



Interview Contest Coding Challenge 2021









■ 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 205 / 346 problems.

✓ SI	✓ Show problem tags		Se	elect time period:	All time	•
	#	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)			
•	465	Optimal Account Balancing (/p	Array (/tag/array) Backtracking (/tag/backtracking)	48.7%	Hard	
	305	Number of Islands II (/proble	Array (/tag/array) Union Find (/tag/union-find)	39.4%	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)			
~	741	Cherry Pickup (/problems/cher	Array (/tag/array)	35.5%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)	38.6%	Medium	
			Graph (/tag/graph)			
			Eulerian Circuit (/tag/eulerian-circuit)			
~	68	Text Justification (/problems/t ★	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard	
	291	Word Pattern II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	44.8%	Medium	
		₽	Backtracking (/tag/backtracking)			

	#	Title	Tags	Acceptance	Difficulty	Freq
	773	Sliding Puzzle (/problems/slidi	Array (/tag/array)	61.6%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
~	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)			
	341	Flatten Nested List Iterator (/p	Stack (/tag/stack) Tree (/tag/tree)	56.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Design (/tag/design) Queue (/tag/queue)			
			Iterator (/tag/iterator)			
	262	Trips and Users (/problems/tri	Database (/tag/database)	36.3%	Hard	
	267	Palindrome Permutation II (/pr	Hash Table (/tag/hash-table) String (/tag/string)	38.1%	(Medium)	
		•	Backtracking (/tag/backtracking)			
	986	Interval List Intersections (/pro		68.9%	Madium	
•	900	interval List intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	00.576	Medium	
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
~	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)			
	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)			
~	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)			
	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)	51.4%	(Medium)	
			Matrix (/tag/matrix)			
_						
~	227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string)	39.2%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
~	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	52.3%	Hard
•	428	Serialize and Deserialize N-ary	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	62.4%	Hard
	780	Reaching Points (/problems/re	Math (/tag/math)	30.5%	Hard
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	(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
	679	24 Game (/problems/24-game)	Array (/tag/array) Math (/tag/math) Backtracking (/tag/backtracking)	47.5%	Hard
•	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
~	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string) Backtracking (/tag/backtracking) Trie (/tag/trie) Matrix (/tag/matrix)	37.8%	Hard
	936	Stamping The Sequence (/pro	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Queue (/tag/queue)	53.3%	Hard
	166	Fraction to Recurring Decimal	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	22.6%	Medium
~	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	60.5%	Medium
	772	Basic Calculator III (/problems/	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	45.0%	Hard
•	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie)	42.4%	Medium

	#	Title	Tags	Acceptance	Difficulty Freq
~	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
•	359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	73.1%	Easy
•	239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	45.1%	Hard
~	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
	1400	Construct K Palindrome String	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Counting (/tag/counting)	63.3%	Medium
•	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	38.6%	Hard
~	286	Walls and Gates (/problems/w	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	57.3%	Medium
•	32	Longest Valid Parentheses (/pr	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)	30.2%	Hard
~	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	50.6%	Medium
•	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium
•	10	Regular Expression Matching (String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	27.7%	Hard
•	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	37.8%	Medium
~	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	56.0%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
~	361	Bomb Enemy (/problems/bom	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	47.5%	Medium	
~	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	46.9%	Hard	
~	127	Word Ladder (/problems/word ★	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	32.7%	Hard	
~	76	Minimum Window Substring (Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	36.6%	Hard	
~	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math) Recursion (/tag/recursion)	36.2%	Medium	
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string) Recursion (/tag/recursion)	28.6%	Hard	
~	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	
~	365	Water and Jug Problem (/prob	Math (/tag/math) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	31.9%	Medium	
	381	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design) Randomized (/tag/randomized)	35.2%	Hard	
~	149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry)	18.3%	Hard	
•	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	
	1515	Best Position for a Service Cen	Math (/tag/math) Geometry (/tag/geometry) Randomized (/tag/randomized)	39.3%	Hard	

