c==(/) Explore Problems(/problemset/all/)

Interview Contest Coding Challenge 2021

(/discuss/general-Storediscussion/655704/)







Adobe

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 142 / 245 problems.

✓ Sł	now pro	oblem tags	Se	elect time period:	1 year	•
	#	Title	Tags	Acceptance	Difficulty	Frec
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
	1601	Maximum Number of Achieva	Bit Manipulation (/tag/bit-manipulation) Enumeration (/tag/enumeration)	48.3%	Hard	
~	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	36.2%	Medium	
	400	Nth Digit (/problems/nth-digit)	Math (/tag/math) Binary Search (/tag/binary-search)	32.6%	Medium	
~	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursio	n) 66.6%	Easy	
	956	Tallest Billboard (/problems/tal	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	39.8%	Hard	
~	312	Burst Balloons (/problems/bur	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	54.2%	Hard	
	910	Smallest Range II (/problems/s	Array (/tag/array) Math (/tag/math) Greedy (/tag/greedy) Sorting (/tag/sorting)	31.4%	Medium	
•	1223	Dice Roll Simulation (/problem	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	47.0%	Hard	
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
~	201	Bitwise AND of Numbers Rang	Bit Manipulation (/tag/bit-manipulation)	39.8%	Medium	
~	420	Strong Password Checker (/pr	String (/tag/string) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	13.6%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Frec
	518	Coin Change 2 (/problems/coi	Array (/tag/array)	53.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	1124	Longest Well-Performing Inter	Array (/tag/array) Hash Table (/tag/hash-table)	33.4%	Medium	
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
			Prefix Sum (/tag/prefix-sum)			
~	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy	
~	21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list) Recursion (/tag/recursion)	57.0%	Easy	
~	121	Best Time to Buy and Sell Stoc	Array (/tag/array)	52.1%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
~	85	Maximal Rectangle (/problems	Array (/tag/array)	40.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack) Matrix (/tag/matrix)			
			Monotonic Stack (/tag/monotonic-stack)			
~	1326	Minimum Number of Taps to	Array (/tag/array)	47.5%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
	813	Largest Sum of Averages (/pro	Array (/tag/array)	51.5%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	992	Subarrays with K Different Inte	Array (/tag/array) Hash Table (/tag/hash-table)	51.5%	Hard	
			Sliding Window (/tag/sliding-window)			
			Counting (/tag/counting)			
	781	Rabbits in Forest (/problems/r	Hash Table (/tag/hash-table) Math (/tag/math)	56.2%	Medium	
			Greedy (/tag/greedy)			
~	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	31.8%	(Medium)	
			Sliding Window (/tag/sliding-window)			
	1405	Longest Happy String (/proble	String (/tag/string) Greedy (/tag/greedy)	53.3%	Medium	
	1403	Longest Huppy String (proble	String (/tag/string) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	33.370	Wedium	
	4250	N. 1. (61.11.6.11		64.007		
	1358	Number of Substrings Contain	Hash Table (/tag/hash-table) String (/tag/string)	61.0%	(Medium)	
			Sliding Window (/tag/sliding-window)			
~	44	Wildcard Matching (/problems	String (/tag/string)	25.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy) Recursion (/tag/recursion)			

