Facebook - LeetCode







N e w p la y g r o u n d

■ Facebook

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 191 / 327 problems.

∠ Sł	now pro	oblem tags		Select ti	me period:	6 months
	#	Title	Tags	Acceptance	Difficulty	Frequency ②
	953	Verifying an Alien Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	52.2%	Easy	
~	1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	64.4%	Medium	
~	1428	Leftmost Column with at Least	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix) Interactive (/tag/interactive)	50.1%	Medium	
	680	Valid Palindrome II (/problems	Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	37.3%	Easy	
	1570	Dot Product of Two Sparse Ve	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Design (/tag/design)	91.1%	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	
~	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	49.2%	Easy	
,	1762	Buildings With an Ocean View	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	81.4%	Medium	
~	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	Medium	
~	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.7%	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	
	67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	47.9%	Easy	
~	426	Convert Binary Search Tree to	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	62.2%	Medium	
			Binary Search Tree (/tag/binary-search-tree) Doubly-Linked List (/tag/doubly-linked-list) Binary Tree (/tag/binary-tree)			
~	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	
	1650	Lowest Common Ancestor of a	Hash Table (/tag/hash-table) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	76.9%	Medium	

0/24/20	JZ I		Facebook - LeetCode			
•	1 99	Binary Tree Right Side View (/p	Tags (/tag/tree) Depth-First Search (/tag/depth-first-search)	57.1% Acceptance	Medium Frequency	0
•	938	Range Sum of BST (/problems	Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree) 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	
•	523	Continuous Subarray Sum (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Prefix Sum (/tag/prefix-sum)	25.3%	Medium	
~	211	Design Add and Search Words	String (/tag/string) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Trie (/tag/trie)	41.3%	Medium	
~	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	
	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	
•	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	
~	124	Binary Tree Maximum Path Su	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	36.0%	Hard	
	282	Expression Add Operators (/pr	Math (/tag/math) String (/tag/string) Backtracking (/tag/backtracking)	37.2%	Hard	
~	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	56.0%	Medium	
~	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	45.3%	Hard	
~	158	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation) Interactive (/tag/interactive)	38.2%	Hard	
~	543	Diameter of Binary Tree (/prob	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.3%	(Easy)	
	708	Insert into a Sorted Circular Li	Linked List (/tag/linked-list)	32.9%	Medium	
	65	Valid Number (/problems/vali	String (/tag/string)	16.7%	Hard	
•	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	59.2%	Medium	
	270	Closest Binary Search Tree Val	Binary Search (/tag/binary-search) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	51.0%	Easy	
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	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	
~	29	Divide Two Integers (/problem	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.0%	Medium	
	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	
•	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.9%	Medium	

