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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 289 / 575 problems.

✓ S	☑ Show problem tags		S	elect time period:	ne period: 2 years	•
	#	Title	Tags	Acceptance	Difficulty	Freq
	953	Verifying an Alien Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.2%	Easy	
			String (/tag/string)			
~	1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	64.4%	Medium	
~	973	K Closest Points to Origin (/pr	Array (/tag/array) Math (/tag/math)	65.0%	Medium	
		*	Divide and Conquer (/tag/divide-and-conquer)			
			Geometry (/tag/geometry) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
	680	Valid Palindrome II (/problems	Two Pointers (/tag/two-pointers) String (/tag/string)	37.3%	Easy	
			Greedy (/tag/greedy)			
~	1428	Leftmost Column with at Least	Array (/tag/array) Binary Search (/tag/binary-search	50.1%	Medium	
		•	Matrix (/tag/matrix) Interactive (/tag/interactive)			
~	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	Medium	
~	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking)	45.3%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
•	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	43.7%	Medium	
			Prefix Sum (/tag/prefix-sum)			
	67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string)	47.9%	Easy	
			Bit Manipulation (/tag/bit-manipulation)			
			Simulation (/tag/simulation)			
~	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string)	49.2%	Easy	
			Simulation (/tag/simulation)			

	#	Title	Tags	Acceptance	Difficulty F	Freq
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)	28.6%	Hard	
			Recursion (/tag/recursion)			
~	269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)	34.0%	(Hard)	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
	150	Dead M. Characters Characters		20.20/		
•	158	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation)	38.2%	(Hard)	
		_	Interactive (/tag/interactive)			
~	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)			
	124	Diagram Trace Manissaure Dath Co.		26.00/		
•	124	Binary Tree Maximum Path Su	Tree (/tag/tree)	36.0%	(Hard)	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	211	Design Add and Search Words	String (/tag/string)	41.3%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Design (/tag/design) Trie (/tag/trie)			
~	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)			
	F22	Castiana Chamas Con Han		25 20/		
•	523	Continuous Subarray Sum (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	25.3%	Medium	
			Math (/tag/math) Prefix Sum (/tag/prefix-sum)			
~	426	Convert Binary Search Tree to	Linked List (/tag/linked-list) Stack (/tag/stack)	62.2%	Medium	
		₽	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)			
	282	Expression Add Operators (/pr	Math (/tag/math) String (/tag/string)	37.2%	(Hard)	
		,	Backtracking (/tag/backtracking)	-		
			bucktracking (, tag, backtracking)			

	#	Title	Tags	Acceptance	Difficulty	Freq
	1570	Dot Product of Two Sparse Ve	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers)	91.1%	Medium	
~	125	Valid Palindrome (/problems/v	Design (/tag/design) Two Pointers (/tag/two-pointers) String (/tag/string)	39.1%	Easy	
~	278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	38.4%	Easy	
	65	Valid Number (/problems/vali	String (/tag/string)	16.7%	Hard	
~	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	56.0%	Medium	
~	173	Binary Search Tree Iterator (/pr	Stack (/tag/stack) Tree (/tag/tree) Design (/tag/design) Binary Search Tree (/tag/binary-search-tree)	61.5%	Medium	
•	215	Kth Largest Element in an Arra	Binary Tree (/tag/binary-tree) Iterator (/tag/iterator) Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect)	59.8%	Medium	
~	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.9%	Medium	
	438	Find All Anagrams in a String (Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	45.6%	Medium	
~	938	Range Sum of BST (/problems	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	83.5%	Easy	
~	528	Random Pick with Weight (/pr	Math (/tag/math) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum) Randomized (/tag/randomized)	45.0%	Medium	
	270	Closest Binary Search Tree Val	Binary Search (/tag/binary-search) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	51.0%	Easy	
•	543	Diameter of Binary Tree (/prob	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.3%	Easy	

	#	Title	Tags	Acceptance	Difficulty Freq
✓	621	Task Scheduler (/problems/tas	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	52.7%	Medium
	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	46.1%	Medium
•	987	Vertical Order Traversal of a Bi	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)	39.3%	Hard
•	721	Accounts Merge (/problems/a	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)	53.0%	Medium
•	398	Random Pick Index (/problems	Hash Table (/tag/hash-table) Math (/tag/math) Reservoir Sampling (/tag/reservoir-sampling) Randomized (/tag/randomized)	59.3%	Medium
~	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)	43.7%	Hard
	311	Sparse Matrix Multiplication (/	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	64.5%	Medium
•	29	Divide Two Integers (/problem	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.0%	Medium
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium
~	76	Minimum Window Substring (Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	36.6%	Hard
•	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie)	42.4%	Medium
?	670	Maximum Swap (/problems/m	Math (/tag/math) Greedy (/tag/greedy)	45.5%	Medium

	#	Title	Tags	Acceptance	Difficulty Freq
	314	Binary Tree Vertical Order Trav	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)	47.8%	Medium
•	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	59.2%	Medium
~	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	41.2%	Easy
	689	Maximum Sum of 3 Non-Overl	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	47.6%	Hard
✓	1060	Missing Element in Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	55.1%	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
	825	Friends Of Appropriate Ages (/	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	44.5%	Medium
~	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium
	785	Is Graph Bipartite? (/problems	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	49.1%	Medium
~	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
	708	Insert into a Sorted Circular Li	Linked List (/tag/linked-list)	32.9%	Medium
~	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
~	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	
•	339	Nested List Weight Sum (/pro	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	77.4%	Medium	
~	71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	35.4%	Medium	
	896	Monotonic Array (/problems/	Array (/tag/array)	57.8%	Easy	
•	236	Lowest Common Ancestor of a	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.4%	Medium	
•	827	Making A Large Island (/probl	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)	46.7%	Hard	
~	304	Range Sum Query 2D - Immut	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	43.9%	Medium	
•	317	Shortest Distance from All Buil	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	43.4%	Hard	
•	146	LRU Cache (/problems/lru-cac	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list)	37.1%	Medium	
~	227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	39.2%	Medium	
~	1197	Minimum Knight Moves (/pro	Breadth-First Search (/tag/breadth-first-search)	38.3%	Medium	
	958	Check Completeness of a Bina	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	52.6%	Medium	
✓	1762	Buildings With an Ocean View	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	81.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
	1026	Maximum Difference Between	Tree (/tag/tree)	70.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	863	All Nodes Distance K in Binary	Tree (/tag/tree)	58.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string)	35.5%	Medium	
			Simulation (/tag/simulation)			
~	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)			
	138	Copy List with Random Pointer	Hash Table (/tag/hash-table)	42.6%	(Medium)	
			Linked List (/tag/linked-list)			
			Linked List (tagyiiiked list)			
	616	Add Bold Tag in String (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	45.3%	Medium	
		-	String (/tag/string) Trie (/tag/trie)			
			String Matching (/tag/string-matching)			
	766	Toeplitz Matrix (/problems/toe	Array (/tag/array) Matrix (/tag/matrix)	65.9%	Easy	
	921	Minimum Add to Make Parent	String (/tag/string) Stack (/tag/stack)	75.4%	Medium	
			Greedy (/tag/greedy)			
~	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)			
~	246	Strobogrammatic Number (/pr	Hash Table (/tag/hash-table)	46.8%	(Easy)	
		•	Two Pointers (/tag/two-pointers) String (/tag/string)			
	157	Read N Characters Given Read		38.3%	Face	
•	137	read in Characters Given Read	String (/tag/string) Simulation (/tag/simulation)	30.370	(Easy)	
			Interactive (/tag/interactive)			
	824	Goat Latin (/problems/goat-lat	String (/tag/string)	67.1%	Easy	
	349	Intersection of Two Arrays (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	66.1%	Easy	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			