	#	Title	Tags	Acceptance	Difficulty	Frec
~	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)			
~	4	Median of Two Sorted Arrays (Array (/tag/array) Binary Search (/tag/binary-search)	32.0%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
	565	Array Nesting (/problems/arra	Array (/tag/array)	56.2%	Medium	
			Depth-First Search (/tag/depth-first-search)		-	
~	175	Combine Two Tables (/proble	Database (/tag/database)	65.8%	Easy	
	1227	Airplane Seat Assignment Pro	Math (/tag/math)	62.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Brainteaser (/tag/brainteaser)			
			Probability and Statistics (/tag/probability-and-statistics)			
	1552	Magnetic Force Between Two	Array (/tag/array) Binary Search (/tag/binary-search)	50.5%	Medium	
			Sorting (/tag/sorting)			
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)	28.6%	Hard	
			Recursion (/tag/recursion)			
~	5	Longest Palindromic Substring	String (/tag/string)	30.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	220	Contains Duplicate III (/proble	Array (/tag/array)	21.4%	Medium	
			Sliding Window (/tag/sliding-window)			
			Sorting (/tag/sorting) Bucket Sort (/tag/bucket-sort)			
			Ordered Set (/tag/ordered-set)			
~	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	88.8%	Easy	
~	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)	43.0%	Easy	
			Two Pointers (/tag/two-pointers) Stack (/tag/stack)			
			Recursion (/tag/recursion)			
~	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Easy	
	30	Substring with Concatenation	Hash Table (/tag/hash-table) String (/tag/string)	26.7%	Hard	
			Sliding Window (/tag/sliding-window)			
~	303	Range Sum Query - Immutabl	Array (/tag/array) Design (/tag/design)	49.5%	Easy	
			Prefix Sum (/tag/prefix-sum)			

	#	Title	Tags	Acceptance	Difficulty	Frec
~	1192	Critical Connections in a Netw	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Biconnected Component (/tag/biconnected-component)	51.6%	Hard	
	1013	Partition Array Into Three Parts	Array (/tag/array) Greedy (/tag/greedy)	46.9%	Easy	
•	76	Minimum Window Substring (Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	36.6%	Hard	
•	70	Climbing Stairs (/problems/cli	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)	49.0%	Easy	
	60	Permutation Sequence (/probl	Math (/tag/math) Recursion (/tag/recursion)	40.0%	Hard	
	37	Sudoku Solver (/problems/sud	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	48.3%	Hard	
	513	Find Bottom Left Tree Value (/	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	63.3%	Medium	
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
•	84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	38.0%	Hard	
~	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	28.7%	Medium	
•	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	65.3%	Medium	
	264	Ugly Number II (/problems/ug	Hash Table (/tag/hash-table) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Heap (Priority Queue) (/tag/heap-priority-queue)	43.3%	Medium	
	1711	Count Good Meals (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	27.0%	Medium	
	802	Find Eventual Safe States (/pro	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	50.5%	Medium	
	763	Partition Labels (/problems/pa	Topological Sort (/tag/topological-sort) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	78.2%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frec
	87	Scramble String (/problems/sc	String (/tag/string)	34.9%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
•	123	Best Time to Buy and Sell Stoc	Array (/tag/array)	40.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string)	49.2%	Easy	
			Simulation (/tag/simulation)			
~	221	Maximal Square (/problems/m	Array (/tag/array)	40.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
	556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers)	33.4%	Medium	
			String (/tag/string)			
~	202	Happy Number (/problems/ha	Hash Table (/tag/hash-table) Math (/tag/math)	51.7%	(Easy)	
			Two Pointers (/tag/two-pointers)			
	1356	Sort Integers by The Number	Array (/tag/array)	70.6%	(Easy)	
			Bit Manipulation (/tag/bit-manipulation)			
			Sorting (/tag/sorting) Counting (/tag/counting)			
•	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
	1387	Sort Integers by The Power Val	Dynamic Programming (/tag/dynamic-programming)	70.7%	Medium	
			Memoization (/tag/memoization)			
			Sorting (/tag/sorting)			
	263	Ugly Number (/problems/ugly	Math (/tag/math)	41.7%	Easy	
	1353	Maximum Number of Events T	Array (/tag/array) Greedy (/tag/greedy)	30.6%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	909	Snakes and Ladders (/problem	Array (/tag/array)	39.4%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
~	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)	62.0%	Medium	
			Matrix (/tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty	Frec
~	698	Partition to K Equal Sum Subs	Array (/tag/array)	45.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
			Memoization (/tag/memoization)			
			Bitmask (/tag/bitmask)			
~	895	Maximum Frequency Stack (/p	Hash Table (/tag/hash-table) Stack (/tag/stack)	63.6%	Hard	
			Design (/tag/design) Ordered Set (/tag/ordered-set)			
~	480	Sliding Window Median (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	39.5%	(Hard)	
		,	Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	454	4Sum II (/problems/4sum-ii)		54.9%	Medium	
	434	43um ii (/problems/4sum-ii)	Array (/tag/array) Hash Table (/tag/hash-table)	34.970	Medium	
	507	Perfect Number (/problems/p	Math (/tag/math)	36.6%	Easy	
~	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)			
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix)	59.7%	Medium	
			Simulation (/tag/simulation)			
~	108	Convert Sorted Array to Binary	Array (/tag/array)	61.9%	(Easy)	
		, ,	Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
_	103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	51.0%	Medium	
•	103	billary free Eigzag Level Order	Breadth-First Search (/tag/breadth-first-search)	31.070	(meanann)	
			Binary Tree (/tag/binary-tree)			
	056	6 (5 4) (7 1)		65.404		
•	856	Score of Parentheses (/proble	String (/tag/string) Stack (/tag/stack)	65.1%	(Medium)	
~	403	Frog Jump (/problems/frog-ju	Array (/tag/array)	42.0%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	833	Find And Replace in String (/pr	Array (/tag/array) String (/tag/string)	51.8%	Medium	
			Sorting (/tag/sorting)			
	18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	35.7%	(Medium)	
	. 5	a y p. a a lettia, i aditi,	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	22.1 /0		