6/24/20)21		Facebook - LeetCode			
~	4 40	₩ard Break II (/problems/wor	Talgsh Table (/tag/hash-table) String (/tag/string)	Acceptance	Difficulty	Frequency ②
			Dynamic Programming (/tag/dynamic-programming) Professional (/tag/hag/tag/king) Tria/(tag/king) Mamaization (/tag/mamaization)			
			Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)			
~	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	42.4%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie)			
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string) Recursion (/tag/recursion)	28.6%	Hard	
~	987	Vertical Order Traversal of a Bi	Hash Table (/tag/hash-table) Tree (/tag/tree)	39.3%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
~	863	All Nodes Distance K in Binary	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	58.7%	Medium	
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
~	721	Accounts Merge (/problems/a	A (for the stand of the sta	53.0%	Medium	
·	,	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)	33.070	(mediaiii)	
			breadth first Search (tag/breadth first search) (dison find (tag/union find)			
~	1539	Kth Missing Positive Number (Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	(Easy)	
~	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	52.3%	Hard	
			Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
~	278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	38.4%	Easy	
•	621	Task Scheduler (/problems/tas	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy)	52.7%	Medium	
			Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)			
			Counting (/tag/counting)			
	1757	Recyclable and Low Fat Produ	Database (/tag/database)	95.2%	Easy	
?	670	Maximum Swap (/problems/m	Math (/tag/math) Greedy (/tag/greedy)	45.5%	Medium	
~	317	Shortest Distance from All Buil	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	43.4%	Hard	
		₽	Matrix (/tag/matrix)			
~	125	Valid Palindrome (/problems/v	Two Pointers (/tag/two-pointers) String (/tag/string)	39.1%	(Easy)	
		·	(The state of tags and pointers)			
~	173	Binary Search Tree Iterator (/pr	Stack (/tag/stack) Tree (/tag/tree) Design (/tag/design)	61.5%	(Medium)	
			Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)			
			iterator (rag/iterator)			
~	297	Serialize and Deserialize Binary	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	51.0%	(Hard)	
			Breadth-First Search (/tag/breadth-first-search) Design (/tag/design)			
			Binary Tree (/tag/binary-tree)			
	408	Valid Word Abbreviation (/pro	Two Pointers (/tag/two-pointers) String (/tag/string)	31.7%	Easy	
		-				
	921	Minimum Add to Make Parent	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	75.4%	Medium	
	077	Courses of a Control Assess (1/a)		71.60/		
•	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.6%	(Easy)	
~	236	Lowest Common Ancestor of a	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	50.4%	Medium	
			Binary Tree (/tag/binary-tree)			
~	71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	35.4%	Medium	
. .	21	Novt Pormutation (/crahlams)		2/1 20/	Maratra:	
•	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
https://l	leetcor	de.com/company/facebook/		46 10/		3

6/24/20	J21		Facebook - LeetCode			
	34U #	Longest Substring with At Mos Title	Hash Table (/tag/hash-table) String (/tag/string) Tags Sliding Window (/tag/sliding-window)	46.1% Acceptance	(Medium) Difficulty	Frequency ②
	1382	Balance a Binary Search Tree (/	Divide and Conquer (/tag/divide-and-conquer) Greedy (/tag/greedy)	77.0%	Medium	
			Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)			
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium	
	536	Construct Binary Tree from Stri	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	52.9%	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	
	983	Minimum Cost For Tickets (/pr	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
	266	Palindrome Permutation (/pro	Hash Table (/tag/hash-table) String (/tag/string)	63.3%	Easy	
		-	Bit Manipulation (/tag/bit-manipulation)			
	958	Check Completeness of a Bina	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	52.6%	Medium	
~	76	Minimum Window Substring (Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	36.6%	Hard	
	791	Custom Sort String (/problems	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	66.0%	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	
	548	Split Array with Equal Sum (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	48.9%	Medium	
~	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	41.2%	Easy	
	1047	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	71.7%	Easy	
	1522	Diameter of N-Ary Tree (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	70.0%	Medium	
~	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium	
~	227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	39.2%	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	
•	1197	Minimum Knight Moves (/pro	Breadth-First Search (/tag/breadth-first-search)	38.3%	Medium	
~	329	Longest Increasing Path in a M	Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search)	47.0%	Hard	
			Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort) Memoization (/tag/memoization)			
~	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	
~	163	Missing Ranges (/problems/mi	Array (/tag/array)	28.2%	Easy	