	#	Title	Tags	Acceptance	Difficulty Freq
	498	Diagonal Traverse (/problems/	Array (/tag/array) Matrix (/tag/matrix)	51.4%	Medium
			Simulation (/tag/simulation)		
~	247	Strobogrammatic Number II (/	Array (/tag/array) String (/tag/string)	49.2%	Medium
		-	Recursion (/tag/recursion)		
~	347	Top K Frequent Elements (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	63.0%	Medium
			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)		
	536	Construct Binary Tree from Stri	String (/tag/string) Tree (/tag/tree)	52.9%	Medium
		₽	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1650	Lowest Common Ancestor of a	Hash Table (/tag/hash-table) Tree (/tag/tree)	76.9%	Medium
		₽	Binary Tree (/tag/binary-tree)		
~	767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	50.7%	Medium
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Counting (/tag/counting)		
~	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium
	266	Palindrome Permutation (/pro	Hash Table (/tag/hash-table) String (/tag/string)	63.3%	Easy
		₽	Bit Manipulation (/tag/bit-manipulation)		
~	10	Regular Expression Matching (String (/tag/string)	27.7%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Recursion (/tag/recursion)		
	463	Island Perimeter (/problems/isl	Array (/tag/array)	67.2%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	1004	Max Consecutive Ones III (/pr	Array (/tag/array) Binary Search (/tag/binary-search)	61.3%	Medium
			Sliding Window (/tag/sliding-window)		
			Prefix Sum (/tag/prefix-sum)		

	#	Title	Tags	Acceptance	Difficulty	Freq
•	658	Find K Closest Elements (/prob	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	42.8%	Medium	
~	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.6%	Easy	
	1216	Valid Palindrome III (/problem	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.3%	Hard	
•	286	Walls and Gates (/problems/w	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	57.3%	Medium	
~	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	
~	200	Number of Islands (/problems	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)	50.4%	Medium	
	333	Largest BST Subtree (/problem	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	38.9%	Medium	
~	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	
~	8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium	
	791	Custom Sort String (/problems	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	66.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	329	Longest Increasing Path in a M	Dynamic Programming (/tag/dynamic-programming)	47.0%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
			Memoization (/tag/memoization)			
~	419	Battleships in a Board (/proble	Array (/tag/array)	71.7%	Medium	
		*	Depth-First Search (/tag/depth-first-search)			
			Matrix (/tag/matrix)			
~	348	Design Tic-Tac-Toe (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	56.3%	Medium	
		-	Design (/tag/design) Matrix (/tag/matrix)			
	109	Convert Sorted List to Binary S	Linked List (/tag/linked-list)	52.5%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
•	163	Missing Ranges (/problems/mi	Array (/tag/array)	28.2%	Easy	
~	1539	Kth Missing Positive Number (Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy	
	341	Flatten Nested List Iterator (/p	Stack (/tag/stack) Tree (/tag/tree)	56.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Design (/tag/design) Queue (/tag/queue)			
			Iterator (/tag/iterator)			
~	162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	44.3%	Medium	
	1123	Lowest Common Ancestor of	Hash Table (/tag/hash-table) Tree (/tag/tree)	68.5%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	408	Valid Word Abbreviation (/pro	Two Pointers (/tag/two-pointers) String (/tag/string)	31.7%	Easy	
~	647	Palindromic Substrings (/probl	String (/tag/string)	63.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)		_	
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	66.6%	Medium	
		•	Bit Manipulation (/tag/bit-manipulation)			
	1233	Remove Sub-Folders from the	Array (/tag/array) String (/tag/string) Trie (/tag/trie)	63.2%	(Medium)	

	#	Title	Tags	Acceptance	Difficulty	Freq
	548	Split Array with Equal Sum (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	48.9%	Medium	
	1263	Minimum Moves to Move a B	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	45.7%	Hard	
	1047	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	71.7%	Easy	
~	127	Word Ladder (/problems/word ★	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	32.7%	Hard	
	1213	Intersection of Three Sorted A	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Counting (/tag/counting)	79.6%	Easy	
	1424	Diagonal Traverse II (/problem	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	46.9%	Medium	
	129	Sum Root to Leaf Numbers (/p	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	52.1%	Medium	
•	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking) Interactive (/tag/interactive)	73.6%	Hard	
	865	Smallest Subtree with all the D	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)	65.6%	Medium	
	678	Valid Parenthesis String (/prob	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Greedy (/tag/greedy)	32.0%	Medium	
~	114	Flatten Binary Tree to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.9%	Medium	
	839	Similar String Groups (/proble	String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find)	42.6%	Hard	

	#	Title	Tags	Acceptance	Difficulty Freq
~	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)		
	515	Find Largest Value in Each Tree	Tree (/tag/tree)	62.8%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
	983	Minimum Cost For Tickets (/pr	Array (/tag/array)	63.0%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
~	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	28.7%	Medium
		, ,	Sorting (/tag/sorting)		
	100			0.4.007	
✓	126	126 Word Ladder II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	24.3%	(Hard)
			Backtracking (/tag/backtracking)		
			Breadth-First Search (/tag/breadth-first-search)		
	161	One Edit Distance (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	33.3%	Medium
	772	Basic Calculator III (/problems/	Math (/tag/math) String (/tag/string)	45.0%	(Hard)
		₽	Stack (/tag/stack) Recursion (/tag/recursion)		
~	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Easy
~	529	Minesweeper (/problems/min	Array (/tag/array)	62.2%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	201	Incort Delete CetPandom ()(1)		25.20/	
	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)		
~	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string)	38.6%	Hard
			Stack (/tag/stack) Recursion (/tag/recursion)		
	691	Stickers to Spell Word (/proble	Dynamic Programming (/tag/dynamic-programming)	45.8%	(Hard)
			Backtracking (/tag/backtracking)		
			Bit Manipulation (/tag/bit-manipulation)		
			Bitmask (/tag/bitmask)		
~	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	57.0%	Medium
	319	Bulb Switcher (/problems/bulb	Math (/tag/math) Brainteaser (/tag/brainteaser)	45.8%	Medium
			(, , , , , , , , , , , , , , , , , , ,		

	#	Title	Tags	Acceptance	Difficulty	Freq
	936	Stamping The Sequence (/pro	String (/tag/string) Stack (/tag/stack)	53.3%	Hard	
			Greedy (/tag/greedy) Queue (/tag/queue)			
~	203	Remove Linked List Elements (Linked List (/tag/linked-list)	40.0%	Easy	
			Recursion (/tag/recursion)			
	143	Reorder List (/problems/reord	Linked List (/tag/linked-list)	42.1%	Medium	
			Two Pointers (/tag/two-pointers) Stack (/tag/stack)			
			Recursion (/tag/recursion)			
	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)			
~	939	Minimum Area Rectangle (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	52.6%	Medium	
			Math (/tag/math) Geometry (/tag/geometry)			
			Sorting (/tag/sorting)			
~	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium	
	622	Design Circular Queue (/probl	Array (/tag/array) Linked List (/tag/linked-list)	47.8%	Medium	
			Design (/tag/design) Queue (/tag/queue)			
~	844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	47.2%	Easy	
			Stack (/tag/stack) Simulation (/tag/simulation)			
	494	Target Sum (/problems/target	Array (/tag/array)	45.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
~	295	Find Median from Data Stream	Two Pointers (/tag/two-pointers)	48.3%	Hard	
			Design (/tag/design) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Data Stream (/tag/data-stream)			
~	91	Decode Ways (/problems/dec	String (/tag/string)	27.5%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	1094	Car Pooling (/problems/car-po	Array (/tag/array) Sorting (/tag/sorting)	59.6%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Simulation (/tag/simulation)			
			Prefix Sum (/tag/prefix-sum)			