	#	Title	Tags	Acceptance	Difficulty	Fred
	720	Longest Word in Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	49.7%	Easy	
			Sorting (/tag/sorting)			
~	295	Find Median from Data Stream	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting)	48.3%	Hard	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Data Stream (/tag/data-stream)			
~	947	Most Stones Removed with Sa	Depth-First Search (/tag/depth-first-search)	55.9%	Medium	
			Union Find (/tag/union-find) Graph (/tag/graph)			
~	218	The Skyline Problem (/proble	Array (/tag/array)	37.1%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
			Binary Indexed Tree (/tag/binary-indexed-tree)			
			Segment Tree (/tag/segment-tree)			
			Line Sweep (/tag/line-sweep)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Ordered Set (/tag/ordered-set)			
/	53	Maximum Subarray (/problem	Array (/tag/array)	48.1%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
	1329	Sort the Matrix Diagonally (/pr	Array (/tag/array) Sorting (/tag/sorting)	81.4%	Medium	
			Matrix (/tag/matrix)			
~	12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math)	57.6%	Medium	
			String (/tag/string)			
	171	Excel Sheet Column Number (/	Math (/tag/math)	57.6%	Easy	
~	140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	36.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking) Trie (/tag/trie)			
			Memoization (/tag/memoization)			
~	236	Lowest Common Ancestor of a	Tree (/tag/tree)	50.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	456	132 Pattern (/problems/132-p	Array (/tag/array) Binary Search (/tag/binary-search)	30.7%	Medium	
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
			Ordered Set (/tag/ordered-set)			

	#	Title	Tags	Acceptance	Difficulty	Frec
~	9	Palindrome Number (/proble	Math (/tag/math)	50.6%	Easy	
	779	K-th Symbol in Grammar (/pro	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Recursion (/tag/recursion)	39.1%	Medium	
•	211	Design Add and Search Words	String (/tag/string) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Trie (/tag/trie)	41.3%	Medium	
•	285	Inorder Successor in BST (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)	44.3%	Medium	
	96	Unique Binary Search Trees (/p	Binary Tree (/tag/binary-tree) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree)	55.2%	Medium	
~	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.7%	Medium	
~	946	Validate Stack Sequences (/pro	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	64.5%	Medium	
•	173	Binary Search Tree Iterator (/pr	Stack (/tag/stack) Tree (/tag/tree) Design (/tag/design) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) Iterator (/tag/iterator)	61.5%	Medium	
~	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium	
•	994	Rotting Oranges (/problems/r	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	49.8%	Medium	
	1047	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	71.7%	Easy	
•	230	Kth Smallest Element in a BST	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	63.7%	Medium	
~	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%	Easy	

