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

# 🔖 LinkedIn

## Notice

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

This page updates weekly on Saturday.

You can filter the results by different time periods.

You have solved **66 / 120** problems.

☑ **Show problem tags**                                        Select time period: | 2 years ▼ |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|-------|------|-----------|-----------|------|
| 364 | Nested List Weight Sum II (/pr… 🔓 | Stack (/tag/stack) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) | 64.8% | Medium | |
| 244 | Shortest Word Distance II (/pr… 🔓 | Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Design (/tag/design) | 55.6% | Medium | |
| 716 | Max Stack (/problems/max-sta… 🔓 | Linked List (/tag/linked-list) Stack (/tag/stack) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) Ordered Set (/tag/ordered-set) | 43.6% | Easy | |
| ✔ 339 | Nested List Weight Sum (/pro… 🔓 | Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) | 77.4% | Medium | |
| 272 | Closest Binary Search Tree Val… 🔓 | Two Pointers (/tag/two-pointers) Stack (/tag/stack) 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) | 53.4% | Hard | |
| 432 | All O`one Data Structure (/pro… | Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Doubly-Linked List (/tag/doubly-linked-list) | 33.7% | Hard | |
| 366 | Find Leaves of Binary Tree (/pr… 🔓 | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree) | 72.8% | Medium | |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|-------|------|------------|------------|------|
| 243 | Shortest Word Distance (/prob... 🔓 | Array (/tag/array)  String (/tag/string) | 62.7% | Easy | |
| ✔ 254 | Factor Combinations (/proble... 🔓 | Array (/tag/array)  Backtracking (/tag/backtracking) | 47.9% | Medium | |
| 605 | Can Place Flowers (/problems/... | Array (/tag/array)  Greedy (/tag/greedy) | 31.5% | Easy | |
| 156 | Binary Tree Upside Down (/pro... 🔓 | Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree) | 57.1% | Medium | |
| ✔ 149 | Max Points on a Line (/proble... | Hash Table (/tag/hash-table)  Math (/tag/math)  Geometry (/tag/geometry) | 18.3% | Hard | |
| ✔ 297 | Serialize and Deserialize Binary... | String (/tag/string)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Design (/tag/design)  Binary Tree (/tag/binary-tree) | 51.0% | Hard | |
| 671 | Second Minimum Node In a Bi... | Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree) | 42.9% | Easy | |
| ✔ 380 | Insert Delete GetRandom O(1)... | Array (/tag/array)  Hash Table (/tag/hash-table)  Math (/tag/math)  Design (/tag/design)  Randomized (/tag/randomized) | 49.5% | Medium | |
| ✔ 698 | Partition to K Equal Sum Subs... | Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)  Memoization (/tag/memoization)  Bitmask (/tag/bitmask) | 45.0% | Medium | |
| ✔ 68 | Text Justification (/problems/t... ★ | String (/tag/string)  Simulation (/tag/simulation) | 31.2% | Hard | |
| 730 | Count Different Palindromic S... | String (/tag/string)  Dynamic Programming (/tag/dynamic-programming) | 43.5% | Hard | |
| ✔ 256 | Paint House (/problems/paint-... 🔓 | Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming) | 55.2% | Medium | |
| 373 | Find K Pairs with Smallest Sum... | Array (/tag/array)  Heap (Priority Queue) (/tag/heap-priority-queue) | 38.7% | Medium | |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|-------|------|------------|------------|------|
| 1188 | Design Bounded Blocking Que... 🔓 | Concurrency (/tag/concurrency) | 73.2% | Medium | |
| ✔ 1611 | Minimum One Bit Operations t... | Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation) Memoization (/tag/memoization) | 59.4% | Hard | |
| ✔ 152 | Maximum Product Subarray (/... | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) | 33.1% | Medium | |
| 265 | Paint House II (/problems/pain... 🔓 | Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) | 46.6% | Hard | |
| 611 | Valid Triangle Number (/probl... | Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Greedy (/tag/greedy) Sorting (/tag/sorting) | 49.7% | Medium | |
| 1117 | Building H2O (/problems/buil... | Concurrency (/tag/concurrency) | 53.1% | Medium | |
| ✔ 636 | Exclusive Time of Functions (/... | Array (/tag/array) Stack (/tag/stack) | 56.0% | Medium | |
| ✔ 53 | Maximum Subarray (/problem... | Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) | 48.1% | Easy | |
| ✔ 76 | Minimum Window Substring (... | Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window) | 36.6% | Hard | |
| 706 | Design HashMap (/problems/... | Array (/tag/array) Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Hash Function (/tag/hash-function) | 63.9% | Easy | |
| 65 | Valid Number (/problems/vali... | String (/tag/string) | 16.7% | Hard | |