	#	Title	Tags	Acceptance	Difficulty	Freq
•	1027	Longest Arithmetic Subsequen	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	49.2%	Medium	
•	257	Binary Tree Paths (/problems/	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	55.0%	Easy	
~	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	31.8%	Medium	
	1245	Tree Diameter (/problems/tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	61.6%	Medium	
•	525	Contiguous Array (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.9%	Medium	
•	207	Course Schedule (/problems/c	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	44.5%	Medium	
	1269	Number of Ways to Stay in the	Dynamic Programming (/tag/dynamic-programming)	43.3%	Hard	
	935	Knight Dialer (/problems/knig	Dynamic Programming (/tag/dynamic-programming)	47.2%	Medium	
	277	Find the Celebrity (/problems/	Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Graph (/tag/graph) Interactive (/tag/interactive)	44.6%	Medium	
	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)	54.7%	Medium	
~	452	Minimum Number of Arrows t	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	50.1%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
	694	Number of Distinct Islands (/p	Hash Table (/tag/hash-table)	58.5%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
			Hash Function (/tag/hash-function)			
	1053	Previous Permutation With On	Array (/tag/array) Greedy (/tag/greedy)	51.7%	Medium	
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
	19	Remove Nth Node From End o	Linked List (/tag/linked-list)	36.4%	Medium	
			Two Pointers (/tag/two-pointers)			
~	692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string)	53.5%	Medium	
			Trie (/tag/trie) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Bucket Sort (/tag/bucket-sort)			
			Counting (/tag/counting)			
~	416	Partition Equal Subset Sum (/p	Array (/tag/array)	45.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	540	Single Element in a Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	58.0%	Medium	
	1757	Recyclable and Low Fat Produ	Database (/tag/database)	95.2%	Easy	
	166	Fraction to Recurring Decimal	Hash Table (/tag/hash-table) Math (/tag/math)	22.6%	Medium	
			String (/tag/string)			
	742	Closest Leaf in a Binary Tree (/	Tree (/tag/tree)	44.7%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	637	Average of Levels in Binary Tre	Tree (/tag/tree)	66.6%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.5%	Easy	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			

	#	Title	Tags	Acceptance	Difficulty	Freq
~	1498	Number of Subsequences Tha	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	39.2%	Medium	
	597	Friend Requests I: Overall Acce	Database (/tag/database)	42.1%	Easy	
	93	Restore IP Addresses (/proble	String (/tag/string) Backtracking (/tag/backtracking)	38.5%	Medium	
	432	All O`one Data Structure (/pro	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Doubly-Linked List (/tag/doubly-linked-list)	33.7%	Hard	
	405	Convert a Number to Hexadec	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	44.8%	Easy	
•	1242	Web Crawler Multithreaded (/	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Concurrency (/tag/concurrency)	48.0%	Medium	
~	22	Generate Parentheses (/proble	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	66.8%	Medium	
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	47.2%	Easy	
~	855	Exam Room (/problems/exam	Design (/tag/design) Ordered Set (/tag/ordered-set)	43.4%	Medium	
~	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	37.8%	Medium	
~	325	Maximum Size Subarray Sum ♪	Array (/tag/array) Hash Table (/tag/hash-table)	47.9%	Medium	
•	121	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	52.1%	Easy	
	388	Longest Absolute File Path (/p	String (/tag/string) Stack (/tag/stack) Depth-First Search (/tag/depth-first-search)	43.6%	Medium	
•	875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	53.7%	Medium	
	1344	Angle Between Hands of a Clo	Math (/tag/math)	61.5%	Medium	
~	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Eulerian Circuit (/tag/eulerian-circuit)	38.6%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
•	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.0%	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	
~	1032	Stream of Characters (/proble	Array (/tag/array) String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	48.7%	Hard	
	568	Maximum Vacation Days (/pro	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	42.0%	Hard	
~	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
	1275	Find Winner on a Tic Tac Toe G	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix) Simulation (/tag/simulation)	52.9%	Easy	
	885	Spiral Matrix III (/problems/spi	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	71.3%	Medium	
	1522	Diameter of N-Ary Tree (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	70.0%	Medium	
	858	Mirror Reflection (/problems/	Math (/tag/math) Geometry (/tag/geometry)	59.5%	Medium	
•	695	Max Area of Island (/problems	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)	66.7%	Medium	
•	934	Shortest Bridge (/problems/sh	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	50.6%	Medium	
	1361	Validate Binary Tree Nodes (/p	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph) Binary Tree (/tag/binary-tree)	42.7%	Medium	
	1055	Shortest Way to Form String (/	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	57.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	116	Populating Next Right Pointers	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	50.7%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1439	Find the Kth Smallest Sum of a	Array (/tag/array) Binary Search (/tag/binary-search)	61.1%	Hard	
			Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)			
~	490	The Maze (/problems/the-maze)	Depth-First Search (/tag/depth-first-search)	53.4%	Medium	
		₽	Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
	605	Can Place Flowers (/problems/	Array (/tag/array) Greedy (/tag/greedy)	31.5%	Easy	
~	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.4%	Medium	
			Sorting (/tag/sorting)			
	609	Find Duplicate File in System (Array (/tag/array) Hash Table (/tag/hash-table)	63.0%	Medium	
			String (/tag/string)			
~	102	Breadth-First Search (/tag/breadth-first-search)	Tree (/tag/tree)	57.9%	Medium	
			Binary Tree (/tag/binary-tree)			
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium	
~	32	Longest Valid Parentheses (/pr	String (/tag/string)	30.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
	969	Pancake Sorting (/problems/p	Array (/tag/array) Two Pointers (/tag/two-pointers)	69.0%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
~	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string)	54.5%	Easy	
			Queue (/tag/queue) Counting (/tag/counting)			
~	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)	36.2%	Medium	
			Recursion (/tag/recursion)			
	442	Find All Duplicates in an Array	Array (/tag/array) Hash Table (/tag/hash-table)	69.7%	Medium	
	468	Validate IP Address (/problems	String (/tag/string)	25.3%	Medium	
~	1091	Shortest Path in Binary Matrix	Array (/tag/array)	40.6%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty	Freq
~	358	Rearrange String k Distance A	Hash Table (/tag/hash-table) String (/tag/string)	36.0%	Hard	
		₽	Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Counting (/tag/counting)			
	400	Nth Digit (/problems/nth-digit)	Math (/tag/math) Binary Search (/tag/binary-search)	32.6%	Medium	
~	230	Kth Smallest Element in a BST	Tree (/tag/tree)	63.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	435	Non-overlapping Intervals (/pr	Array (/tag/array)	44.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
~	963	Minimum Area Rectangle II (/p	Array (/tag/array) Math (/tag/math)	53.1%	Medium	
			Geometry (/tag/geometry)			
	020	Number of Music Playlists (/pr		48.4%	Hard	
	920		Math (/tag/math)			
			Dynamic Programming (/tag/dynamic-programming)			
			Combinatorics (/tag/combinatorics)			
~	406	Queue Reconstruction by Heig	Array (/tag/array) Greedy (/tag/greedy)	69.0%	Medium	
			Sorting (/tag/sorting)			
	364	Nested List Weight Sum II (/pr	Stack (/tag/stack)	64.8%	(Medium)	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
	393	UTF-8 Validation (/problems/u	Array (/tag/array)	38.4%	Medium	
		V p	Bit Manipulation (/tag/bit-manipulation)			
	72	Cat Matrix 7 and a file walls and		4F 10/		
	73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	45.1%	(Medium)	
			Matrix (/tag/matrix)			
	1305	All Elements in Two Binary Sea	Tree (/tag/tree)	77.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Sorting (/tag/sorting) Binary Tree (/tag/binary-tree)			
	676	Implement Magic Dictionary (/	Hash Table (/tag/hash-table) String (/tag/string)	55.6%	Medium	
			Design (/tag/design) Trie (/tag/trie)			
~	334	Increasing Triplet Subsequenc	Array (tag/array) Croady (tag/arrayd)	41.0%	Medium	
•	33-r	ereasing implet subsequene	Array (/tag/array) Greedy (/tag/greedy)		····edidiii	

