

## **■** Uber

## **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 125 / 188 problems.

✓ S	how pro	oblem tags		Select time period:	1 year	•
	#	Title	Tags	Acceptance	Difficulty	Freq
	427	Construct Quad Tree (/proble	Array (/tag/array)	63.3%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree) Matrix (/tag/matrix)			
?	757	Set Intersection Size At Least T	Array (/tag/array) Greedy (/tag/greedy)	42.7%	Hard	
			Sorting (/tag/sorting)			
	1400	Construct K Palindrome String	Hash Table (/tag/hash-table) String (/tag/string)	63.3%	Medium	
			Greedy (/tag/greedy) Counting (/tag/counting)			
<b>~</b>	68	Text Justification (/problems/t	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard	
<b>~</b>	465	Optimal Account Balancing (/p	Array (/tag/array) Backtracking (/tag/backtracking)	48.7%	Hard	
~	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)			
	773	Sliding Puzzle (/problems/slidi	Array (/tag/array)	61.6%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
<b>~</b>	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)	38.6%	Medium	
			Graph (/tag/graph)			
			Eulerian Circuit (/tag/eulerian-circuit)			
	764	Largest Plus Sign (/problems/l	Array (/tag/array)	47.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming			

	#	Title	Tags	Acceptance	Difficulty	Freq
	1743	Restore the Array From Adjace	Array (/tag/array) Hash Table (/tag/hash-table)	64.9%	Medium	
	1052	Grumpy Bookstore Owner (/pr	Array (/tag/array)	56.1%	Medium	
			Sliding Window (/tag/sliding-window)			
~	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.9%	Medium	
	1861	Rotating the Box (/problems/r	Array (/tag/array) Two Pointers (/tag/two-pointers)	62.0%	Medium	
			Matrix (/tag/matrix)			
	1531	String Compression II (/proble	String (/tag/string)	34.6%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	1368	Minimum Cost to Make at Lea	Array (/tag/array)	58.2%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
			Shortest Path (/tag/shortest-path)			
	291	Word Pattern II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	44.8%	Medium	
		<b>-</b>	Backtracking (/tag/backtracking)			
	1515	Best Position for a Service Cen	Math (/tag/math) Geometry (/tag/geometry)	39.3%	Hard	
			Randomized (/tag/randomized)			
	1036	Escape a Large Maze (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.3%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
~	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)			
~	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)			
	305	Number of Islands II (/proble	Array (/tag/array) Union Find (/tag/union-find)	39.4%	Hard	
	815	Bus Routes (/problems/bus-ro	Array (/tag/array) Hash Table (/tag/hash-table)	43.9%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			

	#	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)			
	679	24 Game (/problems/24-game)	Array (/tag/array) Math (/tag/math)	47.5%	Hard	
			Backtracking (/tag/backtracking)			
~	399	Evaluate Division (/problems/e	Array (/tag/array)	55.1%	Medium	
			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)			
	262	Trips and Users (/problems/tri	Database (/tag/database)	36.3%	Hard	
	1579	Remove Max Number of Edge	Union Find (/tag/union-find) Graph (/tag/graph)	46.8%	Hard	
~	146	LRU Cache (/problems/lru-cac	Hash Table (/tag/hash-table)	37.1%	Medium	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list)			
~	200	Number of Islands (/problems	Array (/tag/array)	50.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
	1391	Check if There is a Valid Path i	Array (/tag/array)	45.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
	945	Minimum Increment to Make	Array (/tag/array) Greedy (/tag/greedy)	47.3%	Medium	
			Sorting (/tag/sorting) Counting (/tag/counting)			
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
~	723	Candy Crush (/problems/cand	Array (/tag/array) Two Pointers (/tag/two-pointers)	73.5%	Medium	
		<b>₽</b>	Matrix (/tag/matrix) Simulation (/tag/simulation)			
~	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium	
~	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	60.5%	Medium	
			Sorting (/tag/sorting)			

