (/proble... | Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window) | 40.5% | Ea |
| | 47 | Permutations II (/problems/p... | Array (/tag/array) Backtracking (/tag/backtracking) | 53.5% | Me |
| ✔ | 57 | Insert Interval (/problems/ins... | Array (/tag/array) | 37.1% | Me |
| | 77 | Combinations (/problems/co... | Array (/tag/array) Backtracking (/tag/backtracking) | 63.0% | Me |
| | 229 | Majority Element II (/problem... | Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) Counting (/tag/counting) | 41.9% | Me |
| | 617 | Merge Two Binary Trees (/pr... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 77.6% | Ea |

| # | Title | Tags | Acceptance | Dif |
|---|-------|------|------------|-----|
| 242 | Valid Anagram (/problems/val... | Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) | 61.0% | Ea |
| 110 | Balanced Binary Tree (/probl... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 46.4% | Ea |
| 40 | Combination Sum II (/proble... | Array (/tag/array) Backtracking (/tag/backtracking) | 52.1% | Me |
| 191 | Number of 1 Bits (/problems/... | Bit Manipulation (/tag/bit-manipulation) | 59.1% | Ea |
| 704 | Binary Search (/problems/bin... | Array (/tag/array) Binary Search (/tag/binary-search) | 54.6% | Ea |
| 66 | Plus One (/problems/plus-one) | Array (/tag/array) Math (/tag/math) | 42.5% | Ea |
| ✔ 27 | Remove Element (/problems/... | Array (/tag/array) Two Pointers (/tag/two-pointers) | 50.9% | Ea |
| 169 | Majority Element (/problems/... | Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Counting (/tag/counting) | 62.6% | Ea |
| 148 | Sort List (/problems/sort-list) | Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Merge Sort (/tag/merge-sort) | 51.5% | Me |

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