Binary Search Tree (/tag/binary-search-tree) Recursion (/tag/recursion) Binary Tree (/tag/binary-tree) V 210 Course Schedule II (/problems Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort) 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) 51 N-Queens (/problems/n-quee Array (/tag/array) Backtracking (/tag/backtracking) 52.4% V 739 Daily Temperatures (/problem Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) V 759 Employee Free Time (/proble Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) V 117 Populating Next Right Pointers Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) 75 Sort Colors (/problems/sort-co Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) V 4 Median of Two Sorted Arrays (Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	
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Binary Tree (/tag/binary-tree) V 210 Course Schedule II (/problems Depth-First Search (/tag/breadth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort) 240 Search a 2D Matrix II (/proble Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix) 51 N-Queens (/problems/n-quee Array (/tag/array) Backtracking (/tag/backtracking) V 739 Daily Temperatures (/problem Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) V 759 Employee Free Time (/proble Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) V 117 Populating Next Right Pointers Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/binary-tree) 75 Sort Colors (/problems/sort-co Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) V 4 Median of Two Sorted Arrays (Array (/tag/array) Binary Search (/tag/tinary-search) 32.0% Divide and Conquer (/tag/divide-and-conquer) Linked List (/tag/linked-list) Two Pointers (/tag/divide-and-conquer)	
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Graph (/tag/graph) Topological Sort (/tag/topological-sort) 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) 51 N-Queens (/problems/n-quee Array (/tag/array) Backtracking (/tag/backtracking) 52.4% Array (/tag/array) Backtracking (/tag/backtracking) 52.4% Monotonic Stack (/tag/monotonic-stack) 45.9% Monotonic Stack (/tag/stack) 65.3% Monotonic Stack (/tag/monotonic-stack) 47.5% Monotonic Stack (/tag/array) Sorting (/tag/sorting) 69.1% Heap (Priority Queue) (/tag/heap-priority-queue) 43.1% Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) 50.7% Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) 4 Median of Two Sorted Arrays (Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Linked List (/problems/sort-list) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	edium
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N-Queens (/problems/n-quee Array (/tag/array) Backtracking (/tag/backtracking) Daily Temperatures (/problem Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) Figure 117 Populating Next Right Pointers Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/binary-tree) 75 Sort Colors (/problems/sort-co Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) 43.1% Median of Two Sorted Arrays (Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) 148 Sort List (/problems/sort-list) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	
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Divide and Conquer (/tag/divide-and-conquer)	
Sorting (/tag/sorting) Merge Sort (/tag/merge-sort)	
✓ 53 Maximum Subarray (/problem Array (/tag/array)	sy
Divide and Conquer (/tag/divide-and-conquer)	
Dynamic Programming (/tag/dynamic-programming)	
✓ 153 Find Minimum in Rotated Sort (Array (/tag/array)) Binary Search (/tag/binary-search) 46.7%	edium
✓ 5 Longest Palindromic Substring String (/tag/string)	edium
Dynamic Programming (/tag/dynamic-programming)	

	#	Title	Tags	Acceptance	Difficulty Freq
~	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	50.6%	Medium
~	323	Number of Connected Compo	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find)	58.7%	Medium
~	328	Odd Even Linked List (/proble	Linked List (/tag/linked-list)	57.6%	Medium
~	549	Binary Tree Longest Consecuti	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	47.5%	Medium
~	346	Moving Average from Data Str	Array (/tag/array) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	74.2%	(Easy)
~	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	37.3%	Medium
	113	Path Sum II (/problems/path-s	Backtracking (/tag/backtracking) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.3%	Medium
	773	Sliding Puzzle (/problems/slidi	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	61.6%	Hard
	352	Data Stream as Disjoint Interva	Binary Search (/tag/binary-search) Design (/tag/design) Ordered Set (/tag/ordered-set)	49.1%	Hard
~	345	Reverse Vowels of a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	45.6%	Easy
•	239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	45.1%	Hard
	92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	41.8%	Medium
	25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list) Recursion (/tag/recursion)	46.3%	Hard

	#	Title	Tags	Acceptance	Difficulty	Freq
	111	Minimum Depth of Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	40.4%	Easy	
~	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	53.6%	Medium	
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
~	214	Shortest Palindrome (/proble	String (/tag/string) Rolling Hash (/tag/rolling-hash) String Matching (/tag/string-matching) Hash Function (/tag/hash-function)	31.0%	Hard	
~	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	59.3%	Easy	
	430	Flatten a Multilevel Doubly Lin	Linked List (/tag/linked-list) Depth-First Search (/tag/depth-first-search) Doubly-Linked List (/tag/doubly-linked-list)	57.2%	Medium	
	288	Unique Word Abbreviation (/p	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design)	23.6%	Medium	
	614	Second Degree Follower (/pro	Database (/tag/database)	33.3%	Medium	
	112	Path Sum (/problems/path-sum)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	43.1%	Easy	
•	284	Peeking Iterator (/problems/p	Array (/tag/array) Design (/tag/design) Iterator (/tag/iterator)	51.4%	Medium	
~	787	Cheapest Flights Within K Sto	Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Shortest Path (/tag/shortest-path)	38.6%	Medium	
	280	Wiggle Sort (/problems/wiggl	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	65.1%	Medium	
	794	Valid Tic-Tac-Toe State (/probl	Array (/tag/array) String (/tag/string)	34.4%	Medium	
	674	Longest Continuous Increasin	Array (/tag/array)	46.4%	Easy	

	#	Title	Tags	Acceptance	Difficulty Freq
~	1146	Snapshot Array (/problems/sn	Array (/tag/array) Hash Table (/tag/hash-table)	37.0%	Medium
			Binary Search (/tag/binary-search) Design (/tag/design) Data Stream (/tag/data-stream)		
	160	Intersection of Two Linked List	Hash Table (/tag/hash-table)	45.6%	Easy
			Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)		
•	788	Rotated Digits (/problems/rot	Math (/tag/math)	57.5%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
•	57	Insert Interval (/problems/inse	Array (/tag/array)	35.8%	Medium
	666	Path Sum IV (/problems/path	Array (/tag/array) Tree (/tag/tree)	57.4%	Medium
		1	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1062	Longest Repeating Substring (String (/tag/string) Binary Search (/tag/binary-search)	58.6%	Medium
	■,	_	Dynamic Programming (/tag/dynamic-programming)		
			Rolling Hash (/tag/rolling-hash)		
			Suffix Array (/tag/suffix-array)		
			Hash Function (/tag/hash-function)		
~	62	Unique Paths (/problems/uniq	Math (/tag/math)	56.9%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Combinatorics (/tag/combinatorics)		
~	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	39.3%	Easy
			Sliding Window (/tag/sliding-window)		
	40	Combination Sum II (/problem	Array (/tag/array) Backtracking (/tag/backtracking)	50.9%	Medium
	703	Kth Largest Element in a Strea	Tree (/tag/tree) Design (/tag/design)	51.3%	Easy
			Binary Search Tree (/tag/binary-search-tree)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Binary Tree (/tag/binary-tree)		
			Data Stream (/tag/data-stream)		
•	152	Maximum Product Subarray (/	Array (/tag/array)	33.1%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
~	136	Single Number (/problems/sin	Array (/tag/array)	67.1%	Easy
			Bit Manipulation (/tag/bit-manipulation)		