✓ 215 Kith Largest Element in an Arra Array (trag/array) 59.8% Medium Divide and Conquer (trag/divide-and-conquer) Sorting (trag/sorting) Heap (Priority Queue) (trag/heap-priority-queue) Array (trag/array) Array (trag/array) Second Mark Greater Node In Linked L Array (trag/array) Linked List (trag/linked-list) 58.4% Medium 671 Second Minimum Node In a Bi Tree (trag/trag) 42.9% Easy 671 Second Minimum Node In a Bi Tree (trag/trag) 42.9% Easy 671 Second Minimum Node In a Bi Tree (trag/trag) 42.9% Easy 672 Second Minimum Node In a Bi Tree (trag/trag) 42.9% Easy 673 Second Minimum Node In a Bi Tree (trag/trag) 42.9% Easy 441 Arranging Coins (/problems/arx Math (trag/math) Binary Teee (trag/trany) 42.9% Easy 543 Spiral Matrix (/problems/arx Math (trag/math) Binary Tee (trag/trany) 49.7% Medium 544 Trapping Rain Water (/problems/pe Math (trag/math) (trag/trag) 52.3% Hard 545 Trapping Rain Water (/probl		#	Title	Tags	Acceptance	Difficulty	Frec
Sorting (Vlag/sorting) Hesp (Priority Queue) (Itag/heap-priority-queue)	~	215	Kth Largest Element in an Arra	Array (/tag/array)	59.8%	Medium	
Heap (Priority Queue) (Jag/heap-priority-queue) Quickselect (Jag/quickselect) 1019 Next Greater Node In Linked L Array (Jag/array) Linked List (Jag/finked-list) 58.4% Medium Stack (Jag/stack) Monotonic Stack (Jag/monotonic stack) 671 Second Minimum Node In a Bi Tree (Jag/tree) 42.9% Easy Depth-First Search (Jag/depth first search) Binary Tree (Jag/finary-tree) 441 Arranging Coins (Jproblems/ar Math (Jag/math) Binary Search (Jag/finary-search) 42.9% Easy 454 Spiral Matrix (Jproblems/spiral Array (Jag/array) Matrix (Jag/matrix) 37.3% Medium) Simulation (Jag/simulation) 49.7% Medium 479 Perfect Squares (Jproblems/pe Math (Jag/math) Dynamic Programming (Jag/dynamic-programming) Breadth-First Search (Jag/dynamic-programming) Stack (Jag/stack) Monotonic Stack (Jag/monotonic-stack) 1161 Maximum Level Sum of a Bina Tree (Jag/tree) Breadth-First Search (Jag/breadth-first-search) Binary Tree (Jag/tree) Breadth-First Search (Jag/breadth-first-search) Binary Tree (Jag/tree) Breadth-First Search (Jag/dynamic-programming) Stack (Jag/monotonic-stack) 1161 Maximum Level Sum of a Bina Tree (Jag/tree) Breadth-First Search (Jag/dynamic-programming) Stack (Jag/tree) Breadth-First Search (Jag/dynamic-programming) Breadth-First Search (Jag/dynamic-programming) Breadth-First Search (Jag/dynamic-programming) Breadth-First Search (Jag/dynamic-programming) Breadth-First Search (J				Divide and Conquer (/tag/divide-and-conquer)			
Ouickselect (/tag/quickselect) 1019 Next Greater Node In Linked L Array (/tag/array) Linked List (/tag/finked-list) 58.4% Medium Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) 671 Second Minimum Node In a Bi Tree (/tag/tree) 42.9% Easy) Depth-First Search (/tag/depth-First-search) Binary Tree (/tag/tree) 42.9% Easy) 441 Arranging Coins (/problems/ar Math (/tag/math) Binary Search (/tag/binary-search) 42.9% Easy) 454 Spiral Matrix (/problems/spiral Array (/tag/array) Matrix (/tag/matrix) 37.3% Medium) 554 Spiral Matrix (/problems/spiral Array (/tag/array) Matrix (/tag/matrix) 37.3% Medium) 554 Spiral Matrix (/problems/spiral Array (/tag/array) Two Pointers (/tag/two-pointers) 49.7% Medium) 555 Dynamic Programming (/tag/dynamic-programming) 555 Breadth-First