| 261 | Graph Valid Tree (/problems/g... 🔓 | Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph) | 43.7% | Medium | |
| ✔ 360 | Sort Transformed Array (/probl... 🔓 | Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) | 50.5% | Medium | |
| ✔ 215 | Kth Largest Element in an Arra... | 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 | |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|-------|------|------------|------------|------|
| 341 | Flatten Nested List Iterator (/p... | Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Queue (/tag/queue) Iterator (/tag/iterator) | 56.4% | Medium | |
| ✔ 150 | Evaluate Reverse Polish Notati... | Array (/tag/array) Math (/tag/math) Stack (/tag/stack) | 39.6% | Medium | |
| ✔ 235 | Lowest Common Ancestor of a... | Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree) | 52.9% | Easy | |
| 277 | Find the Celebrity (/problems/... 🔓 | Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Graph (/tag/graph) Interactive (/tag/interactive) | 44.6% | Medium | |
| ✔ 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 | |
| ✔ 33 | Search in Rotated Sorted Array... | Array (/tag/array) Binary Search (/tag/binary-search) | 36.4% | Medium | |
| ✔ 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 | |
| 273 | Integer to English Words (/pro... | Math (/tag/math) String (/tag/string) Recursion (/tag/recursion) | 28.6% | Hard | |
| 170 | Two Sum III - Data structure d... 🔓 | Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Design (/tag/design) Data Stream (/tag/data-stream) | 35.3% | Easy | |
| ✔ 50 | Pow(x, n) (/problems/powx-n) | Math (/tag/math) Recursion (/tag/recursion) | 31.3% | Medium | |
| ✔ 127 | Word Ladder (/problems/word... ★ | Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search) | 32.7% | Hard | |
| ✔ 57 | Insert Interval (/problems/inse... | Array (/tag/array) | 35.8% | Medium | |
| 1235 | Maximum Profit in Job Schedu... | Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting) | 48.3% | Hard | |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|-------|------|-----------|-----------|------|
| 470 | Implement Rand10() Using Ra... | Math (/tag/math) <br> Rejection Sampling (/tag/rejection-sampling) <br> Randomized (/tag/randomized) <br> Probability and Statistics (/tag/probability-and-statistics) | 46.1% | Medium | |
| ✔ 34 | Find First and Last Position of ... | Array (/tag/array)  Binary Search (/tag/binary-search) | 38.1% | Medium | |
| 381 | Insert Delete GetRandom O(1)... | Array (/tag/array)  Hash Table (/tag/hash-table) <br> Math (/tag/math)  Design (/tag/design) <br> Randomized (/tag/randomized) | 35.2% | Hard | |
| 46 | Permutations (/problems/per... | Array (/tag/array)  Backtracking (/tag/backtracking) | 68.0% | Medium | |
| 104 | Maximum Depth of Binary Tre... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 69.0% | Easy | |
| 367 | Valid Perfect Square (/problem... | Math (/tag/math)  Binary Search (/tag/binary-search) | 42.4% | Easy | |
| ✔ 20 | Valid Parentheses (/problems/... | String (/tag/string)  Stack (/tag/stack) | 40.2% | Easy | |
| 1042 | Flower Planting With No Adjac... | Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Graph (/tag/graph) | 49.0% | Medium | |
| ✔ 236 | Lowest Common Ancestor of a... | Tree (/tag/tree) <br> Depth-First Search (/tag/depth-first-search) <br> Binary Tree (/tag/binary-tree) | 50.4% | Medium | |
| ✔ 200 | Number of Islands (/problems... | Array (/tag/array) <br> Depth-First Search (/tag/depth-first-search) <br> Breadth-First Search (/tag/breadth-first-search) <br> Union Find (/tag/union-find)  Matrix (/tag/matrix) | 50.4% | Medium | |
| ✔ 739 | Daily Temperatures (/problem... | Array (/tag/array)  Stack (/tag/stack) <br> Monotonic Stack (/tag/monotonic-stack) | 65.3% | Medium | |
| ✔ 72 | Edit Distance (/problems/edit-... | String (/tag/string) <br> Dynamic Programming (/tag/dynamic-programming) | 47.8% | Hard | |
| ✔ 102 | Binary Tree Level Order Travers... | Tree (/tag/tree) <br> Breadth-First Search (/tag/breadth-first-search) <br> Binary Tree (/tag/binary-tree) | 57.9% | Medium | |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|---|---|---|---|---|
| 1650 | Lowest Common Ancestor of a... 🔓 | Hash Table (/tag/hash-table) Tree (/tag/tree) Binary Tree (/tag/binary-tree) | 76.9% | Medium | |
| ✔ 516 | Longest Palindromic Subseque... | String (/tag/string) Dynamic Programming (/tag/dynamic-programming) | 56.6% | Medium | |
| ✔ 12 | Integer to Roman (/problems/i... | Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string) | 57.6% | 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 | |
| 744 | Find Smallest Letter Greater T... | Array (/tag/array) Binary Search (/tag/binary-search) | 45.7% | Easy | |