	#	Title	Tags	Acceptance	Difficulty Freq
~	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)		
~	1120	Maximum Average Subtree (/p	Tree (/tag/tree)	64.4%	Medium
		₽	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.1%	Medium
		·	Greedy (/tag/greedy)		
	272	Classet Disease County Tree Val		F2 40/	
	272	Closest Binary Search Tree Val	Two Pointers (/tag/two-pointers) Stack (/tag/stack)	53.4%	(Hard)
		_	Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Binary Tree (/tag/binary-tree)		
~	428	Serialize and Deserialize N-ary	String (/tag/string) Tree (/tag/tree)	62.4%	Hard
		■'	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
	1132	Reported Posts II (/problems/r	Database (/tag/database)	34.4%	Medium
	151	Reverse Words in a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	24.9%	Medium
~	74	Search a 2D Matrix (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	38.9%	Medium
			Matrix (/tag/matrix)		
	716	Max Stack (/problems/max-sta	Linked List (/tag/linked-list) Stack (/tag/stack)	43.6%	(Easy)
		₽	Design (/tag/design)		
			Doubly-Linked List (/tag/doubly-linked-list)		
			Ordered Set (/tag/ordered-set)		
~	285	Inorder Successor in BST (/pro	Tree (/tag/tree)	44.3%	Medium
		₽	Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
			, (
	962	Maximum Width Ramp (/probl	Array (/tag/array) Stack (/tag/stack)	46.8%	(Medium)
			Monotonic Stack (/tag/monotonic-stack)		

	#	Title	Tags	Acceptance	Difficulty	Freq
~	1074	Number of Submatrices That S	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	65.2%	Hard	
•	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	43.0%	Easy	
•	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	60.5%	Medium	
~	723	Candy Crush (/problems/cand	Array (/tag/array) Two Pointers (/tag/two-pointers) Matrix (/tag/matrix) Simulation (/tag/simulation)	73.5%	Medium	
~	503	Next Greater Element II (/prob	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	59.3%	Medium	
	974	Subarray Sums Divisible by K (Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	51.6%	Medium	
~	298	Binary Tree Longest Consecuti	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	48.6%	Medium	
	305	Number of Islands II (/proble	Array (/tag/array) Union Find (/tag/union-find)	39.4%	Hard	
	734	Sentence Similarity (/problems	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	42.5%	Easy	
	223	Rectangle Area (/problems/rec	Math (/tag/math) Geometry (/tag/geometry)	38.7%	Medium	
	1891	Cutting Ribbons (/problems/c	Array (/tag/array) Binary Search (/tag/binary-search)	53.8%	Medium	
~	395	Longest Substring with At Lea	Hash Table (/tag/hash-table) String (/tag/string) Divide and Conquer (/tag/divide-and-conquer) Sliding Window (/tag/sliding-window)	43.9%	Medium	
~	137	Single Number II (/problems/s	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	54.6%	Medium	
~	21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list) Recursion (/tag/recursion)	57.0%	Easy	
~	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	37.8%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Freq
	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	
	38	Count and Say (/problems/cou	String (/tag/string)	46.7%	Medium	
	1168	Optimize Water Distribution in	Union Find (/tag/union-find) Graph (/tag/graph) Minimum Spanning Tree (/tag/minimum-spanning-tree)	61.4%	Hard	
~	399	Evaluate Division (/problems/e	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)	55.1%	Medium	
~	300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	45.3%	Medium	
	1411	Number of Ways to Paint N \times	Dynamic Programming (/tag/dynamic-programming)	60.8%	Hard	
	445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack)	57.0%	Medium	
•	218	The Skyline Problem (/proble	Array (/tag/array) 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)	37.1%	Hard	
	414	Third Maximum Number (/pro	Array (/tag/array) Sorting (/tag/sorting)	30.8%	Easy	
•	1102	Path With Maximum Minimum	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Heap (Priority Queue) (/tag/heap-priority-queue)	51.4%	Medium	
	241	Different Ways to Add Parenth	Matrix (/tag/matrix) Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	58.2%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
~	44	Wildcard Matching (/problems	String (/tag/string)	25.8%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy) Recursion (/tag/recursion)		
~	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)		
.,	235	Lowest Common Ancestor of a	(7, 40, 6, 1)	52.9%	Facu
•	233	Lowest Common Ancestor of a	Tree (/tag/tree)	32.9%	(Easy)
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
	1329	Sort the Matrix Diagonally (/pr	Array (/tag/array) Sorting (/tag/sorting)	81.4%	Medium
			Matrix (/tag/matrix)		
~	1008	Construct Binary Search Tree fr	Array (/tag/array) Stack (/tag/stack) Tree (/tag/tree)	78.9%	(Medium)
			Binary Search Tree (/tag/binary-search-tree)		
			Monotonic Stack (/tag/monotonic-stack)		
			Binary Tree (/tag/binary-tree)		
	1265	Print Immutable Linked List in	Linked List (/tag/linked-list)	94.1%	Medium
		₽	Two Pointers (/tag/two-pointers) Stack (/tag/stack)		
			Recursion (/tag/recursion)		
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)	57.3%	(Easy)
		v process, w	String (/tag/string)		
			string (/tag/string)		
	884	Uncommon Words from Two S	Hash Table (/tag/hash-table) String (/tag/string)	64.5%	Easy
	1460	Make Two Arrays Equal by Rev	Array (/tag/array) Hash Table (/tag/hash-table)	72.3%	(Easy)
			Sorting (/tag/sorting)		
	382	Linked List Random Node (/pr	Linked List (/tag/linked-list) Math (/tag/math)	54.6%	(Medium)
			Reservoir Sampling (/tag/reservoir-sampling)		
			Randomized (/tag/randomized)		
~	303	Range Sum Query - Immutabl	Array (/tag/array) Design (/tag/design)	49.5%	(Easy)
			Prefix Sum (/tag/prefix-sum)		
	556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers)	33.4%	(Medium)
			String (/tag/string)		

	#	Title	Tags	Acceptance	Difficulty Freq
~	103	Binary Tree Zigzag Level Order	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	51.0%	Medium
	681	Next Closest Time (/problems/	String (/tag/string) Enumeration (/tag/enumeration)	46.1%	Medium
	966	Vowel Spellchecker (/problems	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	51.8%	Medium
	993	Cousins in Binary Tree (/proble	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	52.4%	Easy
	_	5	Binary Tree (/tag/binary-tree)	25.40/	
•	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%	(Easy)
	37	Sudoku Solver (/problems/sud	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	48.3%	Hard
	662	Maximum Width of Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	39.6%	Medium
	1262	Greatest Sum Divisible by Thre	Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) Array (/tag/array)	50.2%	(Medium)
		·	Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)		
	168	Excel Sheet Column Title (/pro	Math (/tag/math)	32.3%	Easy
~	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	66.6%	Easy
~	26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.2%	Easy
•	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	62.0%	Medium
	81	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	33.9%	Medium
~	154	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	42.2%	Hard
	1287	Element Appearing More Than	Array (/tag/array)	60.0%	Easy
~	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	53.5%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
	641	Design Circular Deque (/probl	Array (/tag/array) Linked List (/tag/linked-list) Design (/tag/design) Queue (/tag/queue)	56.5%	Medium	
~	989	Add to Array-Form of Integer (Array (/tag/array) Math (/tag/math)	45.0%	Easy	
~	1541	Minimum Insertions to Balanc	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	44.5%	Medium	
~	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	46.9%	Hard	
	1228	Missing Number In Arithmetic	Array (/tag/array) Math (/tag/math)	51.2%	Easy	
~	228	Summary Ranges (/problems/	Array (/tag/array)	43.2%	Easy	
	191	Number of 1 Bits (/problems/n	Bit Manipulation (/tag/bit-manipulation)	55.2%	Easy	
	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	51.4%	Medium	
•	55	Jump Game (/problems/jump	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	35.6%	Medium	
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	54.3%	Medium	
	1161	Maximum Level Sum of a Bina ★	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	67.9%	Medium	
	686	Repeated String Match (/probl	String (/tag/string) String Matching (/tag/string-matching)	33.0%	Medium	
	296	Best Meeting Point (/problems	Array (/tag/array) Math (/tag/math) Sorting (/tag/sorting) Matrix (/tag/matrix)	58.4%	Hard	
	1111	Maximum Nesting Depth of T	String (/tag/string) Stack (/tag/stack)	72.8%	Medium	
	159	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	51.1%	Medium	
~	847	Shortest Path Visiting All Node	Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Bitmask (/tag/bitmask)	54.7%	Hard	