/24/20)21		Facebook - LeetCode			
	1 216	Valid Palindrome III (/problem	Taging (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.3% Acceptance	difficulty	Frequency ②
~	157	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation) Interactive (/tag/interactive)	38.3%	Easy	
	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)			
~	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list) Divide and Conquer (/tag/divide-and-conquer)	43.7%	Hard	
			Heap (Priority Queue) (/tag/heap-priority-queue) Merge Sort (/tag/merge-sort)			
	498	Diagonal Traverse (/problems/	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	51.4%	Medium	
~	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	57.0%	Medium	
	605	Can Place Flowers (/problems/	Array (/tag/array) Greedy (/tag/greedy)	31.5%	Easy	
	341	Flatten Nested List Iterator (/p	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	56.4%	Medium	
			Design (/tag/design) Queue (/tag/queue) Iterator (/tag/iterator)			
~	43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	35.5%	Medium	
~	658	Find K Closest Elements (/prob	Array (/tag/array) Two Pointers (/tag/two-pointers)	42.8%	Medium	
			Binary Search (/tag/binary-search) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
~	246	Strobogrammatic Number (/pr	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string)	46.8%	Easy	
~	127	Word Ladder (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	32.7%	Hard	
		*	Breadth-First Search (/tag/breadth-first-search)			
	935	Knight Dialer (/problems/knig	Dynamic Programming (/tag/dynamic-programming)	47.2%	Medium	
	393	UTF-8 Validation (/problems/u	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	38.4%	Medium	
~	1060	Missing Element in Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	55.1%	Medium	
	766	Toeplitz Matrix (/problems/toe	Array (/tag/array) Matrix (/tag/matrix)	65.9%	Easy	
	825	Friends Of Appropriate Ages (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	44.5%	Medium	
			Binary Search (/tag/binary-search) Sorting (/tag/sorting)			
	129	Sum Root to Leaf Numbers (/p	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	52.1%	Medium	
			Binary Tree (/tag/binary-tree)			
	463	Island Perimeter (/problems/isl	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	67.2%	(Easy)	
		·	Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)			
	694	Number of Distinct Islands (/p	Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Hash Function (/tag/hash-function)	58.5%	Medium	
	1053	Previous Permutation With On	Array (/tag/array) Greedy (/tag/greedy)	51.7%	Medium	
	1233	Remove Sub-Folders from the	Array (/tag/array) String (/tag/string) Trie (/tag/trie)	63.2%	Medium	
~	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)			

Haan (Priority Quaya) (/tag/haan priority guaya) Rucket Cart (/tag/hucket cart)

https://leetcode.com/company/facebook/

			. 45525515516545			
	#	Title	Teash (Friority Queue) (/tag/neap-priority-queue) Ducket Sort (/tag/pucket-sort) Teash (Friority Queue) (/tag/counting) Quickselect (/tag/quickselect)	Acceptance	Difficulty	Frequency
~	348	Design Tic-Tac-Toe (/problems	Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Matrix (/tag/matrix)	56.3%	Medium	
	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	
	138	Copy List with Random Pointer	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	42.6%	Medium	
•	304	Range Sum Query 2D - Immut	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	43.9%	Medium	
	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	
	1344	Angle Between Hands of a Clo	Math (/tag/math)	61.5%	Medium	
	1004	Max Consecutive Ones III (/pr	Array (/tag/array) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	61.3%	Medium	
	515	Find Largest Value in Each Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	62.8%	Medium	
,	162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	44.3%	Medium	
	319	Bulb Switcher (/problems/bulb	Math (/tag/math) Brainteaser (/tag/brainteaser)	45.8%	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	
,	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.0%	Medium	
•	10	Regular Expression Matching (String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	27.7%	Hard	
,	647	Palindromic Substrings (/probl	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
	1891	Cutting Ribbons (/problems/c	Array (/tag/array) Binary Search (/tag/binary-search)	53.8%	Medium	
	597	Friend Requests I: Overall Acce	Database (/tag/database)	42.1%	Easy	
•	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Easy	
•	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	65.3%	Medium	
•	339	Nested List Weight Sum (/pro	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	77.4%	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	
	785	Is Graph Bipartite? (/problems	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	49.1%	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	
,	16	3Sum Closest (/problems/3su	Array (Haalarray) Two Daintore (Haalburn naintare) Cortina (Haalartina)	46.4%	Medium	