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	127	Word Ladder (/problems/word ★	Hash Table (/tag/hash-table) String (/tag/string)  Breadth-First Search (/tag/breadth-first-search)	32.7%	Hard	
•	1136	Parallel Courses (/problems/pa	Graph (/tag/graph)  Topological Sort (/tag/topological-sort)	60.7%	Medium	
	1626	Best Team With No Conflicts (/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	39.4%	Medium	
	659	Split Array into Consecutive Su	Sorting (/tag/sorting)  Array (/tag/array) Hash Table (/tag/hash-table)  Greedy (/tag/greedy)	44.7%	Medium	
~	130	Surrounded Regions (/proble	Heap (Priority Queue) (/tag/heap-priority-queue)  Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	30.4%	Medium	
<b>~</b>	361	Bomb Enemy (/problems/bom	Union Find (/tag/union-find) Matrix (/tag/matrix)  Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	47.5%	Medium	
	282	Expression Add Operators (/pr	Math (/tag/math) String (/tag/string)  Backtracking (/tag/backtracking)	37.2%	Hard	
	1552	Magnetic Force Between Two	Array (/tag/array) Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	50.5%	Medium	
~	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)  Matrix (/tag/matrix)	62.0%	Medium	
<b>~</b>	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string)  Backtracking (/tag/backtracking) Trie (/tag/trie)  Matrix (/tag/matrix)	37.8%	Hard	
~	934	Shortest Bridge (/problems/sh	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	50.6%	Medium	
•	428	Serialize and Deserialize N-ary	Matrix (/tag/matrix)  String (/tag/string) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	62.4%	Hard	

	#	Title	Tags	Acceptance	Difficulty Freq
<b>~</b>	759	Employee Free Time (/proble	Array (/tag/array) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	69.1%	Hard
	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string)  Sliding Window (/tag/sliding-window)	46.1%	Medium
•	85	Maximal Rectangle (/problems	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack) Matrix (/tag/matrix)	40.2%	Hard
	102	WIND A W	Monotonic Stack (/tag/monotonic-stack)	25.40/	
	193	Valid Phone Numbers (/proble	Shell (/tag/shell)	25.4%	(Easy)
	772	Basic Calculator III (/problems/	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	45.0%	Hard
<b>~</b>	315	Count of Smaller Numbers Aft	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)  Binary Indexed Tree (/tag/binary-indexed-tree)	42.3%	Hard
			Segment Tree (/tag/segment-tree)  Merge Sort (/tag/merge-sort)  Ordered Set (/tag/ordered-set)		
<b>~</b>	1135	Connecting Cities With Minim	Union Find (/tag/union-find) Graph (/tag/graph)  Heap (Priority Queue) (/tag/heap-priority-queue)  Minimum Spanning Tree (/tag/minimum-spanning-tree)	60.0%	Medium
•	354	Russian Doll Envelopes (/probl	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	38.3%	Hard
~	1668	Maximum Repeating Substrin	String (/tag/string) String Matching (/tag/string-matching)	38.7%	Easy
<b>~</b>	1352	Product of the Last K Numbers	Array (/tag/array) Math (/tag/math)  Design (/tag/design) Queue (/tag/queue)  Data Stream (/tag/data-stream)	45.8%	Medium
	1640	Check Array Formation Throug	Array (/tag/array) Hash Table (/tag/hash-table)	55.5%	Easy
~	1283	Find the Smallest Divisor Give	Array (/tag/array) Binary Search (/tag/binary-search)	50.6%	Medium
<b>~</b>	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
<b>~</b>	227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	39.2%	Medium
	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	51.4%	Medium
	1281	Subtract the Product and Sum	Math (/tag/math)	85.6%	Easy
	942	DI String Match (/problems/di	Array (/tag/array) Math (/tag/math)  Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)	74.1%	Easy
•	253	Meeting Rooms II (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	47.6%	Medium
<b>~</b>	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	71.6%	Easy
	909	Snakes and Ladders (/problem	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	39.4%	Medium
	1696	Jump Game VI (/problems/ju	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue)  Monotonic Queue (/tag/monotonic-queue)	42.1%	Medium
~	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string)  Stack (/tag/stack) Recursion (/tag/recursion)	38.6%	Hard
*	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
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)  Recursion (/tag/recursion)	28.6%	Hard
<b>~</b>	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)  Recursion (/tag/recursion)	53.6%	Medium
•	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

	#	Title	Tags	Acceptance	Difficulty	Freq
~	871	Minimum Number of Refuelin	Array (/tag/array)	34.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
~	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	Medium	
<b>~</b>	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)			
	670	Valid Daranthasis String //prob		22.00/		
	678	Valid Parenthesis String (/prob	String (/tag/string)	32.0%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack) Greedy (/tag/greedy)			
	1200	Minimum Absolute Difference	Array (/tag/array) Sorting (/tag/sorting)	67.1%	Easy	
~	<b>✓</b> 218	The Skyline Problem (/proble	Array (/tag/array)	37.1%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
			Binary Indexed Tree (/tag/binary-indexed-tree)			
			Segment Tree (/tag/segment-tree)			
			Line Sweep (/tag/line-sweep)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Ordered Set (/tag/ordered-set)			
<b>~</b>	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)	36.2%	Medium	
			Recursion (/tag/recursion)			
~	134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.1%	Medium	
<b>~</b>	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
<b>~</b>	53	Maximum Subarray (/problem	Array (/tag/array)	48.1%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
<b>~</b>	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)			