	#	Title	Tags	Acceptance	Difficulty Freq
	371	Sum of Two Integers (/proble	Math (/tag/math)	50.6%	Medium
			Bit Manipulation (/tag/bit-manipulation)		
~	384	Shuffle an Array (/problems/sh	Array (/tag/array) Math (/tag/math)	54.4%	Medium
			Randomized (/tag/randomized)		
~	308	Range Sum Query 2D - Mutab	Array (/tag/array) Design (/tag/design)	39.0%	Hard
			Binary Indexed Tree (/tag/binary-indexed-tree)		
			Segment Tree (/tag/segment-tree)		
			Matrix (/tag/matrix)		
	815	Bus Routes (/problems/bus-ro	Array (/tag/array) Hash Table (/tag/hash-table)	43.9%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
~	1110	Delete Nodes And Return Fore	Tree (/tag/tree)	68.2%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	995	Minimum Number of K Conse	Array (/tag/array)	50.3%	Hard
			Bit Manipulation (/tag/bit-manipulation)		
			Sliding Window (/tag/sliding-window)		
			Prefix Sum (/tag/prefix-sum)		
	252	Meeting Rooms (/problems/m ♣	Array (/tag/array) Sorting (/tag/sorting)	55.8%	Easy
~	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table)	47.3%	Medium
			Union Find (/tag/union-find)		
	1314	Matrix Block Sum (/problems/	Array (/tag/array) Matrix (/tag/matrix)	74.0%	Medium
			Prefix Sum (/tag/prefix-sum)		
	105	Construct Binary Tree from Pre	Array (/tag/array) Hash Table (/tag/hash-table)	53.9%	Medium
			Divide and Conquer (/tag/divide-and-conquer)		
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)		
	310	Minimum Height Trees (/probl	Depth-First Search (/tag/depth-first-search)	35.2%	Medium
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
~	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	36.9%	Medium
			Two Pointers (/tag/two-pointers)		

✓ 268 Missing Number (/problems/ Array (/tog/array) Hash Table (/tug/hash-table) 56.1% Eary Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) 56.1% Eary 730 Count Different Palindromic S String (/tag/string) 43.5% Hard Formalis (Programming (/tag/dray)) Dynamic Programming (/tag/dray) 43.3% Medium Formalis (Programming (/tag/dray)) Math (/tag/math) String (/tag/dray) 46.6% Eary Formalis (Programming (/tag/dray)) Binary Search (/tag/denary-search) 71.6% Eary Formalis (Programming (/tag/dray)) String (/tag/dray) Formalis (/tag/depth-first-search) 59.3% Eary Formalis (Programming (/tag/dray)) String Matching (/tag/draph-first-search) 44.6% Eary Formalis (/tag/dray) Binary Tree (/tag/depth-first-search) Eary Formalis (/tag/draph-first-search) Eary Formalis (/tag/match) Eary Formalis (/tag/draph-first-search) Eary Formalis (/tag/match) Eary Formalis (/tag/match) Eary Formalis (/tag/match) Eary Formalis (/tag/mat		#	Title	Tags	Acceptance	Difficulty Freq
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Matrix (/tag/matrix) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix) 260 Single Number III (/problems/ Array (/tag/array) Array (/tag/array) 65.6% Medium				Union Find (/tag/union-find)		
As Far from Land as Possible (/				Heap (Priority Queue) (/tag/heap-priority-queue)		
Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix) 260 Single Number III (/problems/ Array (/tag/array) 65.6% Medium				Matrix (/tag/matrix)		
Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix) Array (/tag/array) 65.6% Medium		1162	As Far from Land as Possible (/	Array (/tag/array)	46.0%	Medium
Matrix (/tag/matrix) 260 Single Number III (/problems/ Array (/tag/array) 65.6% Medium				Dynamic Programming (/tag/dynamic-programming)		
260 Single Number III (/problems/ Array (/tag/array) 65.6% Medium				Breadth-First Search (/tag/breadth-first-search)		
interpretation of the state of				Matrix (/tag/matrix)		
Rit Manipulation (/tag/hit-manipulation)		260	Single Number III (/problems/	Array (/tag/array)	65.6%	Medium
of manipulation (ray) of manipulation				Bit Manipulation (/tag/bit-manipulation)		
✓ 1057 Campus Bikes (/problems/cam Array (/tag/array) Greedy (/tag/greedy) 58.0% Medium	•	1057	Campus Bikes (/problems/cam	Array (/tag/array) Greedy (/tag/greedy)	58.0%	Medium
Sorting (/tag/sorting)			•	Sorting (/tag/sorting)		

	#	Title	Tags	Acceptance	Difficulty Freq
	655	Print Binary Tree (/problems/p	Tree (/tag/tree)	56.8%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	1099	Two Sum Less Than K (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.7%	Easy
		•	Binary Search (/tag/binary-search)		
			Sorting (/tag/sorting)		
~	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	42.1%	Easy
	679	24 Game (/problems/24-game)	Array (/tag/array) Math (/tag/math)	47.5%	(Hard)
			Backtracking (/tag/backtracking)		
	20	Implement strCtr() (/problems/		2F 69/	
	28	Implement strStr() (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	35.6%	(Easy)
			String Matching (/tag/string-matching)		
	1150	Check If a Number Is Majority	Array (/tag/array) Binary Search (/tag/binary-search)	57.1%	Easy
~	72	Edit Distance (/problems/edit	String (/tag/string)	47.8%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
	1297	Maximum Number of Occurre	Hash Table (/tag/hash-table) String (/tag/string)	51.3%	Medium
			Sliding Window (/tag/sliding-window)		
•	1429	First Unique Number (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	50.4%	Medium
			Design (/tag/design) Queue (/tag/queue)		
			Data Stream (/tag/data-stream)		
	437	Path Sum III (/problems/path	Tree (/tag/tree)	48.6%	Medium
		VI	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	363	Max Sum of Rectangle No Lar	Array (/tag/array) Binary Search (/tag/binary-search)	38.8%	(Hard)
		J	Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix) Ordered Set (/tag/ordered-set)		
	870	Advantage Shuffle (/problems		50.7%	Medium
	670	Advantage shuffle (/problems	Array (/tag/array) Greedy (/tag/greedy)	30.7 /0	Medium
			Sorting (/tag/sorting)		
	545	Boundary of Binary Tree (/pro	Tree (/tag/tree)	41.0%	Medium
		-	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	367	Valid Perfect Square (/problem	Math (/tag/math) Binary Search (/tag/binary-search)	42.4%	Easy

	#	Title	Tags	Acceptance	Difficulty	Freq
~	979	Distribute Coins in Binary Tree	Tree (/tag/tree)	70.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	848	Shifting Letters (/problems/shi	Array (/tag/array) String (/tag/string)	45.1%	Medium	
~	• 417 Paci	Pacific Atlantic Water Flow (/pr	Array (/tag/array)	44.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	1366	Rank Teams by Votes (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	55.8%	Medium	
			String (/tag/string) Sorting (/tag/sorting)			
			Counting (/tag/counting)			
	1547	Minimum Cost to Cut a Stick (/	Array (/tag/array)	53.5%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	516	Longest Palindromic Subseque	String (/tag/string)	56.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	1322	Ads Performance (/problems/a	Database (/tag/database)	58.6%	Easy	
•	188	Best Time to Buy and Sell Stoc	Array (/tag/array)	30.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	403	Frog Jump (/problems/frog-ju	Array (/tag/array)	42.0%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
•	509	Fibonacci Number (/problems	Math (/tag/math)	67.8%	(Easy)	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
			Memoization (/tag/memoization)			
	919	Complete Binary Tree Inserter	Tree (/tag/tree)	59.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Design (/tag/design) Binary Tree (/tag/binary-tree)			
	886	Possible Bipartition (/problems	Depth-First Search (/tag/depth-first-search)	45.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
	510	Inorder Successor in BST II (/pr	Tree (/tag/tree)	60.9%	Medium	
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			