	#	Title	Tags	Acceptance	Difficulty Freq
~	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)		
~	329	Longest Increasing Path in a M	Dynamic Programming (/tag/dynamic-programming)	47.0%	Hard
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
			Memoization (/tag/memoization)		
~	85	Maximal Rectangle (/problems	Array (/tag/array)	40.2%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack) Matrix (/tag/matrix)		
			Monotonic Stack (/tag/monotonic-stack)		
~	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)		
	388	Longest Absolute File Path (/p	String (/tag/string) Stack (/tag/stack)	43.6%	Medium
			Depth-First Search (/tag/depth-first-search)		
	815	Bus Routes (/problems/bus-ro	Array (/tag/array) Hash Table (/tag/hash-table)	43.9%	(Hard)
			Breadth-First Search (/tag/breadth-first-search)		
	764	Largest Plus Sign (/problems/l	Array (/tag/array)	47.0%	(Medium)
			Dynamic Programming (/tag/dynamic-programming)		
~	1135	Connecting Cities With Minim	Union Find (/tag/union-find) Graph (/tag/graph)	60.0%	Medium
		₽	Heap (Priority Queue) (/tag/heap-priority-queue)		
			Minimum Spanning Tree (/tag/minimum-spanning-tree)		
•	140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	36.7%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Backtracking (/tag/backtracking) Trie (/tag/trie)		
			Memoization (/tag/memoization)		

	#	Title	Tags	Acceptance	Difficulty	Freq
•	354	Russian Doll Envelopes (/probl	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	38.3%	Hard	
•	254	Factor Combinations (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	47.9%	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	
•	22	Generate Parentheses (/proble	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	66.8%	Medium	
•	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	37.3%	Medium	
•	130	Surrounded Regions (/proble	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	30.4%	Medium	
•	4	Median of Two Sorted Arrays (Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer)	32.0%	Hard	
	282	Expression Add Operators (/pr	Math (/tag/math) String (/tag/string) Backtracking (/tag/backtracking)	37.2%	Hard	
	545	Boundary of Binary Tree (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	41.0%	Medium	
•	621	Task Scheduler (/problems/tas	Array (/tag/array) Hash Table (/tag/hash-table) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	52.7%	Medium	
	1281	Subtract the Product and Sum	Math (/tag/math)	85.6%	Easy	
~	57	Insert Interval (/problems/inse	Array (/tag/array)	35.8%	Medium	
~	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
	99	Recover 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)	43.5%	Medium	
~	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	45.3%	Hard	
~	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	31.8%	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	
~	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	53.5%	Medium	
*	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) Segment Tree (/tag/segment-tree) Merge Sort (/tag/merge-sort) Ordered Set (/tag/ordered-set)	42.3%	Hard	
•	527	Word Abbreviation (/problems	Array (/tag/array) String (/tag/string) Greedy (/tag/greedy) Trie (/tag/trie) Sorting (/tag/sorting)	56.8%	Hard	
~	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	28.7%	Medium	
•	91	Decode Ways (/problems/dec	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	27.5%	Medium	
*	1368	Minimum Cost to Make at Lea	Array (/tag/array) 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)	58.2%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Freq
	535	Encode and Decode TinyURL (Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design)	82.7%	Medium	
~	295	Find Median from Data Stream	Hash Function (/tag/hash-function) Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting)	48.3%	Hard	
			Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)			
~	53	Maximum Subarray (/problem	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer)	48.1%	Easy	
~	115	Distinct Subsequences (/probl	Dynamic Programming (/tag/dynamic-programming) String (/tag/string)	40.4%	Hard	
~	221	Maximal Square (/problems/m	Dynamic Programming (/tag/dynamic-programming) Array (/tag/array)	40.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)			
	311	Sparse Matrix Multiplication (/	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	64.5%	Medium	
~	353	Design Snake Game (/problem	Array (/tag/array) Design (/tag/design) Queue (/tag/queue) Matrix (/tag/matrix)	36.7%	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	
~	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium	
	432	All O`one Data Structure (/pro	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Doubly-Linked List (/tag/doubly-linked-list)	33.7%	Hard	
	193	Valid Phone Numbers (/proble	Shell (/tag/shell)	25.4%	Easy	
•	346	Moving Average from Data Str	Array (/tag/array) Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	74.2%	Easy	
	518	Coin Change 2 (/problems/coi	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	Medium	
	131	Palindrome Partitioning (/prob	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	53.8%	Medium	
~	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
~	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.6%	Easy	
~	21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list) Recursion (/tag/recursion)	57.0%	Easy	
	945	Minimum Increment to Make	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting) Counting (/tag/counting)	47.3%	Medium	
•	210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	43.6%	Medium	
~	348	Design Tic-Tac-Toe (/problems	Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Matrix (/tag/matrix)	56.3%	Medium	
•	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	
	909	Snakes and Ladders (/problem	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	39.4%	Medium	
	93	Restore IP Addresses (/proble	String (/tag/string) Backtracking (/tag/backtracking)	38.5%	Medium	
~	5	Longest Palindromic Substring	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	30.9%	Medium	
	1036	Escape a Large Maze (/proble	Array (/tag/array) Hash Table (/tag/hash-table) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	34.3%	Hard	
•	759	Employee Free Time (/proble	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	69.1%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Freq
	1052	Grumpy Bookstore Owner (/pr	Array (/tag/array)	56.1%	Medium	
			Sliding Window (/tag/sliding-window)			
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix)	59.7%	Medium	
			Simulation (/tag/simulation)			
~	1136	Parallel Courses (/problems/pa	Graph (/tag/graph)	60.7%	Medium	
		-	Topological Sort (/tag/topological-sort)			
~	121	Best Time to Buy and Sell Stoc	Array (/tag/array)	52.1%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
	37	Sudoku Solver (/problems/sud	Array (/tag/array) Backtracking (/tag/backtracking)	48.3%	Hard	
			Matrix (/tag/matrix)			
	967	Numbers With Same Consecut	Backtracking (/tag/backtracking)	45.9%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
~	863	All Nodes Distance K in Binary	Tree (/tag/tree)	58.7%	(Medium)	
		·	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	438	Find All Anagrams in a String (Hash Table (/tag/hash-table) String (/tag/string)	45.6%	(Medium)	
			Sliding Window (/tag/sliding-window)			
	445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math)	57.0%	Medium	
			Stack (/tag/stack)			
	1861	Rotating the Box (/problems/r	Array (/tag/array) Two Pointers (/tag/two-pointers)	62.0%	(Medium)	
			Matrix (/tag/matrix)			
	244	Shortest Word Distance II (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	55.6%	(Medium)	
		₽	Two Pointers (/tag/two-pointers) String (/tag/string)			
			Design (/tag/design)			
•	347	Top K Frequent Elements (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	63.0%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Bucket Sort (/tag/bucket-sort)			
			Counting (/tag/counting)			
			Quickselect (/tag/quickselect)			