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	1254	Number of Closed Islands (/pr	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	62.2%	Medium	
<b>~</b>	452	Minimum Number of Arrows t	Union Find (/tag/union-find) Matrix (/tag/matrix)  Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	50.1%	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)	43.6%	Easy	
~	69	Sqrt(x) (/problems/sqrtx)	Ordered Set (/tag/ordered-set)  Math (/tag/math) Binary Search (/tag/binary-search)	35.7%	Easy	
	646	Maximum Length of Pair Chai	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy) Sorting (/tag/sorting)	53.8%	Medium	
~	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	31.8%	Medium	
•	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
	131	Palindrome Partitioning (/prob	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)	53.8%	Medium	
•	239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue)	45.1%	Hard	
~	395	Longest Substring with At Lea	Monotonic Queue (/tag/monotonic-queue)  Hash Table (/tag/hash-table) String (/tag/string)  Divide and Conquer (/tag/divide-and-conquer)  Sliding Window (/tag/sliding-window)	43.9%	Medium	
~	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	50.6%	Medium	
<b>~</b>	149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math)  Geometry (/tag/geometry)	18.3%	Hard	
<b>~</b>	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
~	32	Longest Valid Parentheses (/pr	String (/tag/string)	30.2%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack)		
	1002	Find Common Characters (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	68.7%	Easy
			String (/tag/string)		
•	1011	Capacity To Ship Packages Wit	Array (/tag/array) Binary Search (/tag/binary-search)	60.5%	Medium
	185	Department Top Three Salaries	Database (/tag/database)	41.3%	Hard
<b>~</b>	188	Best Time to Buy and Sell Stoc	Array (/tag/array)	30.7%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
~	84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)	38.0%	Hard
			Monotonic Stack (/tag/monotonic-stack)		
•	57	Insert Interval (/problems/inse	Array (/tag/array)	35.8%	Medium
•	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	28.7%	Medium
			Sorting (/tag/sorting)		
<b>~</b>	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)		
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	66.6%	Medium
			Bit Manipulation (/tag/bit-manipulation)		
<b>~</b>	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium
•	236	Lowest Common Ancestor of a	Tree (/tag/tree)	50.4%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)	34.0%	Hard
		<b>-</b> 1	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
•	1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	64.4%	Medium
	168	Excel Sheet Column Title (/pro	Math (/tag/math)	32.3%	Easy

	#	Title	Tags	Acceptance	Difficulty	Freq
~	206	Reverse Linked List (/problems	Linked List (/tag/linked-list)	66.6%	Easy	
			Recursion (/tag/recursion)			
	6	ZigZag Conversion (/problems	String (/tag/string)	38.8%	Medium	
	628	Maximum Product of Three N	Array (/tag/array) Math (/tag/math)	46.7%	Easy	
			Sorting (/tag/sorting)			
~	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	42.4%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Trie (/tag/trie)			
~	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking)	45.3%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
	454	15um II (/problems/1sum ii)		54.9%	Madiana	
	454	4Sum II (/problems/4sum-ii)	Array (/tag/array) Hash Table (/tag/hash-table)	54.9%	(Medium)	
<b>~</b>	133	Clone Graph (/problems/clone	Hash Table (/tag/hash-table)	41.0%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
<b>~</b>	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)			
	1025	Divisor Game (/problems/divis	Math (/tag/math)	66.2%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Brainteaser (/tag/brainteaser)			
			Game Theory (/tag/game-theory)			
<b>~</b>	1423	Maximum Points You Can Obt	Array (/tag/array)	48.5%	Medium	
			Sliding Window (/tag/sliding-window)			
~	334	Increasing Triplet Subsequenc	Array (/tag/array) Greedy (/tag/greedy)	41.0%	Medium	
	99	Recover Binary Search Tree (/p	Tree (/tag/tree)	43.5%	Medium	
			Depth-First Search (/tag/depth-first-search)		_ <del>_</del>	
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			