/24/20)21		Facebook - LeetCode		
•	#	Title	Tags	Acceptance	Difficulty Frequency ②
	637	Average of Levels in Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	66.6%	Easy
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)		
•	203	Remove Linked List Elements (Linked List (/tag/linked-list) Recursion (/tag/recursion)	40.0%	Easy
	51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	52.4%	Hard
	794	Valid Tic-Tac-Toe State (/probl	Array (/tag/array) String (/tag/string)	34.4%	Medium
	1424	Diagonal Traverse II (/problem	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	46.9%	Medium
~	1120	Maximum Average Subtree (/p	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	64.4%	Medium
•	525	Contiguous Array (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.9%	Medium
	824	Goat Latin (/problems/goat-lat	String (/tag/string)	67.1%	Easy
	468	Validate IP Address (/problems	String (/tag/string)	25.3%	Medium
~	200	Number of Islands (/problems	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	50.4%	Medium
			Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)		
•	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
~	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	38.6%	Hard
•	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium
•	8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium
~	116	Populating Next Right Pointers	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	50.7%	Medium
	1228	Missing Number In Arithmetic	Array (/tag/array) Math (/tag/math)	51.2%	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
~	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium
~	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
~	126	Word Ladder II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	24.3%	Hard
~	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
	772	Basic Calculator III (/problems/	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	45.0%	Hard
•	323	Number of Connected Compo	Depth-First Search (/tag/depth-first-search) Proadth First Search (/tag/broadth first coarch) Union Find (/tag/union find)	58.7%	Medium
ns·//	leetcor	le com/company/facebook/	Shirt Sharra (nevertage atta tiret coaren) Union Find (/fac/union find)		7

1,20			Tuoobook Edologo			
	#	Title	Tags Graph (/tag/graph)	Acceptance	Difficulty	Frequency 6
,	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	31.8%	Medium	
		3	Sliding Window (/tag/sliding-window)			
622	622	Design Circular Queue (/probl	Array (/tag/array) Linked List (/tag/linked-list) Design (/tag/design)	47.8%	(Medium)	
			Queue (/tag/queue)			
	678	Valid Parenthesis String (/prob	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	32.0%	Medium	
			Stack (/tag/stack) Greedy (/tag/greedy)			
	19	Remove Nth Node From End o	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	36.4%	Medium	
			timed List (rag/illiked-list)			
	742	Closest Leaf in a Binary Tree (/	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	44.7%	Medium	
		-	Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
	442	Find All Duplicates in an Array	Array (/tag/array) Hash Table (/tag/hash-table)	69.7%	Medium	
	247	Ctuals a gramamatic Number II //		40.20/		
	247	Strobogrammatic Number II (/	Array (/tag/array) String (/tag/string) Recursion (/tag/recursion)	49.2%	Medium	
,	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	66.6%	Medium	
	. •	, 22212 V p. 400101110, 34000010)	Bit Manipulation (/tag/bit-manipulation)	22.070		
	405	Convert a Number to Hexadec	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	44.8%	(Easy)	
	449	49 Serialize and Deserialize BST (/	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	54.7%	Medium	
			Breadth-First Search (/tag/breadth-first-search) Design (/tag/design)			
		Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)				
/	114	Flatten Binary Tree to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree)	53.9%	Medium	
			Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)			
~	253	Meeting Rooms II (/problems/		47.6%	Medium	
•	233	• Weeting Rooms in a problems/	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	41.070	Wedium	
			Sorting (tag/sorting) (reap (northy educac) y tag/neap priority educac)			
~	875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	53.7%	(Medium)	
~	219	9 Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	39.3%	Easy	
			Sliding Window (/tag/sliding-window)			
,	15	3Sum (/problems/3sum)	Annual (Annual Company) (To a Delictor (Annual Company) (Company) (Company)	28.7%	Medium	
•	13	South (problems, South)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	20.770	(medium)	
	734	Sentence Similarity (/problems	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	42.5%	Easy	
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	47.2%	(Easy)	
/	207	Course Schedule (/problems/c	Depth-First Search (/tag/depth-first-search)	44.5%	Medium	
			Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
	689	Maximum Sum of 3 Non-Overl	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	47.6%	Hard	
	207	First Unique Character in a Stail		E/I E0/		
•	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string) Queue (/tag/queue)	54.5%	(Easy)	
			Counting (/tag/counting)			
	1161	Maximum Level Sum of a Bina	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search)	67.9%	Medium	
		*	Binary Tree (/tag/binary-tree)			
	1305	All Elements in Two Binary Sea	Tree (/tag/tree)	77.9%	Medium	
		Binary Search Tree (/tag/binary-search-tree) Sorting (/tag/sorting)				