	#	Title	Tags	Acceptance	Difficulty	Freq
~	44	Wildcard Matching (/problems	String (/tag/string)	25.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy) Recursion (/tag/recursion)			
~	279	Perfect Squares (/problems/pe	Math (/tag/math)	49.7%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
	668	Kth Smallest Number in Multip	Binary Search (/tag/binary-search)	48.3%	Hard	
	969	Pancake Sorting (/problems/p	Array (/tag/array) Two Pointers (/tag/two-pointers)	69.0%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string)	46.1%	Medium	
		₽	Sliding Window (/tag/sliding-window)			
	1188	Design Bounded Blocking Que	Concurrency (/tag/concurrency)	73.2%	Medium	
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
	449	Serialize and Deserialize BST (/	String (/tag/string) Tree (/tag/tree)	54.7%	Medium	
			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)			
~	767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	50.7%	Medium	
		3 2 1	Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Counting (/tag/counting)			
			Counting (tag, counting)			
	1579	Remove Max Number of Edge	Union Find (/tag/union-find) Graph (/tag/graph)	46.8%	Hard	
~	542	01 Matrix (/problems/01-matrix)	Array (/tag/array)	41.5%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	1743	Restore the Array From Adjace	Array (/tag/array) Hash Table (/tag/hash-table)	64.9%	Medium	
~	723	Candy Crush (/problems/cand	Array (/tag/array) Two Pointers (/tag/two-pointers)	73.5%	Medium	
		•	Matrix (/tag/matrix) Simulation (/tag/simulation)			
	F-1	N. O. and March 1		F2 40/		
	51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	52.4%	(Hard)	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	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)			
	608	Tree Node (/problems/tree-no ■	Database (/tag/database)	70.5%	Medium	
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.3%	Easy	
	451	Sort Characters By Frequency (Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	65.1%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Bucket Sort (/tag/bucket-sort)			
			Counting (/tag/counting)			
~	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	66.6%	Easy	
~	420	Strong Password Checker (/pr	String (/tag/string) Greedy (/tag/greedy)	13.6%	Hard	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
~	198	House Robber (/problems/hou	Array (/tag/array)	43.6%	Medium	
		*	Dynamic Programming (/tag/dynamic-programming)			
~	493	Reverse Pairs (/problems/rever	Array (/tag/array) Binary Search (/tag/binary-search)	27.7%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
			Binary Indexed Tree (/tag/binary-indexed-tree)			
			Segment Tree (/tag/segment-tree)			
			Merge Sort (/tag/merge-sort)			
			Ordered Set (/tag/ordered-set)			
~	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium	
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	66.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
~	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
~	211	Design Add and Search Words	String (/tag/string)	41.3%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Design (/tag/design) Trie (/tag/trie)			
~	934	Shortest Bridge (/problems/sh	Array (/tag/array)	50.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty	Freq
	1531	String Compression II (/proble	String (/tag/string)	34.6%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
	430	Flatten a Multilevel Doubly Lin	Linked List (/tag/linked-list)	57.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Doubly-Linked List (/tag/doubly-linked-list)			
	161	One Edit Distance (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	33.3%	Medium	
~	74	Search a 2D Matrix (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	38.9%	Medium	
			Matrix (/tag/matrix)			
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium	
	138	Copy List with Random Pointer	Hash Table (/tag/hash-table)	42.6%	(Medium)	
			Linked List (/tag/linked-list)			
	6	ZigZag Conversion (/problems	String (/tag/string)	38.8%	Medium	
	Ü		Stilling (/tag/stilling)			
~	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.0%	(Easy)	
			Dynamic Programming (/tag/dynamic-programming)			
			Memoization (/tag/memoization)			
	959	Regions Cut By Slashes (/probl	Depth-First Search (/tag/depth-first-search)	67.6%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
~	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Easy	
~	72	Edit Distance (/problems/edit	String (/tag/string)	47.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	322	Coin Change (/problems/coin	Array (/tag/array)	38.2%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
~	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)	56.1%	(Easy)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	918	Maximum Sum Circular Subarr	Array (/tag/array)	34.6%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
			Queue (/tag/queue)			
			Monotonic Queue (/tag/monotonic-queue)			

