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■ Walmart Labs

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 66 / 87 problems.

✓ SI	how pr	oblem tags	s	elect time period	1: 2 years	•
	#	Title	Tags	Acceptance	Difficulty	Freque
	953	Verifying an Alien Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.2%	Easy	
			String (/tag/string)			
~	215	Kth Largest Element in an Arra	Array (/tag/array)	59.8%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
	697	Degree of an Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	54.8%	Easy	
~	322	Coin Change (/problems/coin	Array (/tag/array)	38.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
~	22	Generate Parentheses (/proble	String (/tag/string)	66.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
~	33	Search in Rotated Sorted Array	Array (/tag/array)	36.4%	Medium	
			Binary Search (/tag/binary-search)			
~	200	Number of Islands (/problems	Array (/tag/array)	50.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
~	460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table)	37.2%	Hard	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	1283	Find the Smallest Divisor Give	Array (/tag/array)	50.6%	Medium	
			Binary Search (/tag/binary-search)			
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)	28.6%		
			Recursion (/tag/recursion)			
~	146	LRU Cache (/problems/lru-cac	Hash Table (/tag/hash-table)	37.1%	Medium	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list)			
	265	Paint House II (/problems/pain	Array (/tag/array)	46.6%	Hard	
		-	Dynamic Programming (/tag/dynamic-programming)			
	498	Diagonal Traverse (/problems/	Array (/tag/array) Matrix (/tag/matrix)	51.4%	Medium	
			Simulation (/tag/simulation)			
~	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	43.7%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Merge Sort (/tag/merge-sort)			
	381	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table)	35.2%	Hard	
			Math (/tag/math) Design (/tag/design)			
			Randomized (/tag/randomized)			
~	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	52.3%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
~	253	Meeting Rooms II (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.6%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	274	H-Index (/problems/h-index)	Array (/tag/array) Sorting (/tag/sorting)	36.6%	Medium	
			Counting Sort (/tag/counting-sort)			
~	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)	53.6%	Medium	
			Recursion (/tag/recursion)			
	240	Search a 2D Matrix II (/proble	Array (/tag/array)	45.9%	Medium	
			Binary Search (/tag/binary-search)			
			Divide and Conquer (/tag/divide-and-conquer)			
			Matrix (/tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	121	Best Time to Buy and Sell Stoc	Array (/tag/array)	52.1%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
~	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)	50.6%	Medium	
			Backtracking (/tag/backtracking)			
	155	Min Charle (/munhlaman/min ata		47 40/		
•	155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	47.4%	(Easy)	
	785	Is Graph Bipartite? (/problems	Depth-First Search (/tag/depth-first-search)	49.1%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
~	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Easy	
~	994	Rotting Oranges (/problems/r	Array (/tag/array)	49.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	76	Minimum Window Substring (36.6%		
•	70	willimani window substillig (Hash Table (/tag/hash-table) String (/tag/string)	30.076	(Hard)	
			Sliding Window (/tag/sliding-window)			
~	210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search)	43.6%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
	176	Second Highest Salary (/probl	Database (/tag/database)	34.0%	Easy	
	270	Closest Binary Search Tree Val	Binary Search (/tag/binary-search) Tree (/tag/tree)	51.0%	Easy	
		•	Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	373	Find K Pairs with Smallest Sum	Array (/tag/array)	38.7%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
~	199	Binary Tree Right Side View (/p	Tree (/tag/tree)	57.1%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	236	Lowest Common Ancestor of a	Tree (/tag/tree)	50.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)	34.0%	Hard	
		•	Depth-First Search (/tag/depth-first-search)		Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
~	297	Serialize and Deserialize Binary	String (/tag/string) Tree (/tag/tree)	51.0%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Design (/tag/design) Binary Tree (/tag/binary-tree)			
~	235	Lowest Common Ancestor of a	Tree (/tag/tree)	52.9%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
	99	Recover Binary Search Tree (/p	Tree (/tag/tree)	43.5%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)	38.6%	Medium	
			Graph (/tag/graph)			
			Eulerian Circuit (/tag/eulerian-circuit)			
~	443	String Compression (/problem	Two Pointers (/tag/two-pointers)	45.0%	Medium	
			String (/tag/string)			
	706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	63.9%	(Easy)	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Hash Function (/tag/hash-function)			
	695	May Area of Island (Inroblems		66.7%	Madium	
•	033	Max Area of Island (/problems	Array (/tag/array)	00.770	ivieaium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
	518	Coin Change 2 (/problems/coi	Array (/tag/array)	53.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			

	#	Title	Tags	Acceptance	Difficulty Freque
~	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	28.7%	Medium
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	37.3%	Medium
•	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)	36.7%	Hard
~	378	Kth Smallest Element in a Sort	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	57.1%	Medium
•	347	Top K Frequent Elements (/pro	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)	63.0%	Medium
~	221	Maximal Square (/problems/m	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	40.2%	Medium
	1221	Split a String in Balanced Strin	String (/tag/string) Greedy (/tag/greedy) Counting (/tag/counting)	84.5%	Easy
•	98	Validate Binary Search Tree (/p	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	29.2%	Medium
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium
	143	Reorder List (/problems/reord	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Recursion (/tag/recursion)	42.1%	Medium
•	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	53.1%	Medium

	#	Title	Tags	Acceptance	Difficulty Freque
~	256	Paint House (/problems/paint	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	55.2%	Medium
~	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	42.4%	Medium
			Trie (/tag/trie)		
	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%	Medium
~	380	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design) Randomized (/tag/randomized)	49.5%	Medium
	40	Combination Sum II (/problem	Array (/tag/array) Backtracking (/tag/backtracking)	50.9%	Medium
•	647	Palindromic Substrings (/probl	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium
	25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list) Recursion (/tag/recursion)	46.3%	Hard
~	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	60.5%	Medium
•	295	Find Median from Data Stream	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	48.3%	Hard
•	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	66.6%	Easy
	138	Copy List with Random Pointer	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	42.6%	Medium
•	91	Decode Ways (/problems/dec	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	27.5%	Medium
•	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	41.2%	Easy
~	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	43.5%	Easy

	#	Title	Tags	Acceptance	Difficulty	Freque
~	103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	51.0%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	31.8%	Medium	
			Sliding Window (/tag/sliding-window)			
~	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium	
~	198	House Robber (/problems/hou	Array (/tag/array)	43.6%	Medium	
		*	Dynamic Programming (/tag/dynamic-programming)			
~	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
~	62	Unique Paths (/problems/uniq	Math (/tag/math)	56.9%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Combinatorics (/tag/combinatorics)			
Ā	207	F'		E 4 E 0 /		
•	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string)	54.5%	(Easy)	
			Queue (/tag/queue) Counting (/tag/counting)			
~	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)	62.0%	Medium	
			Matrix (/tag/matrix)			
~	226	Invert Binary Tree (/problems/i	Tree (/tag/tree)	68.1%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
•	53	Maximum Subarray (/problem	Array (/tag/array)	48.1%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
~	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
~	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)	71.6%	Easy	
			Sorting (/tag/sorting)			
~	122	Best Time to Buy and Sell Stoc	Array (/tag/array)	59.3%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
~	102	Binary Tree Level Order Travers	Tree (/tag/tree)	57.9%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.0%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Memoization (/tag/memoization)			
•	5	Longest Palindromic Substring	String (/tag/string)	30.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)	36.2%	Medium	
			Recursion (/tag/recursion)			

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