Rinany Tron (/tag/binany tron)

	#	Title	Tags	Acceptance	Difficulty	Frequency €
~	419	Battleships in a Board (/proble	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Matrix (/tag/matrix)	71.7%	Medium	
		*				
	676	Implement Magic Dictionary (/	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design)	55.6%	Medium	
			Trie (/tag/trie)			
	161	One Edit Distance (/problems/	T. District (Assets assistant) (City (Assets in))	33.3%	Medium	
	101	■	Two Pointers (/tag/two-pointers) String (/tag/string)	33.370	(medium)	
	616	Add Bold Tag in String (/probl		45.3%	(No. 45-rans)	
	616	Add Bold Tag III String (/probl	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	43.3%	Medium	
			Trie (/tag/trie) String Matching (/tag/string-matching)			
~	1102	Path With Maximum Minimum	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	51.4%	Medium	
		₽	Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find)			
			Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)			
	1055	Shortest Way to Form String (/	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	57.4%	Medium	
		■'	Greedy (/tag/greedy)			
	1547	Minimum Cost to Cut a Stick (/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.5%	(Hard)	
		,	Synamic Programming Viagraymanic Programming			
~	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking) Interactive (/tag/interactive)	73.6%	Hard	
		₽				
~	1091	Shortest Path in Binary Matrix	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	40.6%	Medium	
			Matrix (/tag/matrix)			
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	(Hard)	
	1322	Ads Performance (/problems/a	Database (/tag/database)	58.6%	(Easy)	
	.522	→ Problems, a	Database ((tag/tatabase)	30.070		
	896	Monotonic Array (/problems/		57.8%	(Easy)	
	030	Worldtonic Array (/problems/	Array (/tag/array)	31.070	Lasy	
~	1110	Delete Nodes And Return Fore	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	68.2%	Medium	
			Binary Tree (/tag/binary-tree)			
	224	Delin due de l'intered tiet (le del		42.00/		
•	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack)	43.0%	(Easy)	
			Recursion (/tag/recursion)			
	1026	Maximum Difference Between	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	70.2%	Medium	
			Binary Tree (/tag/binary-tree)			
~	1027	Longest Arithmetic Subsequen	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search)	49.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	378	Kth Smallest Element in a Sort	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	57.1%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)			
			matrix (tag/matrix)			
~	230	Kth Smallest Element in a BST	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	63.7%	Medium	
			Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)			
~	210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search)	43.6%	Medium	
-		, , , , , , , , , , , , , , , , , , ,				
			Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
~	4	Median of Two Sorted Arrays (Array (/tag/array) Binary Search (/tag/binary-search)	32.0%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
	707	A.C		10.70/		
	727	Minimum Window Subsequen	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	42.7%	(Hard)	
~		₽				
~		₽	Sliding Window (/tag/sliding-window)			