| 1149 | Article Views II (/problems/arti... 🔓 | Database (/tag/database) | 48.2% | Medium | |
| ✔ 973 | K Closest Points to Origin (/pr... ★ | Array (/tag/array) Math (/tag/math) Divide and Conquer (/tag/divide-and-conquer) Geometry (/tag/geometry) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Quickselect (/tag/quickselect) | 65.0% | Medium | |
| 1148 | Article Views I (/problems/arti... 🔓 | Database (/tag/database) | 77.1% | Easy | |
| ✔ 88 | Merge Sorted Array (/problem... | Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting) | 41.2% | Easy | |
| 47 | Permutations II (/problems/pe... | Array (/tag/array) Backtracking (/tag/backtracking) | 50.6% | Medium | |
| ✔ 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 | |
| 349 | Intersection of Two Arrays (/pr... | Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting) | 66.1% | Easy | |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|-------|------|------------|------------|------|
| ✔ | 361 | Bomb Enemy (/problems/bom... 🔓 | Array (/tag/array) <br> Dynamic Programming (/tag/dynamic-programming) <br> Matrix (/tag/matrix) | 47.5% | Medium | |
| ✔ | 69 | Sqrt(x) (/problems/sqrtx) | Math (/tag/math)  Binary Search (/tag/binary-search) | 35.7% | Easy | |
| | 61 | Rotate List (/problems/rotate-l... | Linked List (/tag/linked-list) <br> Two Pointers (/tag/two-pointers) | 32.3% | Medium | |
| ✔ | 13 | Roman to Integer (/problems/... | Hash Table (/tag/hash-table)  Math (/tag/math) <br> String (/tag/string) | 57.3% | Easy | |
| ✔ | 56 | Merge Intervals (/problems/m... | Array (/tag/array)  Sorting (/tag/sorting) | 42.0% | Medium | |
| | 464 | Can I Win (/problems/can-i-win) | Math (/tag/math) <br> Dynamic Programming (/tag/dynamic-programming) <br> Bit Manipulation (/tag/bit-manipulation) <br> Memoization (/tag/memoization) <br> Game Theory (/tag/game-theory) <br> Bitmask (/tag/bitmask) | 29.7% | Medium | |
| | 1413 | Minimum Value to Get Positive... | Array (/tag/array)  Prefix Sum (/tag/prefix-sum) | 65.5% | Easy | |
| | 713 | Subarray Product Less Than K ... | Array (/tag/array) <br> Sliding Window (/tag/sliding-window) | 40.8% | Medium | |
| | 796 | Rotate String (/problems/rotat... | String (/tag/string) <br> String Matching (/tag/string-matching) | 48.9% | Easy | |
| | 160 | Intersection of Two Linked List... | Hash Table (/tag/hash-table) <br> Linked List (/tag/linked-list) <br> Two Pointers (/tag/two-pointers) | 45.6% | Easy | |
| ✔ | 126 | Word Ladder II (/problems/wo... | Hash Table (/tag/hash-table)  String (/tag/string) <br> Backtracking (/tag/backtracking) <br> Breadth-First Search (/tag/breadth-first-search) | 24.3% | Hard | |
| | 918 | Maximum Sum Circular Subarr... | Array (/tag/array) <br> Divide and Conquer (/tag/divide-and-conquer) <br> Dynamic Programming (/tag/dynamic-programming) <br> Queue (/tag/queue) <br> Monotonic Queue (/tag/monotonic-queue) | 34.6% | Medium | |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|---|---|---|---|---|
| ✔ 350 | Intersection of Two Arrays II (/... | Array (/tag/array)  Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sorting (/tag/sorting) | 52.5% | Easy | |
| ✔ 205 | Isomorphic Strings (/problems... | Hash Table (/tag/hash-table)  String (/tag/string) | 40.9% | Easy | |
| 319 | Bulb Switcher (/problems/bulb... | Math (/tag/math)  Brainteaser (/tag/brainteaser) | 45.8% | Medium | |
| 1312 | Minimum Insertion Steps to M... | String (/tag/string)  Dynamic Programming (/tag/dynamic-programming) | 60.8% | Hard | |
| 340 | Longest Substring with At Mos... 🔓 | Hash Table (/tag/hash-table)  String (/tag/string)  Sliding Window (/tag/sliding-window) | 46.1% | 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)  Graph (/tag/graph) | 58.7% | Medium | |
| ✔ 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 | |
| ✔ 460 | LFU Cache (/problems/lfu-cac... | Hash Table (/tag/hash-table)  Linked List (/tag/linked-list)  Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list) | 37.2% | Hard | |
| 75 | Sort Colors (/problems/sort-co... | Array (/tag/array)  Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting) | 50.7% | Medium | |
| ✔ 8 | String to Integer (atoi) (/probl... | String (/tag/string) | 15.9% | 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 | |
| 40 | Combination Sum II (/problem... | Array (/tag/array)  Backtracking (/tag/backtracking) | 50.9% | Medium | |
| 151 | Reverse Words in a String (/pr... | Two Pointers (/tag/two-pointers)  String (/tag/string) | 24.9% | Medium | |
| ✔ 21 | Merge Two Sorted Lists (/prob... | Linked List (/tag/linked-list)  Recursion (/tag/recursion) | 57.0% | Easy | |
| ✔ 981 | Time Based Key-Value Store (/... | Hash Table (/tag/hash-table)  String (/tag/string)  Binary Search (/tag/binary-search)  Design (/tag/design) | 54.5% | Medium | |