	#	Title	Tags	Acceptance	Difficulty	Freq
~	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	
	699	Falling Squares (/problems/fall	Array (/tag/array) Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)	43.4%	Hard	
	1385	Find the Distance Value Betwe	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	66.6%	Easy	
	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)	58.5%	Medium	
	889	Construct Binary Tree from Pre	Hash Function (/tag/hash-function) Array (/tag/array) Hash Table (/tag/hash-table) Divide and Conquer (/tag/divide-and-conquer) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	68.3%	Medium	
	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	
~	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	35.7%	Easy	
	290	Word Pattern (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	38.6%	Easy	
	486	Predict the Winner (/problems	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	49.3%	Medium	
~	48	Rotate Image (/problems/rotat	Game Theory (/tag/game-theory) Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	62.0%	Medium	
~	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	46.4%	Medium	
•	134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.1%	Medium	
~	317	Shortest Distance from All Buil	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	43.4%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	40.9%	Easy	
~	124	Binary Tree Maximum Path Su	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	36.0%	Hard	
	336	Palindrome Pairs (/problems/p	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	36.0%	Hard	
~	855	Exam Room (/problems/exam	Design (/tag/design) Ordered Set (/tag/ordered-set)	43.4%	Medium	
~	1011	Capacity To Ship Packages Wit	Array (/tag/array) Binary Search (/tag/binary-search)	60.5%	Medium	
•	378	Kth Smallest Element in a Sort	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	57.1%	Medium	
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	54.3%	Medium	
~	567	Permutation in String (/proble	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Sliding Window (/tag/sliding-window)	44.6%	Medium	
•	992	Subarrays with K Different Inte	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window) Counting (/tag/counting)	51.5%	Hard	
•	979	Distribute Coins in Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	70.2%	Medium	
	40	Combination Sum II (/problem	Array (/tag/array) Backtracking (/tag/backtracking)	50.9%	Medium	
	826	Most Profit Assigning Work (/	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Greedy (/tag/greedy) Sorting (/tag/sorting)	39.5%	Medium	
•	395	Longest Substring with At Lea	Greedy (/tag/greedy) Sorting (/tag/sorting) Hash Table (/tag/hash-table) String (/tag/string) Divide and Conquer (/tag/divide-and-conquer) Sliding Window (/tag/sliding-window)	43.9%	Medium	
	186	Reverse Words in a String II (/	Two Pointers (/tag/two-pointers) String (/tag/string)	46.8%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
~	230	Kth Smallest Element in a BST	Tree (/tag/tree)	63.7%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
~	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%	Easy
~	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)		
	1626	Best Team With No Conflicts (/	(A (1) (A)	39.4%	Medium
	1020	best ream with two connects ()	Array (/tag/array)	33.470	Wedidin
			Dynamic Programming (/tag/dynamic-programming)		
			Sorting (/tag/sorting)		
~	312 Burst Balloons (/problems/bur.	Burst Balloons (/problems/bur	Array (/tag/array)	54.2%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
	391	Perfect Rectangle (/problems/	Array (/tag/array) Line Sweep (/tag/line-sweep)	31.4%	Hard
~	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	59.2%	Medium
		₽	String (/tag/string)		
_	973	K Closest Points to Origin (/pr	Array (/tag/array) Math (/tag/math)	65.0%	(Medium)
·	3.0	★	Divide and Conquer (/tag/divide-and-conquer)	00.070	
			Geometry (/tag/geometry) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Quickselect (/tag/quickselect)		
			quinted vitagi quinted etc.)		
~	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)	59.3%	(Easy)
			Sorting (/tag/sorting)		
	1640	Check Array Formation Throug	Array (/tag/array) Hash Table (/tag/hash-table)	55.5%	Easy
~	236	Lowest Common Ancestor of a	Tree (/tag/tree)	50.4%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	659	Split Array into Consecutive Su	American Allerators Allerators American	44.7%	Modium
	033	Spile Array into Consecutive Su	Array (/tag/array) Hash Table (/tag/hash-table)	11 .//0	(Medium)
			Greedy (/tag/greedy)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		