Search (/tag/monotonic-stack) 1161 Maximum Level Sum of a Bina Tree (/tag/tree) 57.9% Medium) 556 Breadth-First Search (/tag/monotonic-stack) 1161 Maximum Level Sum of a Bina Tree (/tag/tree) 67.9% Medium) 567.9% Medium 576 Breadth-First Search (/tag/spinany-tree) 1162 Maximum Level Sum of a Bina Tree (/tag/tree) 67.9% Medium) 577 Dynamic Programming (/tag/dynamic-programming) 578 Breadth-First Search (/tag/spinany-tree) 1161 Maximum Level Sum of a Bina Tree (/tag/tree) 67.9% Medium) 579 Breadth-First Search (/tag/spinany-tree) 1162 Maximum Level Sum of a Bina Tree (/tag/tree) 67.9% Medium) 580 Breadth-First Search (/tag/spinany-tree) 1163 Maximum Level Sum of a Bina Tree (/tag/tree) 67.9% Medium) 1164 Maximum Level Sum of a Bina Tree (/tag/tree) 87.9% Medium) 1165 Maximum Level Sum of a Bina Tree (/tag/tree) 87.9% Medium) 1166 Maximum Level Sum of a Bina Tree (/tag/tree) 87.9% Maximum Level Sum of a Bina Tree (/tag/tree) 87.9% Medium) 1167 Maximum Level Sum of a Bina Tree (/tag/tree) 87.9% Maximum Level Sum of a Bina Tree (/tag/tree) 87.9% Maximum Level Sum of a Bina Tree (/tag/tree) 87.9% Maximum Level Sum of a Bina Tree (/tag/tree) 87.9% Maximum Level Sum of				Sorting (/tag/sorting)			
1019 Next Greater Node In Linked L Array (/tag/array) Linked List (/tag/linked-list) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) 671 Second Minimum Node In a Bi Tree (/tag/tree) Depth-First Search (/tag/depth-First-search) Binary Tree (/tag/binary-tree) 441 Arranging Coins (/problems/ar Math (/tag/math) Binary Search (/tag/binary-search) 42.9% Easy ✓ 54 Spiral Matrix (/problems/spiral Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation) ✓ 279 Perfect Squares (/problems/pp Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) 1161 Maximum Level Sum of a Bina Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/breadth-first-search) Binary Tree (/tag/tree) Breadth-First Search (/tag/dynamic-programming) 343 Integer Break (/problems/inte Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) 925 Long Pressed Name (/problem Two Pointers (/tag/two-pointers) String (/tag/string) 36.3% Easy ✓ 149 Max Points on a Line (/proble Hash Table (/tag/shash-table) Math (/tag/math) Geometry (/tag/geometry) 48.8% Medium				Heap (Priority Queue) (/tag/heap-priority-queue)			
Stack (/tag/tsack) Monotonic Stack (/tag/tene) 671 Second Minimum Node In a Bi Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/tene) 441 Arranging Coins (/problems/ar Math (/tag/math) Binary Search (/tag/binary-search) 42.9% Spiral Matrix (/problems/spiral Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation) Forgramming (/tag/simulation) Free (/tag/tsearch) F				Quickselect (/tag/quickselect)			
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Geometry (/tag/geometry) ✓ 309 Best Time to Buy and Sell Stoc Array (/tag/array) 48.8% Medium		925	Long Pressed Name (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	36.3%	Easy	
✓ 309 Best Time to Buy and Sell Stoc Array (/tag/array) 48.8% Medium	~	149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math)	18.3%	Hard	
				Geometry (/tag/geometry)			
	~	309	Best Time to Buy and Sell Stoc	Array (/tag/array)	48.8%	Medium	
Dynamic Programming (/tag/dynamic-programming)				Dynamic Programming (/tag/dynamic-programming)			