24/20	Z I		Facebook - LeetCode		
	#	Title	Array (/tag/array) Linkeu List (/tag/iiiikeu-iist) Desigii (/tag/uesigii) Tags Queue (/tag/queue)	Acceptance	Difficulty Frequency ②
	148	Sort List (/problems/sort-list)	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Divide and Conquer (/tag/divide-and-conquer) Sorting (/tag/sorting)	47.5%	Medium
~	759	Employee Free Time (/proble	Merge Sort (/tag/merge-sort) Array (/tag/array) Sorting (/tag/sorting)	69.1%	(Hard)
,	1541	Minimum Insertions to Balanc	Heap (Priority Queue) (/tag/heap-priority-queue) String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	44.5%	(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
	1699	Number of Calls Between Two	Database (/tag/database)	85.8%	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
	494	Target Sum (/problems/target	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	45.6%	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
	1460	Make Two Arrays Equal by Rev	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	72.3%	Easy
~	741	Cherry Pickup (/problems/cher	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	35.5%	Hard
~	22	Generate Parentheses (/proble	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	66.8%	Medium
~	715	Range Module (/problems/ran	Design (/tag/design) Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)	41.6%	(Hard)
	25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list) Recursion (/tag/recursion)	46.3%	Hard
	371	Sum of Two Integers (/proble	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	50.6%	Medium
	388	Longest Absolute File Path (/p	String (/tag/string) Stack (/tag/stack) Depth-First Search (/tag/depth-first-search)	43.6%	Medium
~	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy
	815	Bus Routes (/problems/bus-ro	Array (/tag/array) Hash Table (/tag/hash-table) Breadth-First Search (/tag/breadth-first-search)	43.9%	Hard
~	102	Binary Tree Level Order Travers	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	57.9%	Medium
	38	Count and Say (/problems/cou	String (/tag/string)	46.7%	Medium
•	121	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	52.1%	Easy
~	767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	50.7%	Medium
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium
	1884	Egg Drop With 2 Eggs and N F	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	70.0%	Medium

~	# 153	Title Find Minimum in Rotated Sort	Tags Array (/tag/array) Binary Search (/tag/binary-search)	Acceptance 46.7%	Difficulty Medium	Frequency ②
~	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	
•	346	Moving Average from Data Str ■	Array (/tag/array) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	74.2%	Easy	
	610	Triangle Judgement (/problem	Database (/tag/database)	69.5%	Easy	
•	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
	674	Longest Continuous Increasin	Array (/tag/array)	46.4%	Easy	
•	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	50.6%	Medium	
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
~	844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string) Stack (/tag/stack) Simulation (/tag/simulation)	47.2%	Easy	
~	939	Minimum Area Rectangle (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry) Sorting (/tag/sorting)	52.6%	Medium	
~	1099	Two Sum Less Than K (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	60.7%	Easy	
	1614	Maximum Nesting Depth of th	String (/tag/string) Stack (/tag/stack)	82.7%	Easy	
~	529	Minesweeper (/problems/min	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	62.2%	Medium	
	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	
	778	Swim in Rising Water (/proble	Array (/tag/array) Binary Search (/tag/binary-search) 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) Matrix (/tag/matrix)	57.6%	Hard	
	1094	Car Pooling (/problems/car-po	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Simulation (/tag/simulation) Prefix Sum (/tag/prefix-sum)	59.6%	Medium	
•	268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	56.1%	Easy	
	109	Convert Sorted List to Binary S	Linked List (/tag/linked-list) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	52.5%	Medium	
	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	
~	416	Partition Equal Subset Sum (/p	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	45.2%	Medium	
~	567	Permutation in String (/proble	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string)	44.6%	Medium	
- 11	4	de com/company/facebook/	Cliding Mindow (Itaa/cliding window)		_	

