



## Flipkart

### 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 **23 / 34** problems.

☒ Show problem tags

Select time period:

All time

#	Title	Tags	Acceptance	Difficulty	Frequency
✓ 871	Minimum Number of Refuelin...	<a href="#">Array (/tag/array)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Greedy (/tag/greedy)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a>	34.8%	Hard	
✓ 741	Cherry Pickup (/problems/cher...	<a href="#">Array (/tag/array)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Matrix (/tag/matrix)</a>	35.5%	Hard	
✓ 1011	Capacity To Ship Packages Wit...	<a href="#">Array (/tag/array)</a> <a href="#">Binary Search (/tag/binary-search)</a>	60.5%	Medium	
431	Encode N-ary Tree to Binary Tr...	<a href="#">Tree (/tag/tree)</a> <a href="#">Depth-First Search (/tag/depth-first-search)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Design (/tag/design)</a> <a href="#">Binary Tree (/tag/binary-tree)</a>	75.3%	Hard	
675	Cut Off Trees for Golf Event (/...	<a href="#">Array (/tag/array)</a> <a href="#">Breadth-First Search (/tag/breadth-first-search)</a> <a href="#">Heap (Priority Queue) (/tag/heap-priority-queue)</a> <a href="#">Matrix (/tag/matrix)</a>	35.5%	Hard	
✓ 42	Trapping Rain Water (/proble...	<a href="#">Array (/tag/array)</a> <a href="#">Two Pointers (/tag/two-pointers)</a> <a href="#">Dynamic Programming (/tag/dynamic-programming)</a> <a href="#">Stack (/tag/stack)</a> <a href="#">Monotonic Stack (/tag/monotonic-stack)</a>	52.3%	Hard	
135	Candy (/problems/candy)	<a href="#">Array (/tag/array)</a> <a href="#">Greedy (/tag/greedy)</a>	33.9%	Hard	

#	Title	Tags	Acceptance	Difficulty	Freque
✓ 480	Sliding Window Median (/pro...	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue)	39.5%	Hard	
✓ 45	Jump Game II (/problems/jum...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	33.1%	Medium	
1000	Minimum Cost to Merge Ston...	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	40.9%	Hard	
✓ 452	Minimum Number of Arrows t...	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	50.1%	Medium	
✓ 269	Alien Dictionary (/problems/ali... 🔒	Array (/tag/array) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	34.0%	Hard	
1574	Shortest Subarray to be Remo...	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	34.2%	Medium	
241	Different Ways to Add Parenth...	Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	58.2%	Medium	
✓ 11	Container With Most Water (/...	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	53.1%	Medium	
✓ 968	Binary Tree Cameras (/proble...	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	40.6%	Hard	
✓ 1423	Maximum Points You Can Obt...	Array (/tag/array) Sliding Window (/tag/sliding-window)	48.5%	Medium	
✓ 295	Find Median from Data Stream...	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	48.3%	Hard	

#	Title	Tags	Acceptance	Difficulty	Freque
337	House Robber III (/problems/h...	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	52.1%	Medium	
✓ 31	Next Permutation (/problems/...	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
✓ 236	Lowest Common Ancestor of a...	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.4%	Medium	
✓ 4	Median of Two Sorted Arrays (...)	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer)	32.0%	Hard	
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	
✓ 994	Rotting Oranges (/problems/r...	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	49.8%	Medium	
✓ 20	Valid Parentheses (/problems/...	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
✓ 84	Largest Rectangle in Histogra...	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	38.0%	Hard	
✓ 34	Find First and Last Position of ...	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium	
✓ 120	Triangle (/problems/triangle)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	47.4%	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	
✓ 155	Min Stack (/problems/min-sta...	Stack (/tag/stack) Design (/tag/design)	47.4%	Easy	
✓ 977	Squares of a Sorted Array (/pr...	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.6%	Easy	
967	Numbers With Same Consecut...	Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	45.9%	Medium	

#	Title	Tags	Acceptance	Difficulty	Frequ
982	Triples with Bitwise AND Equal...	<div>Array (/tag/array)</div> <div>Hash Table (/tag/hash-table)</div> <div>Bit Manipulation (/tag/bit-manipulation)</div>	56.7%	Hard	
1760	Minimum Limit of Balls in a Ba...	<div>Array (/tag/array)</div> <div>Binary Search (/tag/binary-search)</div>	53.8%	Medium	

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