	#	Title	Tags	Acceptance	Difficulty	Freq
~	22	Generate Parentheses (/proble	String (/tag/string)	66.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
<b>~</b>	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	46.4%	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)	39.3%	Hard	
			Binary Tree (/tag/binary-tree)			
	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	
<b>~</b>	76	Minimum Window Substring (	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	36.6%	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	
	518	Coin Change 2 (/problems/coi	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	53.0%	Medium	
	445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math)  Stack (/tag/stack)	57.0%	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	
•	347	Top K Frequent Elements (/pro	Array (/tag/array) Hash Table (/tag/hash-table)  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)	63.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
	763	Partition Labels (/problems/pa	Hash Table (/tag/hash-table)	78.2%	Medium	
			Two Pointers (/tag/two-pointers) String (/tag/string)			
			Greedy (/tag/greedy)			
~	123	Best Time to Buy and Sell Stoc	Array (/tag/array)	40.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	621	Task Scheduler (/problems/tas	Array (/tag/array) Hash Table (/tag/hash-table)	52.7%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Counting (/tag/counting)			
~	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium	
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)	57.3%	(Easy)	
			String (/tag/string)			
~	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)			
~	205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	40.9%	Easy	
	494	Target Sum (/problems/target	Array (/tag/array)	45.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
~	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string)	53.5%	Medium	
			Design (/tag/design) Trie (/tag/trie)			
	40	Combination Sum II (/problem	Array (/tag/array) Backtracking (/tag/backtracking)	50.9%	Medium	
~	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	43.7%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Merge Sort (/tag/merge-sort)			
~	322	Coin Change (/problems/coin	Array (/tag/array)	38.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
	953	Verifying an Alien Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.2%	Easy	
			String (/tag/string)			

	#	Title	Tags	Acceptance	Difficulty	Freq
~	21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list)	57.0%	Easy	
			Recursion (/tag/recursion)			
~	122	Best Time to Buy and Sell Stoc	Array (/tag/array)	59.3%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
	700	Search in a Binary Search Tree	Tree (/tag/tree)	73.7%	Easy	
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	10	Regular Expression Matching (	String (/tag/string)	27.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
~	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)			
~	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string)	49.2%	Easy	
			Simulation (/tag/simulation)			
~	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	88.8%	Easy	
~	121	Best Time to Buy and Sell Stoc	Array (/tag/array)	52.1%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
~	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Easy	
~	91	Decode Ways (/problems/dec	String (/tag/string)	27.5%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	29	Divide Two Integers (/problem	Math (/tag/math)	17.0%	Medium	
			Bit Manipulation (/tag/bit-manipulation)		-	
	97	Interleaving String (/problems	String (/tag/string)	33.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	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)			

	#	Title	Tags	Acceptance	Difficulty Freq
~	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)		
	67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string)	47.9%	Easy
			Bit Manipulation (/tag/bit-manipulation)		
			Simulation (/tag/simulation)		
•	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy
<b>~</b>	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%	Easy
~	74	Search a 2D Matrix (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	38.9%	Medium
			Matrix (/tag/matrix)		
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	37.3%	Medium
			Simulation (/tag/simulation)		<del></del>
~	103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	51.0%	Medium
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking)	37.8%	Medium
		ν μ. σ.	Matrix (/tag/matrix)		
	1672	Richest Customer Wealth (/pro	Array (/tag/array) Matrix (/tag/matrix)	88.1%	(Easy)
~	124	Binary Tree Maximum Path Su	Tree (/tag/tree)	36.0%	Hard
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	336	Palindrome Pairs (/problems/p	Array (/tag/array) Hash Table (/tag/hash-table)	36.0%	Hard
			String (/tag/string) Trie (/tag/trie)		
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium
	1470	Shuffle the Array (/problems/s	Array (/tag/array)	88.1%	Easy
<b>~</b>	5	Longest Palindromic Substring	String (/tag/string)	30.9%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
	160	Intersection of Two Linked List	Hash Table (/tag/hash-table)	45.6%	Easy
			Linked List (/tag/linked-list)		
			Two Pointers (/tag/two-pointers)		
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium

	#	Title	Tags	Acceptance	Difficulty Freq
~	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers) Stack (/tag/stack)  Recursion (/tag/recursion)	43.0%	Easy
•	215	Kth Largest Element in an Arra	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting)	59.8%	Medium
			Heap (Priority Queue) (/tag/heap-priority-queue)  Quickselect (/tag/quickselect)		
•	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)	52.3%	Hard
<b>~</b>	102	Binary Tree Level Order Travers	Monotonic Stack (/tag/monotonic-stack)  Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)	57.9%	Medium
•	136	Single Number (/problems/sin	Binary Tree (/tag/binary-tree)  Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	67.1%	Easy
~	4	Median of Two Sorted Arrays (	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)	32.0%	Hard
<b>~</b>	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	41.2%	Easy
~	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium
<b>~</b>	118	Pascal's Triangle (/problems/p	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	57.3%	Easy
•	98	Validate Binary Search Tree (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Ripany Search Tree (/tag/hipany search tree)	29.2%	Medium
~	70	Climbing Stairs (/problems/cli	Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)  Math (/tag/math)	49.0%	(Easy)
			Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization)		
<b>~</b>	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy

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