| | # | Title | Tags | Acceptance | Difficulty | Freq |
|---|---|---|---|---|---|---|
| ✔ | 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 | |
| ✔ | 329 | Longest Increasing Path in a M... | Dynamic Programming (/tag/dynamic-programming) 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) | 47.0% | Hard | |
| ✔ | 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 | |
| | 81 | Search in Rotated Sorted Array... | Array (/tag/array) Binary Search (/tag/binary-search) | 33.9% | Medium | |
| ✔ | 103 | Binary Tree Zigzag Level Order... | Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) | 51.0% | 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 | |
| ✔ | 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 | |
| ✔ | 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 | |
| ✔ | 560 | Subarray Sum Equals K (/probl... | Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum) | 43.7% | Medium | |
| | 1041 | Robot Bounded In Circle (/pro... | Math (/tag/math) String (/tag/string) Simulation (/tag/simulation) | 54.8% | Medium | |
| ✔ | 1249 | Minimum Remove to Make Val... | String (/tag/string) Stack (/tag/stack) | 64.4% | Medium | |

| # | Title | Tags | Acceptance | Difficulty | Freq |
|---|-------|------|-----------|-----------|------|
| 412 | Fizz Buzz (/problems/fizz-buzz) | Math (/tag/math)  String (/tag/string)  Simulation (/tag/simulation) | 64.3% | 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 | |
| ✔ 70 | Climbing Stairs (/problems/cli... | Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization) | 49.0% | Easy | |
| ✔ 39 | Combination Sum (/problems/... | Array (/tag/array)  Backtracking (/tag/backtracking) | 60.7% | Medium | |
| ✔ 198 | House Robber (/problems/hou... ★ | Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming) | 43.6% | 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 | |
| ✔ 387 | First Unique Character in a Stri... | Hash Table (/tag/hash-table)  String (/tag/string)  Queue (/tag/queue)  Counting (/tag/counting) | 54.5% | Easy | |
| ✔ 1 | Two Sum (/problems/two-sum) | Array (/tag/array)  Hash Table (/tag/hash-table) | 47.1% | Easy | |
| ✔ 141 | Linked List Cycle (/problems/li... | Hash Table (/tag/hash-table)  Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers) | 43.5% | Easy | |
| ✔ 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 | |

Help Center (/support) | Jobs (/jobs) | Bug Bounty (/bugbounty) | Online Interview (/interview/) | Students (/student) | Terms (/terms) |

Privacy Policy (/privacy)

🇺🇸  United States (/region)