(/) Explore | Day 24 | Problems(/problemset/all/) | Interview | New LeetCoding Challenge 2021 | Contest (/contest/) | Discuss(/discuss/) | (/discuss/general-Storediscussion/655704/)

# 🔖 Goldman Sachs

## 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 **53 / 79** problems.

☑ **Show problem tags**                                    Select time period: [ 6 months ⌄ ]

| # | Title | Tags | Acceptance | Difficulty | Freque |
|---|---|---|---|---|---|
| 1086 | High Five (/problems/high-five) 🔓 | Array (/tag/array)  Hash Table (/tag/hash-table)  Sorting (/tag/sorting) | 76.6% | Easy | |
| 740 | Delete and Earn (/problems/d... | Array (/tag/array)  Hash Table (/tag/hash-table)  Dynamic Programming (/tag/dynamic-programming) | 51.3% | Medium | |
| 1041 | Robot Bounded In Circle (/pro... | Math (/tag/math)  String (/tag/string)  Simulation (/tag/simulation) | 54.8% | Medium | |
| 592 | Fraction Addition and Subtract... | Math (/tag/math)  String (/tag/string)  Simulation (/tag/simulation) | 50.7% | Medium | |
| 1395 | Count Number of Teams (/pro... | Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Binary Indexed Tree (/tag/binary-indexed-tree) | 72.6% | Medium | |
| 724 | Find Pivot Index (/problems/fi... | Array (/tag/array)  Prefix Sum (/tag/prefix-sum) | 47.2% | Easy | |
| ✔ 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) | 52.3% | Hard | |
| 209 | Minimum Size Subarray Sum (... | Array (/tag/array)  Binary Search (/tag/binary-search)  Sliding Window (/tag/sliding-window)  Prefix Sum (/tag/prefix-sum) | 40.4% | Medium | |

| # | Title | Tags | Acceptance | Difficulty | Freque |
|---|---|---|---|---|---|
| ✔ 862 | Shortest Subarray with Sum at... | Array (/tag/array) <br> 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) | 25.3% | Hard | |
| ✔ 443 | String Compression (/problem... | Two Pointers (/tag/two-pointers) <br> String (/tag/string) | 45.0% | Medium | |
| 706 | Design HashMap (/problems/... | Array (/tag/array)  Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list)  Design (/tag/design) <br> Hash Function (/tag/hash-function) | 63.9% | Easy | |
| 166 | Fraction to Recurring Decimal ... | Hash Table (/tag/hash-table)  Math (/tag/math) <br> String (/tag/string) | 22.6% | Medium | |
| ✔ 524 | Longest Word in Dictionary thr... | Array (/tag/array)  Two Pointers (/tag/two-pointers) <br> String (/tag/string)  Sorting (/tag/sorting) | 50.3% | Medium | |
| ✔ 688 | Knight Probability in Chessboa... | Dynamic Programming (/tag/dynamic-programming) | 50.7% | Medium | |
| 1836 | Remove Duplicates From an U... 🔓 | Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list) | 72.0% | Medium | |
| 720 | Longest Word in Dictionary (/... | Array (/tag/array)  Hash Table (/tag/hash-table) <br> String (/tag/string)  Trie (/tag/trie) <br> Sorting (/tag/sorting) | 49.7% | Easy | |
| 657 | Robot Return to Origin (/probl... | String (/tag/string)  Simulation (/tag/simulation) | 74.3% | Easy | |
| ✔ 387 | First Unique Character in a Stri... | Hash Table (/tag/hash-table)  String (/tag/string) <br> Queue (/tag/queue)  Counting (/tag/counting) | 54.5% | Easy | |
| ✔ 4 | Median of Two Sorted Arrays (... | Array (/tag/array) <br> Binary Search (/tag/binary-search) <br> Divide and Conquer (/tag/divide-and-conquer) | 32.0% | Hard | |
| ✔ 49 | Group Anagrams (/problems/... | Hash Table (/tag/hash-table)  String (/tag/string) <br> Sorting (/tag/sorting) | 60.5% | Medium | |
| 1163 | Last Substring in Lexicographi... | Two Pointers (/tag/two-pointers) <br> String (/tag/string) | 36.1% | Hard | |