	#	Title	Tags	Acceptance	Difficulty	Frec
	1382	Balance a Binary Search Tree (/	Divide and Conquer (/tag/divide-and-conquer)	77.0%	Medium	
			Greedy (/tag/greedy) Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	1041	Robot Bounded In Circle (/pro	Math (/tag/math) String (/tag/string)	54.8%	Medium	
			Simulation (/tag/simulation)			
	1002	Find Common Characters (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	68.7%	Easy	
			String (/tag/string)			
~	124	Binary Tree Maximum Path Su	Tree (/tag/tree)	36.0%	Hard	
			Depth-First Search (/tag/depth-first-search)		_	
			Binary Tree (/tag/binary-tree)			
	83	Remove Duplicates from Sorte	Linked List (/tag/linked-list)	47.0%	Easy	
~	316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack)	39.8%	Medium	
			Greedy (/tag/greedy)			
			Monotonic Stack (/tag/monotonic-stack)			
	25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list) Recursion (/tag/recursion)	46.3%	Hard	
~	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium	
~	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	42.1%	Easy	
	1572	Matrix Diagonal Sum (/proble	Array (/tag/array) Matrix (/tag/matrix)	78.0%	Easy	
	572	Subtree of Another Tree (/pro	Tree (/tag/tree)	44.6%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			String Matching (/tag/string-matching)			
			Binary Tree (/tag/binary-tree)			
			Hash Function (/tag/hash-function)			
~	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)	28.8%	Medium	
			Greedy (/tag/greedy)			
			Monotonic Stack (/tag/monotonic-stack)			
	252	Meeting Rooms (/problems/m ■	Array (/tag/array) Sorting (/tag/sorting)	55.8%	Easy	
	841	Keys and Rooms (/problems/k	Depth-First Search (/tag/depth-first-search)	66.9%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			