	#	Title	Tags	Acceptance	Difficulty Fre	q
•	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	
•	1091	Shortest Path in Binary Matrix	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	40.6%	Medium	
•	155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	47.4%	Easy	
	75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	50.7%	Medium	
	681	Next Closest Time (/problems/	String (/tag/string) Enumeration (/tag/enumeration)	46.1%	Medium	
	646	Maximum Length of Pair Chai	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Sorting (/tag/sorting)	53.8%	Medium	
	1278	Palindrome Partitioning III (/pr	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	61.4%	Hard	
~	450	Delete Node in a BST (/proble	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	46.0%	Medium	
	168	Excel Sheet Column Title (/pro	Math (/tag/math)	32.3%	Easy	
	97	Interleaving String (/problems	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	33.6%	Medium	
•	199	Binary Tree Right Side View (/p	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	57.1%	Medium	
~	8	String to Integer (atoi) (/probl	Binary Tree (/tag/binary-tree) String (/tag/string)	15.9%	(Medium)	
	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	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	49.2%	Easy	
•	228	Summary Ranges (/problems/	Array (/tag/array)	43.2%	Easy	
~	300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	45.3%	Medium	
•	167	Two Sum II - Input array is sort	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	56.2%	Easy	
•	64	Minimum Path Sum (/problem	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.0%	Medium	
~	88	Merge Sorted Array (/problem	Matrix (/tag/matrix) Array (/tag/array) Two Pointers (/tag/two-pointers)	41.2%	Easy	
~	334	Increasing Triplet Subsequenc	Sorting (/tag/sorting) Array (/tag/array) Greedy (/tag/greedy)	41.0%	Medium	
•	1146	Snapshot Array (/problems/sn	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search)	37.0%	Medium	
	204	Count Primes (/problems/cou	Design (/tag/design) Data Stream (/tag/data-stream) Array (/tag/array) Math (/tag/math) Enumeration (/tag/enumeration) Number Theory (/tag/number-theory)	32.8%	Easy	
~	90	Subsets II (/problems/subsets-ii)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	49.7%	Medium	
	1391	Check if There is a Valid Path i	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	45.6%	Medium	
~	122	Best Time to Buy and Sell Stoc	Union Find (/tag/union-find) Matrix (/tag/matrix) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	59.3%	Easy	
	601	Human Traffic of Stadium (/pr	Greedy (/tag/greedy) Database (/tag/database)	46.7%	Hard	
~	152	Maximum Product Subarray (/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	33.1%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
•	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	
~	102	Binary Tree Level Order Travers	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	57.9%	Medium	
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium	
~	162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	44.3%	Medium	
	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%	Medium	
•	62	Unique Paths (/problems/uniq	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics)	56.9%	Medium	
~	647	Palindromic Substrings (/probl	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
~	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy	
~	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	53.6%	Medium	
•	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.7%	Medium	
•	29	Divide Two Integers (/problem	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.0%	Medium	
~	118	Pascal's Triangle (/problems/p	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.3%	Easy	
	67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	47.9%	Easy	
•	55	Jump Game (/problems/jump	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	35.6%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
~	98	Validate Binary Search Tree (/p	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	29.2%	Medium
			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)		
	266	Palindrome Permutation (/pro	Hash Table (/tag/hash-table) String (/tag/string) Bit Manipulation (/tag/bit-manipulation)	63.3%	Easy
•	188	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	30.7%	Hard
•	136	Single Number (/problems/sin	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	67.1%	Easy
~	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack)	43.0%	Easy
~	837	New 21 Game (/problems/new ★	Recursion (/tag/recursion) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/sliding-window) Probability and Statistics (/tag/probability-and-statistics)	35.7%	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
~	827	Making A Large Island (/probl	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	46.7%	Hard
	338	Counting Bits (/problems/cou	Union Find (/tag/union-find) Matrix (/tag/matrix) Dynamic Programming (/tag/dynamic-programming) Bit Manipulation (/tag/bit-manipulation)	71.1%	Easy
•	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string) Queue (/tag/queue) Counting (/tag/counting)	54.5%	Easy