	#	Title	Shaing william (/tag/shaing-william)	Accontance	Difficulty Frequency 9
~	7 503	Next Greater Element II (/prob	Tags Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	Acceptance 59.3%	(Medium)
		V F	Array (tag/array) Stack (tag/stack) Midnotonic Stack (tag/midnotonic-stack)		
~	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	53.1%	Medium
~	617	Merge Two Binary Trees (/prob	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	75.9%	Easy
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)		
~	286	Walls and Gates (/problems/w	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search)	57.3%	Medium
		₽	Matrix (/tag/matrix)		
	367	Valid Perfect Square (/problem	Math (/tag/math) Binary Search (/tag/binary-search)	42.4%	Easy
~	345	Reverse Vowels of a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	45.6%	Easy
~	117	Populating Next Right Pointers	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	43.1%	Medium
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)		
	445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack)	57.0%	Medium
•	328	Odd Even Linked List (/proble	Linked List (/tag/linked-list)	57.6%	Medium
	166	Fraction to Recurring Decimal	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	22.6%	Medium
~	460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design)	37.2%	(Hard)
			Doubly-Linked List (/tag/doubly-linked-list)		
	75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	50.7%	Medium
~	239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window)	45.1%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Monotonic Queue (/tag/monotonic-queue)		
	714	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	58.6%	Medium
	260	Single Number III (/problems/	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	65.6%	Medium
~	989	Add to Array-Form of Integer (Array (/tag/array) Math (/tag/math)	45.0%	Easy
•	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%	Easy
	1636	Sort Array by Increasing Frequ	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	67.2%	Easy
~	103	Binary Tree Zigzag Level Order	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search)	51.0%	Medium
			Binary Tree (/tag/binary-tree)		
~	32	Longest Valid Parentheses (/pr		30.2%	(Hard)
•	32	Longest valid i dichtheses (pi	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	30.270	(Halu)
			Stack (/tag/stack)		
~	26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.2%	Easy
	572	Subtree of Another Tree (/pro	Tray (Marsh Marsh) Dorath Flint Count (Marsh Sarr	44.6%	Facu
	312	Subtree of Afformer free (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	44 .0 /0	(Easy)
			String Matching (/tag/string-matching) Binary Tree (/tag/binary-tree)		
			Hash Function (/tag/hash-function)		
	209	Minimum Size Subarray Sum (Array (/tag/array) Binary Search (/tag/binary-search)	40.4%	Medium
			Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)		
•	136	Single Number (/problems/sin	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	67.1%	Easy
	252	Meeting Rooms (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	55.8%	Easy

~	#	Title Add Two Numbers (/problems	Tags Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	Acceptance	Difficulty Medium	Frequency (
	993	Cousins in Binary Tree (/proble	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	52.4%	Easy	
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
•	62	Unique Paths (/problems/uniq	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	56.9%	Medium	
			Combinatorics (/tag/combinatorics)			
~	226	Invert Binary Tree (/problems/i	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	68.1%	Easy	
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
	414	Third Maximum Number (/pro	Array (/tag/array) Sorting (/tag/sorting)	30.8%	Easy	
~	154	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	42.2%	Hard	
~	68	Text Justification (/problems/t ★	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard	
	435	Non-overlapping Intervals (/pr	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	44.6%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
~	235	Lowest Common Ancestor of a	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	52.9%	Easy	
			Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)			
~	981	Time Based Key-Value Store (/	Hash Table (/tag/hash-table) String (/tag/string)	54.5%	Medium	
			Binary Search (/tag/binary-search) Design (/tag/design)		_	
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	59.7%	Medium	
~	787	Cheapest Flights Within K Sto	Dynamic Programming (/tag/dynamic-programming)	38.6%	Medium	
			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)			
~	359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	73.1%	Easy	
~	334	Increasing Triplet Subsequenc	Array (/tag/array) Greedy (/tag/greedy)	41.0%	Medium	
~	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	60.5%	Medium	
	92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	41.8%	Medium	
~	91	Decode Ways (/problems/dec	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	27.5%	Medium	
~	303	Range Sum Query - Immutabl	Array (/tag/array) Design (/tag/design) Prefix Sum (/tag/prefix-sum)	49.5%	Easy	
~	74	Search a 2D Matrix (/problems	Array (/tag/array) Binary Search (/tag/binary-search) Matrix (/tag/matrix)	38.9%	Medium	
	37	Sudoku Solver (/problems/sud	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	48.3%	(Hard)	
	518	Coin Change 2 (/problems/coi		53.0%	(Medium)	
	310	com change 2 y problems/col	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	55.070	····cululli)	
	111	Minimum Depth of Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	40.4%	(Easy)	
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	-	<u> </u>	
~	5	Longest Palindromic Substring	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	30.9%	Medium	
	451	Sort Characters By Frequency (Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	65.1%	Medium	
		, -1, (Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort)			
			Counting (/tag/counting)			
	4.4	Mildonal Mattalian (1)		3F 00/	(i.)	
	44	Wildcard Matching (/problems		25.8%	(Hard)	