	#	Title	Tags	Acceptance	Difficulty Frec
	27	Remove Element (/problems/r	Array (/tag/array) Two Pointers (/tag/two-pointers)	49.8%	Easy
•	137	Single Number II (/problems/s	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	54.6%	Medium
~	118	Pascal's Triangle (/problems/p	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.3%	Easy
	168	Excel Sheet Column Title (/pro	Math (/tag/math)	32.3%	Easy
	703	Kth Largest Element in a Strea	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)	51.3%	Easy
	6	ZigZag Conversion (/problems	String (/tag/string)	38.8%	Medium
•	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	45.3%	Hard
	1038	Binary Search Tree to Greater	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	83.2%	Medium
	75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	50.7%	Medium
•	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	53.1%	Medium
•	179	Largest Number (/problems/la	String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting)	31.2%	Medium
	1588	Sum of All Odd Length Subarr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	81.8%	Easy
~	8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium
	1844	Replace All Digits with Charact	String (/tag/string)	80.1%	Easy
	1025	Divisor Game (/problems/divis	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Brainteaser (/tag/brainteaser) Game Theory (/tag/game-theory)	66.2%	Easy

	#	Title	Tags	Acceptance	Difficulty	Frec
~	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	48.9%	Medium	
~	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)	47.6%	Medium	
~	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	59.3%	Easy	
~	71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	35.4%	Medium	
~	322	Coin Change (/problems/coin	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	38.2%	Medium	
	99	Recover 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)	43.5%	Medium	
~	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	Medium	
•	22	Generate Parentheses (/proble	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	66.8%	Medium	
~	45	Jump Game II (/problems/jum	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	33.1%	Medium	
~	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.0%	Medium	
~	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	46.4%	Medium	
•	567	Permutation in String (/proble	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Sliding Window (/tag/sliding-window)	44.6%	Medium	
~	503	Next Greater Element II (/prob	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	59.3%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frec
	437	Path Sum III (/problems/path	Tree (/tag/tree)	48.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	91	Decode Ways (/problems/dec	String (/tag/string)	27.5%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	315	Count of Smaller Numbers Aft	Array (/tag/array) Binary Search (/tag/binary-search)	42.3%	Hard	
			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)			
	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)			
	404	Sum of Left Leaves (/problems	Tree (/tag/tree)	52.6%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.9%	Medium	
	367	Valid Perfect Square (/problem	Math (/tag/math) Binary Search (/tag/binary-search)	42.4%	Easy	
~	102	Binary Tree Level Order Travers	Tree (/tag/tree)	57.9%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	345	Reverse Vowels of a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	45.6%	Easy	
~	162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	44.3%	Medium	
~	1512	Number of Good Pairs (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	87.6%	Easy	
			Math (/tag/math) Counting (/tag/counting)			
	107	Binary Tree Level Order Travers	Tree (/tag/tree)	56.1%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	81	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	33.9%	Medium	
	445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math)	57.0%	Medium	
			Stack (/tag/stack)			

	#	Title	Tags	Acceptance	Difficulty Frec
	82	Remove Duplicates from Sorte	Linked List (/tag/linked-list)	40.0%	Medium
			Two Pointers (/tag/two-pointers)		
~	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)	56.1%	(Easy)
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	213	House Robber II (/problems/h	Array (/tag/array)	37.9%	Medium
		V1 .	Dynamic Programming (/tag/dynamic-programming)		
	1672	Richest Customer Wealth (/pro	Array (/tag/array) Matrix (/tag/matrix)	88.1%	Easy
	51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	52.4%	Hard
~	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	39.3%	Easy
			Sliding Window (/tag/sliding-window)		_
	1299	Replace Elements with Greates	Array (/tag/array)	74.5%	Easy
~	543	Diameter of Binary Tree (/prob	Tree (/tag/tree)	50.3%	(Easy)
		, ,	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	152	Maximum Product Subarray (/	Array (/tag/array)	33.1%	Medium
		, ,	Dynamic Programming (/tag/dynamic-programming)		
			5 (1) (1		
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)	57.3%	(Easy)
			String (/tag/string)		
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	47.2%	Easy
	1470	Shuffle the Array (/problems/s	Array (/tag/array)	88.1%	Easy
~	300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search)	45.3%	(Medium)
			Dynamic Programming (/tag/dynamic-programming)		
	148	Sort List (/problems/sort-list)	Linked List (/tag/linked-list)	47.5%	Medium
			Two Pointers (/tag/two-pointers)		
			Divide and Conquer (/tag/divide-and-conquer)		
			Sorting (/tag/sorting) Merge Sort (/tag/merge-sort)		
•	55	Jump Game (/problems/jump	Array (/tag/array)	35.6%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		

	#	Title	Tags	Acceptance	Difficulty Frec
	494	Target Sum (/problems/target	Array (/tag/array)	45.6%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking)		
~	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	35.7%	Easy
~	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	36.9%	Medium
			Two Pointers (/tag/two-pointers)		
~	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	42.4%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Trie (/tag/trie)		
	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%	Medium
~	32	Longest Valid Parentheses (/pr	String (/tag/string)	30.2%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack)		
~	43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string)	35.5%	Medium
			Simulation (/tag/simulation)		
~	941	Valid Mountain Array (/proble	Array (/tag/array)	32.7%	Easy
~	380	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table)	49.5%	Medium
			Math (/tag/math) Design (/tag/design)		
			Randomized (/tag/randomized)		
~	114	Flatten Binary Tree to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack)	53.9%	(Medium)
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	547	Number of Provinces (/proble	Array (/tag/array)	61.3%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Matrix (/tag/matrix)		
•	169	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	60.7%	Easy
			Divide and Conquer (/tag/divide-and-conquer)		
			Sorting (/tag/sorting) Counting (/tag/counting)		
~	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)	53.6%	Medium
			Recursion (/tag/recursion)		