| # | Title | Tags | Acceptance | Difficulty | Freque |
|---|-------|------|------------|------------|--------|
| ✔ 647 | Palindromic Substrings (/probl... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 63.0% | Medium | |
| 1186 | Maximum Subarray Sum with ... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 39.6% | Medium | |
| ✔ 1146 | Snapshot Array (/problems/sn... | Array (/tag/array) Hash Table (/tag/hash-table) <br> Binary Search (/tag/binary-search) <br> Design (/tag/design) <br> Data Stream (/tag/data-stream) | 37.0% | Medium | |
| ✔ 295 | Find Median from Data Stream... | Two Pointers (/tag/two-pointers) <br> Design (/tag/design) Sorting (/tag/sorting) <br> Heap (Priority Queue) (/tag/heap-priority-queue) <br> Data Stream (/tag/data-stream) | 48.3% | Hard | |
| ✔ 8 | String to Integer (atoi) (/probl... | String (/tag/string) | 15.9% | Medium | |
| 83 | Remove Duplicates from Sorte... | Linked List (/tag/linked-list) | 47.0% | Easy | |
| 457 | Circular Array Loop (/problem... | Array (/tag/array) Hash Table (/tag/hash-table) <br> Two Pointers (/tag/two-pointers) | 30.5% | Medium | |
| 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) | 77.0% | Medium | |
| ✔ 325 | Maximum Size Subarray Sum ... 🔓 | Array (/tag/array) Hash Table (/tag/hash-table) | 47.9% | Medium | |
| ✔ 215 | Kth Largest Element in an Arra... | Array (/tag/array) <br> Divide and Conquer (/tag/divide-and-conquer) <br> Sorting (/tag/sorting) <br> Heap (Priority Queue) (/tag/heap-priority-queue) <br> Quickselect (/tag/quickselect) | 59.8% | Medium | |
| 274 | H-Index (/problems/h-index) | Array (/tag/array) Sorting (/tag/sorting) <br> Counting Sort (/tag/counting-sort) | 36.6% | Medium | |
| ✔ 326 | Power of Three (/problems/po... | Math (/tag/math) Recursion (/tag/recursion) | 42.5% | Easy | |
| ✔ 91 | Decode Ways (/problems/dec... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 27.5% | Medium | |

| # | Title | Tags | Acceptance | Difficulty | Freque |
|---|-------|------|------------|------------|--------|
| ✔ 1049 | Last Stone Weight II (/problem... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 47.3% | Medium | |
| ✔ 642 | Design Search Autocomplete ... 🔓 | String (/tag/string) Design (/tag/design) <br> Trie (/tag/trie) Data Stream (/tag/data-stream) | 46.9% | Hard | |
| 243 | Shortest Word Distance (/prob... 🔓 | Array (/tag/array) String (/tag/string) | 62.7% | Easy | |
| ✔ 460 | LFU Cache (/problems/lfu-cac... | Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list) Design (/tag/design) <br> Doubly-Linked List (/tag/doubly-linked-list) | 37.2% | Hard | |
| ✔ 322 | Coin Change (/problems/coin-... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Breadth-First Search (/tag/breadth-first-search) | 38.2% | Medium | |
| ✔ 153 | Find Minimum in Rotated Sort... | Array (/tag/array) <br> Binary Search (/tag/binary-search) | 46.7% | Medium | |
| 983 | Minimum Cost For Tickets (/pr... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 63.0% | Medium | |
| ✔ 188 | Best Time to Buy and Sell Stoc... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 30.7% | Hard | |
| ✔ 146 | LRU Cache (/problems/lru-cac... | Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list) Design (/tag/design) <br> Doubly-Linked List (/tag/doubly-linked-list) | 37.1% | Medium | |
| ✔ 200 | Number of Islands (/problems... | 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) | 50.4% | Medium | |
| ✔ 1209 | Remove All Adjacent Duplicate... | String (/tag/string) Stack (/tag/stack) | 57.0% | Medium | |
| 225 | Implement Stack using Queue... | Stack (/tag/stack) Design (/tag/design) <br> Queue (/tag/queue) | 48.7% | Easy | |
| 171 | Excel Sheet Column Number (/... | Math (/tag/math) | 57.6% | Easy | |
| ✔ 767 | Reorganize String (/problems/... | Hash Table (/tag/hash-table) String (/tag/string) <br> Greedy (/tag/greedy) Sorting (/tag/sorting) <br> Heap (Priority Queue) (/tag/heap-priority-queue) <br> Counting (/tag/counting) | 50.7% | Medium | |