	#	Title	Tags	Acceptance	Difficulty Fi	req
	1031	Maximum Sum of Two Non-O	Array (/tag/array)	59.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Sliding Window (/tag/sliding-window)			
	1614	Maximum Nesting Depth of th	String (/tag/string) Stack (/tag/stack)	82.7%	Easy	
	722	Remove Comments (/problem	Array (/tag/array) String (/tag/string)	36.7%	Medium	
	77	Combinations (/problems/com	Array (/tag/array) Backtracking (/tag/backtracking)	58.9%	Medium	
	720	Longest Word in Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)	49.7%	Easy	
			String (/tag/string) Trie (/tag/trie)			
			Sorting (/tag/sorting)			
	472	Concatenated Words (/proble	String (/tag/string)	44.1%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Depth-First Search (/tag/depth-first-search)			
			Trie (/tag/trie)			
~	312	Burst Balloons (/problems/bur	Array (/tag/array)	54.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
	1077	Project Employees III (/proble	Database (/tag/database)	78.4%	Medium	
	1142	User Activity for the Past 30 D	Database (/tag/database)	35.5%	Easy	
~	617	Merge Two Binary Trees (/prob	Tree (/tag/tree)	75.9%	(Easy)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	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)			
	131	Palindrome Partitioning (/prob	String (/tag/string)	53.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
	1108	Defanging an IP Address (/pro	String (/tag/string)	88.5%	Easy	
	550	Game Play Analysis IV (/proble	Database (/tag/database)	45.5%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
~	752	Open the Lock (/problems/op	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	54.7%	Medium
	1113	Reported Posts (/problems/re	Database (/tag/database)	66.3%	Easy
~	727	Minimum Window Subsequen	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/eliding window)	42.7%	Hard
	1038	Binary Search Tree to Greater	Sliding Window (/tag/sliding-window) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)	83.2%	Medium
	491	Increasing Subsequences (/pro	Binary Tree (/tag/binary-tree) Array (/tag/array) Hash Table (/tag/hash-table)	48.4%	Medium
	145	Binary Tree Postorder Traversal	Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation) Stack (/tag/stack) Tree (/tag/tree)	59.1%	(Easy)
			Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)		
~	205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	40.9%	(Easy)
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	59.7%	Medium
~	1115	Print FooBar Alternately (/prob	Concurrency (/tag/concurrency)	59.0%	Medium
	1699	Number of Calls Between Two	Database (/tag/database)	85.8%	Medium
•	1254	Number of Closed Islands (/pr	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)	62.2%	Medium
•	64	Minimum Path Sum (/problem	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	57.0%	Medium
	669	Trim a Binary Search Tree (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	64.4%	Medium

	#	Title	Tags	Acceptance	Difficulty Freq
~	420	Strong Password Checker (/pr	String (/tag/string) Greedy (/tag/greedy)	13.6%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	741	Cherry Pickup (/problems/cher	Array (/tag/array)	35.5%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
		Matrix (/tag/matrix)	Matrix (/tag/matrix)		
~	588	Design In-Memory File System	Hash Table (/tag/hash-table) String (/tag/string)	46.9%	Hard
		★ 🖆	Design (/tag/design) Trie (/tag/trie)		
	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%	Medium
~	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)		
~	63	Unique Paths II (/problems/uni	Array (/tag/array)	36.1%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix)		
	178	Rank Scores (/problems/rank	Database (/tag/database)	52.5%	Medium
	30	Substring with Concatenation	Hash Table (/tag/hash-table) String (/tag/string)	26.7%	Hard
			Sliding Window (/tag/sliding-window)		
~	715	Range Module (/problems/ran	Design (/tag/design)	41.6%	Hard
			Segment Tree (/tag/segment-tree)		
			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)		
~	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.0%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
			Memoization (/tag/memoization)		
~	134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.1%	Medium
	60	Permutation Sequence (/probl	Math (/tag/math) Recursion (/tag/recursion)	40.0%	Hard
	538	Convert BST to Greater Tree (/	Tree (/tag/tree)	60.6%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		

	#	Title	Tags	Acceptance	Difficulty Freq
	1019	Next Greater Node In Linked L	Array (/tag/array) Linked List (/tag/linked-list)	58.4%	Medium
			Stack (/tag/stack)		
			Monotonic Stack (/tag/monotonic-stack)		
~	562	Longest Line of Consecutive O	Array (/tag/array)	47.0%	Medium
		•	Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix)		
~	410	Split Array Largest Sum (/prob	Array (/tag/array) Binary Search (/tag/binary-search)	47.3%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
	1644	Lowest Common Ancestor of a	Tree (/tag/tree)	56.9%	Medium
		₽	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1884	Egg Drop With 2 Eggs and N F	Math (/tag/math)	70.0%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
	496	Next Greater Element I (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	66.5%	Easy
			Stack (/tag/stack)		
			Monotonic Stack (/tag/monotonic-stack)		
•	1143	Longest Common Subsequenc	String (/tag/string)	58.8%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
~	309	Best Time to Buy and Sell Stoc	Array (/tag/array)	48.8%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
	918	Maximum Sum Circular Subarr	Array (/tag/array)	34.6%	Medium
			Divide and Conquer (/tag/divide-and-conquer)		
			Dynamic Programming (/tag/dynamic-programming)		
			Queue (/tag/queue)		
			Monotonic Queue (/tag/monotonic-queue)		
~	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string)	49.8%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
	373	Find K Pairs with Smallest Sum	Array (/tag/array)	38.7%	Medium
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	763	Partition Labels (/problems/pa	Hash Table (/tag/hash-table)	78.2%	Medium
			Two Pointers (/tag/two-pointers) String (/tag/string)		
			Greedy (/tag/greedy)		

	#	Title	Tags	Acceptance	Difficulty	Freq
•	316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	39.8%	Medium	
	336	Palindrome Pairs (/problems/p	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	36.0%	Hard	
	250	Count Univalue Subtrees (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.7%	Medium	
•	221	Maximal Square (/problems/m	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	40.2%	Medium	
	1130	Minimum Cost Tree From Leaf	Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	67.5%	Medium	
	1331	Rank Transform of an Array (/p	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	57.3%	Easy	
~	505	The Maze II (/problems/the-m	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Heap (Priority Queue) (/tag/heap-priority-queue) Shortest Path (/tag/shortest-path)	49.6%	Medium	
~	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	28.8%	Medium	
~	90	Subsets II (/problems/subsets-ii)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	49.7%	Medium	
	368	Largest Divisible Subset (/prob	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	38.6%	Medium	
	274	H-Index (/problems/h-index)	Array (/tag/array) Sorting (/tag/sorting) Counting Sort (/tag/counting-sort)	36.6%	Medium	
•	94	Binary Tree Inorder Traversal (/	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	67.2%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	101	Symmetric Tree (/problems/sy	Tree (/tag/tree)	49.1%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	376	Wiggle Subsequence (/proble	Array (/tag/array)	42.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
~	226	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)			
~	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)			
	981	Time Based Key-Value Store (/		54.5%	Medium	
•	901	Time based key value store (Hash Table (/tag/hash-table) String (/tag/string)			
			Binary Search (/tag/binary-search)			
			Design (/tag/design)			
~	359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	73.1%	Easy	
	653	Two Sum IV - Input is a BST (/	Hash Table (/tag/hash-table)	56.6%	Easy	
			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)			
~	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string)	48.9%	Medium	
			Sliding Window (/tag/sliding-window)			
	324	Wiggle Sort II (/problems/wig	Array (/tag/array)	31.1%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting) Quickselect (/tag/quickselect)			
~	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math)	39.6%	(Medium)	
			Stack (/tag/stack)			
	C11	Well different No. 1 - 77 - 11		40.70/		
	611	Valid Triangle Number (/probl	Array (/tag/array) Two Pointers (/tag/two-pointers)	49.7%	Medium	
			Binary Search (/tag/binary-search)			
			Greedy (/tag/greedy) Sorting (/tag/sorting)			