24/20	JZ I		Facebook - LeetCode			
	#	Title	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion)	Acceptance	Difficulty	Frequency
	763	Partition Labels (/problems/pa	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	78.2%	Medium	
	190	Reverse Bits (/problems/revers	Divide and Conquer (/tag/divide-and-conquer) Bit Manipulation (/tag/bit-manipulation)	43.6%	Easy	
	131	Palindrome Partitioning (/prob	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	53.8%	Medium	
,	152	Maximum Product Subarray (/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	33.1%	Medium	
	105	Construct Binary Tree from Pre	Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	53.9%	Medium	
	438	Find All Anagrams in a String (Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	45.6%	Medium	
	143	Reorder List (/problems/reord	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Recursion (/tag/recursion)	42.1%	Medium	
•	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	37.8%	Hard	
•	692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	53.5%	Medium	
,	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers)	36.9%	Medium	
/	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	62.0%	Medium	
	160	Intersection of Two Linked List	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	45.6%	Easy	
	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%	Medium	
,	63	Unique Paths II (/problems/uni	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	36.1%	Medium	
/	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	53.6%	Medium	
,	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	59.3%	Easy	
	240	Search a 2D Matrix II (/proble	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Matrix (/tag/matrix)	45.9%	Medium	
	151	Reverse Words in a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	24.9%	Medium	
,	905	Sort Array By Parity (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	75.1%	Easy	
,	53	Maximum Subarray (/problem	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming)	48.1%	Easy	
	191	Number of 1 Bits (/problems/n	Bit Manipulation (/tag/bit-manipulation)	55.2%	Easy	
	704	Binary Search (/problems/bina	Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy	
	73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	45.1%	Medium	
	F00	File and and the second of the		67.00/		

			1 accook - Ecclodec			
~	509 #	Fibonacci Number (/problems Title	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	ხ/.გ% Acceptance	(Easy) Difficulty	Frequency ②
			Recursion (/tag/recursion) Memoization (/tag/memoization)			
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.3%	Easy	
~	94	Binary Tree Inorder Traversal (/	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	67.2%	Easy	
			Binary Tree (/tag/binary-tree)			
•	108	Convert Sorted Array to Binary	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree)	61.9%	Easy	
			Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)			
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	37.3%	Medium	
~	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	Medium	
~	350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers)	52.5%	Easy	
			Binary Search (/tag/binary-search) Sorting (/tag/sorting)			
~	300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search)	45.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	55	Jump Game (/problems/jump	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	35.6%	Medium	
			Greedy (/tag/greedy)			
~	167	Two Sum II - Input array is sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.2%	(Easy)	
			Binary Search (/tag/binary-search)			
	24	M T C : 11: : // 1		F7.00/		
~	21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list) Recursion (/tag/recursion)	57.0%	(Easy)	
~	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	66.6%	Easy	
~	729	My Calendar I (/problems/my	Design (/tag/design) Segment Tree (/tag/segment-tree)	54.1%	Medium	
			Ordered Set (/tag/ordered-set)			
~	322	Coin Change (/problems/coin	Array (/taq/array) Dynamic Programming (/taq/dynamic-programming)	38.2%	(Medium)	
		5 9 VF				
			Breadth-First Search (/tag/breadth-first-search)			
	35	Search Insert Position (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	42.8%	(Easy)	
		·	-, v,,			

Copyright © 2021 LeetCode

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

United States (/region)