| | # | Title | Tags | Acceptance | Difficulty | Freque |
|---|---|-------|------|------------|------------|--------|
| ✔ | 221 | Maximal Square (/problems/m... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Matrix (/tag/matrix) | 40.2% | Medium | |
| | 1051 | Height Checker (/problems/he... | Array (/tag/array)   Sorting (/tag/sorting) <br> Counting Sort (/tag/counting-sort) | 73.0% | Easy | |
| ✔ | 11 | Container With Most Water (/... | Array (/tag/array)   Two Pointers (/tag/two-pointers) <br> Greedy (/tag/greedy) | 53.1% | Medium | |
| ✔ | 31 | Next Permutation (/problems/... | Array (/tag/array)   Two Pointers (/tag/two-pointers) | 34.2% | Medium | |
| ✔ | 547 | Number of Provinces (/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) | 61.3% | Medium | |
| ✔ | 5 | Longest Palindromic Substring... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 30.9% | Medium | |
| | 38 | Count and Say (/problems/cou... | String (/tag/string) | 46.7% | Medium | |
| | 36 | Valid Sudoku (/problems/valid... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Matrix (/tag/matrix) | 51.4% | Medium | |
| ✔ | 64 | Minimum Path Sum (/problem... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Matrix (/tag/matrix) | 57.0% | Medium | |
| ✔ | 121 | Best Time to Buy and Sell Stoc... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 52.1% | Easy | |
| ✔ | 33 | Search in Rotated Sorted Array... | Array (/tag/array) <br> Binary Search (/tag/binary-search) | 36.4% | Medium | |
| | 73 | Set Matrix Zeroes (/problems/... | Array (/tag/array)   Hash Table (/tag/hash-table) <br> Matrix (/tag/matrix) | 45.1% | Medium | |
| ✔ | 103 | Binary Tree Zigzag Level Order... | Tree (/tag/tree) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 51.0% | Medium | |
| ✔ | 3 | Longest Substring Without Re... | Hash Table (/tag/hash-table)   String (/tag/string) <br> Sliding Window (/tag/sliding-window) | 31.8% | Medium | |
| ✔ | 155 | Min Stack (/problems/min-sta... | Stack (/tag/stack)   Design (/tag/design) | 47.4% | Easy | |

| # | Title | Tags | Acceptance | Difficulty | Freque |
|---|-------|------|------------|------------|--------|
| ✔ 152 | Maximum Product Subarray (/... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 33.1% | Medium | |
| ✔ 50 | Pow(x, n) (/problems/powx-n) | Math (/tag/math)   Recursion (/tag/recursion) | 31.3% | Medium | |
| ✔ 55 | Jump Game (/problems/jump-... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Greedy (/tag/greedy) | 35.6% | Medium | |
| ✔ 198 | House Robber (/problems/hou... ★ | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 43.6% | Medium | |
| ✔ 78 | Subsets (/problems/subsets) | Array (/tag/array)   Backtracking (/tag/backtracking) <br> Bit Manipulation (/tag/bit-manipulation) | 66.6% | Medium | |
| ✔ 226 | Invert Binary Tree (/problems/i... | 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) | 68.1% | Easy | |
| ✔ 23 | Merge k Sorted Lists (/proble... | Linked List (/tag/linked-list) <br> Divide and Conquer (/tag/divide-and-conquer) <br> Heap (Priority Queue) (/tag/heap-priority-queue) <br> Merge Sort (/tag/merge-sort) | 43.7% | Hard | |
| ✔ 242 | Valid Anagram (/problems/vali... | Hash Table (/tag/hash-table)   String (/tag/string) <br> Sorting (/tag/sorting) | 59.3% | Easy | |
| ✔ 118 | Pascal's Triangle (/problems/p... | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) | 57.3% | Easy | |
| ✔ 70 | Climbing Stairs (/problems/cli... | Math (/tag/math) <br> Dynamic Programming (/tag/dynamic-programming) <br> Memoization (/tag/memoization) | 49.0% | Easy | |
| ✔ 94 | Binary Tree Inorder Traversal (/... | Stack (/tag/stack)   Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 67.2% | Easy | |
| ✔ 344 | Reverse String (/problems/rev... | Two Pointers (/tag/two-pointers) <br> String (/tag/string)   Recursion (/tag/recursion) | 71.3% | Easy | |
| ✔ 15 | 3Sum (/problems/3sum) | Array (/tag/array)   Two Pointers (/tag/two-pointers) <br> Sorting (/tag/sorting) | 28.7% | Medium | |

| # | Title | Tags | Acceptance | Difficulty | Freque |
|---|-------|------|------------|------------|--------|
| ✔ 206 | Reverse Linked List (/problems… | Linked List (/tag/linked-list) Recursion (/tag/recursion) | 66.6% | Easy | |
| ✔ 20 | Valid Parentheses (/problems/… | String (/tag/string) Stack (/tag/stack) | 40.2% | Easy | |
| ✔ 1 | Two Sum (/problems/two-sum) | Array (/tag/array) Hash Table (/tag/hash-table) | 47.1% | Easy | |

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