	#	Title	Tags	Acceptance	Difficulty	Frec
	240	Search a 2D Matrix II (/proble	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Matrix (/tag/matrix)	45.9%	Medium	
	35	Search Insert Position (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	42.8%	Easy	
	92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	41.8%	Medium	
~	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	Medium	
~	287	Find the Duplicate Number (/p	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation)	58.1%	Medium	
~	1143	Longest Common Subsequenc	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	58.8%	Medium	
•	10	Regular Expression Matching (String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	27.7%	Hard	
	61	Rotate List (/problems/rotate-l	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	32.3%	Medium	
~	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	49.8%	Easy	
•	101	Symmetric Tree (/problems/sy	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	49.1%	Easy	
•	133	Clone Graph (/problems/clone	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	41.0%	Medium	
~	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
	191	Number of 1 Bits (/problems/n	Bit Manipulation (/tag/bit-manipulation)	55.2%	Easy	
~	136	Single Number (/problems/sin	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	67.1%	Easy	
	704	Binary Search (/problems/bina	Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy	

	#	Title	Tags	Acceptance	Difficulty Fre
~	29	Divide Two Integers (/problem	Math (/tag/math)	17.0%	Medium
			Bit Manipulation (/tag/bit-manipulation)		
	73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	45.1%	Medium
		·	Matrix (/tag/matrix)		
	440			.= 00/	
	110	Balanced Binary Tree (/proble	Tree (/tag/tree)	45.2%	(Easy)
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	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)		
~	203	Remove Linked List Elements (Linked List (/tag/linked-list) Recursion (/tag/recursion)	40.0%	(Easy)
		(necursion y tagriecusion		
~	938	Range Sum of BST (/problems	Tree (/tag/tree)	83.5%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
	1431	Kids With the Greatest Numbe	Array (/tag/array)	88.1%	Easy
	67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string)	47.9%	Easy
			Bit Manipulation (/tag/bit-manipulation)		
			Simulation (/tag/simulation)		
	104	Maximum Depth of Binary Tre	Tree (/tag/tree)	69.0%	Easy
		mammam Dopum or Dinary moni	Depth-First Search (/tag/depth-first-search)	03.070	
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	338	Counting Bits (/problems/cou	Dynamic Programming (/tag/dynamic-programming)	71.1%	(Easy)
			Bit Manipulation (/tag/bit-manipulation)		
	111	Minimum Depth of Binary Tree	Tree (/tag/tree)	40.4%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	344	Reverse String (/problems/rev	Two Pointers (/tag/two-pointers) String (/tag/string)	71.3%	Easy
		J v i	Recursion (/tag/recursion)		
~	278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search)	38.4%	Easy
			Interactive (/tag/interactive)		

	#	Title	Tags	Acceptance	Difficulty	Frec
	176	Second Highest Salary (/probl	Database (/tag/database)	34.0%	Easy	
	1108	Defanging an IP Address (/pro	String (/tag/string)	88.5%	Easy	
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	54.3%	Medium	
~	876	Middle of the Linked List (/pro	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	69.5%	Easy	
~	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	37.8%	Medium	
~	871	Minimum Number of Refuelin	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	34.8%	Hard	
~	387	First Unique Character in a Stri	Heap (Priority Queue) (/tag/heap-priority-queue) Hash Table (/tag/hash-table) String (/tag/string) Queue (/tag/queue) Counting (/tag/counting)	54.5%	Easy	
*	226	Invert Binary Tree (/problems/i	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	68.1%	Easy	
	237	Delete Node in a Linked List (/	Linked List (/tag/linked-list)	68.5%	Easy	
•	26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.2%	Easy	
~	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math) Stack (/tag/stack)	39.6%	Medium	
	28	Implement strStr() (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string) String Matching (/tag/string-matching)	35.6%	Easy	
~	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.6%	Easy	
~	122	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	59.3%	Easy	
	217	Contains Duplicate (/problems	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	57.5%	Easy	
	746	Min Cost Climbing Stairs (/pro	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.5%	Easy	

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