	#	Title	Tags	Acceptance	Difficulty Freq
~	833	Find And Replace in String (/pr	Array (/tag/array) String (/tag/string) Sorting (/tag/sorting)	51.8%	Medium
	104	Maximum Depth of Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	69.0%	Easy
~	1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	66.1%	Medium
~	905	Sort Array By Parity (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	75.1%	Easy
	901	Online Stock Span (/problems/	Stack (/tag/stack) Design (/tag/design) Monotonic Stack (/tag/monotonic-stack) Data Stream (/tag/data-stream)	61.8%	Medium
	887	Super Egg Drop (/problems/su	Math (/tag/math) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	27.0%	Hard
~	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)	50.6%	Medium
	6	ZigZag Conversion (/problems	String (/tag/string)	38.8%	Medium
	518	Coin Change 2 (/problems/coi	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.0%	Medium
	307	Range Sum Query - Mutable (/	Array (/tag/array) Design (/tag/design) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree)	37.7%	Medium
	451	Sort Characters By Frequency (Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	65.1%	Medium
	220	Contains Duplicate III (/proble	Array (/tag/counting) Sliding Window (/tag/sliding-window) Sorting (/tag/sorting) Bucket Sort (/tag/bucket-sort) Ordered Set (/tag/ordered-set)	21.4%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
	779	K-th Symbol in Grammar (/pro	Math (/tag/math)	39.1%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
			Recursion (/tag/recursion)			
~	836	Rectangle Overlap (/problems/	Math (/tag/math) Geometry (/tag/geometry)	42.7%	Easy	
	541	Reverse String II (/problems/re	Two Pointers (/tag/two-pointers) String (/tag/string)	49.7%	Easy	
~	946	Validate Stack Sequences (/pro	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	64.5%	Medium	
	190	Reverse Bits (/problems/revers	Divide and Conquer (/tag/divide-and-conquer) Bit Manipulation (/tag/bit-manipulation)	43.6%	Easy	
	581	Shortest Unsorted Continuous	Array (/tag/array) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Greedy (/tag/greedy) Sorting (/tag/sorting) Monotonic Stack (/tag/monotonic-stack)	33.2%	Medium	
	714	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	58.6%	Medium	
•	652	Find Duplicate Subtrees (/prob	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	53.8%	Medium	
	1379	Find a Corresponding Node of	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	84.8%	Medium	
	1266	Minimum Time Visiting All Poi	Array (/tag/array) Math (/tag/math) Geometry (/tag/geometry)	79.3%	Easy	
	338	Counting Bits (/problems/cou	Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation)	71.1%	Easy	
	814	Binary Tree Pruning (/problem	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	71.6%	Medium	
•	322	Coin Change (/problems/coin	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	38.2%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
	1122	Relative Sort Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) Counting Sort (/tag/counting-sort)	67.9%	Easy
~	344	Reverse String (/problems/rev	Two Pointers (/tag/two-pointers) String (/tag/string) Recursion (/tag/recursion)	71.3%	Easy
	1636	Sort Array by Increasing Frequ	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	67.2%	Easy
	176	Second Highest Salary (/probl	Database (/tag/database)	34.0%	Easy
	95	Unique Binary Search Trees II (Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	43.9%	Medium
	383	Ransom Note (/problems/rans	Hash Table (/tag/hash-table) String (/tag/string) Counting (/tag/counting)	53.7%	Easy
	1528	Shuffle String (/problems/shuf	Array (/tag/array) String (/tag/string)	85.6%	Easy
~	155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	47.4%	Easy
	859	Buddy Strings (/problems/bud	Hash Table (/tag/hash-table) String (/tag/string)	28.8%	Easy
	872	Leaf-Similar Trees (/problems/l	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	64.5%	Easy
	1021	Remove Outermost Parenthes	String (/tag/string) Stack (/tag/stack)	79.3%	Easy
	1137	N-th Tribonacci Number (/pro	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Memoization (/tag/memoization)	55.6%	Easy
	1304	Find N Unique Integers Sum u	Array (/tag/array) Math (/tag/math)	76.5%	Easy
~	100	Same Tree (/problems/same-tr	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	54.5%	Easy
	665	Non-decreasing Array (/proble	Array (/tag/array)	20.9%	Medium
	832	Flipping an Image (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers) Matrix (/tag/matrix) Simulation (/tag/simulation)	78.6%	Easy

	#	Title	Tags	Acceptance	Difficulty Freq
~	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	43.5%	Easy
~	68	Text Justification (/problems/t	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard
	1464	Maximum Product of Two Ele	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	76.9%	Easy
	997	Find the Town Judge (/proble	Array (/tag/array) Hash Table (/tag/hash-table) Graph (/tag/graph)	49.9%	Easy
•	179	Largest Number (/problems/la	String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting)	31.2%	Medium
~	12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.6%	Medium
~	1277	Count Square Submatrices wit	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	73.1%	Medium
•	85	Maximal Rectangle (/problems	Array (/tag/matrix) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Matrix (/tag/matrix)	40.2%	Hard
	86	Partition List (/problems/partit	Monotonic Stack (/tag/monotonic-stack) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	45.4%	Medium
	196	Delete Duplicate Emails (/prob	Database (/tag/database)	47.2%	Easy
	704	Binary Search (/problems/bina	Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy
~	45	Jump Game II (/problems/jum	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	33.1%	Medium
~	542	01 Matrix (/problems/01-matrix)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	41.5%	Medium
•	229	Majority Element II (/problems	Matrix (/tag/matrix) Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting) Counting (/tag/counting)	39.6%	Medium

	#	Title	Tags	Acceptance	Difficulty Freq
~	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
~	9	Palindrome Number (/proble	Math (/tag/math)	50.6%	Easy
•	450	Delete Node in a BST (/proble	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	46.0%	Medium
	171	Excel Sheet Column Number (/	Math (/tag/math)	57.6%	Easy
•	130	Surrounded Regions (/proble	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)	30.4%	Medium
	172	Factorial Trailing Zeroes (/prob	Math (/tag/math)	39.2%	Easy
•	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)	56.1%	Easy
	96	Unique Binary Search Trees (/p	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	55.2%	Medium
	83	Remove Duplicates from Sorte	Linked List (/tag/linked-list)	47.0%	Easy
	232	Implement Queue using Stack	Stack (/tag/stack) Design (/tag/design) Queue (/tag/queue)	53.5%	Easy
•	994	Rotting Oranges (/problems/r	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	49.8%	Medium
	237	Delete Node in a Linked List (/	Linked List (/tag/linked-list)	68.5%	Easy
	35	Search Insert Position (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	42.8%	Easy
~	84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	38.0%	Hard

	#	Title	Tags	Acceptance	Difficulty Freq
	61	Rotate List (/problems/rotate-l	Linked List (/tag/linked-list)	32.3%	Medium
			Two Pointers (/tag/two-pointers)		
	412	Fizz Buzz (/problems/fizz-buzz)	Math (/tag/math) String (/tag/string)	64.3%	Easy
			Simulation (/tag/simulation)		
	771	Jewels and Stones (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	87.2%	Easy
	204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math)	32.8%	Easy
			Enumeration (/tag/enumeration)		
			Number Theory (/tag/number-theory)		
~	167	Two Sum II - Input array is sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.2%	Easy
			Binary Search (/tag/binary-search)		
~	485	Max Consecutive Ones (/probl	Array (/tag/array)	53.1%	Easy
~	729	My Calendar I (/problems/my	Design (/tag/design)	54.1%	Medium
			Segment Tree (/tag/segment-tree)		
			Ordered Set (/tag/ordered-set)		
	217	Contains Duplicate (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	57.5%	Easy
			Sorting (/tag/sorting)		
~	118	Pascal's Triangle (/problems/p	Array (/tag/array)	57.3%	Easy
			Dynamic Programming (/tag/dynamic-programming)		

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