Valid Parenthesis String (/prob String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack) Greedy (/tag/greedy) 1227 Airplane Seat Assignment Pro Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Brainteaser (/tag/brainteaser) Probability and Statistics (/tag/probability-and-statistics) 1171 Remove Zero Sum Consecutiv Hash Table (/tag/hash-table) Linked List (/tag/linked-list) 41.6% Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	Medium Medium Medium
Stack (/tag/stack) Greedy (/tag/greedy) 1227 Airplane Seat Assignment Pro Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Brainteaser (/tag/brainteaser) Probability and Statistics (/tag/probability-and-statistics) 1171 Remove Zero Sum Consecutiv Hash Table (/tag/hash-table) Linked List (/tag/linked-list) 41.6% Magnetic Force Between Two Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	Medium
Airplane Seat Assignment Pro Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Brainteaser (/tag/brainteaser) Probability and Statistics (/tag/probability-and-statistics) 1171 Remove Zero Sum Consecutiv Hash Table (/tag/hash-table) Linked List (/tag/linked-list) 41.6% Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	Medium
Dynamic Programming (/tag/dynamic-programming) Brainteaser (/tag/brainteaser) Probability and Statistics (/tag/probability-and-statistics) 1171 Remove Zero Sum Consecutiv Hash Table (/tag/hash-table) Linked List (/tag/linked-list) 41.6% Magnetic Force Between Two Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	Medium
Brainteaser (/tag/brainteaser) Probability and Statistics (/tag/probability-and-statistics) 1171 Remove Zero Sum Consecutiv Hash Table (/tag/hash-table) Linked List (/tag/linked-list) 41.6% Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	
Probability and Statistics (/tag/probability-and-statistics) 1171 Remove Zero Sum Consecutiv Hash Table (/tag/hash-table) Linked List (/tag/linked-list) 41.6% Magnetic Force Between Two Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	
1171 Remove Zero Sum Consecutiv Hash Table (/tag/hash-table) 41.6% Linked List (/tag/linked-list) 1552 Magnetic Force Between Two Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	
Linked List (/tag/linked-list) 1552 Magnetic Force Between Two Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	
Linked List (/tag/linked-list) 1552 Magnetic Force Between Two Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	Medium
1552 Magnetic Force Between Two Array (/tag/array) Binary Search (/tag/binary-search) 50.5%	Medium
(with y tag, and y tag, and y tag, and y tag, and y	(Medium)
Sorting (/tag/sorting)	
628 Maximum Product of Three N Array (/tag/array) Math (/tag/math) 46.7%	Easy
Sorting (/tag/sorting)	
ACCOV	
160 Intersection of Two Linked List Hash Table (/tag/hash-table) 45.6%	(Easy)
Linked List (/tag/linked-list)	
Two Pointers (/tag/two-pointers)	
✓ 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)	
✓ 452 Minimum Number of Arrows t Array (/tag/array) Greedy (/tag/greedy) 50.1%	(Medium)
Sorting (/tag/sorting)	
Soliting (vidg) soliting	_
716 Max Stack (/problems/max-sta Linked List (/tag/linked-list) Stack (/tag/stack) 43.6%	(Easy)
Design (/tag/design)	
Doubly-Linked List (/tag/doubly-linked-list)	
Ordered Set (/tag/ordered-set)	
✓ 1229 Meeting Scheduler (/problems Array (/tag/array) Two Pointers (/tag/two-pointers) 54.7%	Medium
Sorting (/tag/sorting)	

	#	Title	Tags	Acceptance	Difficulty	Freq
	165	Compare Version Numbers (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	31.1%	Medium	
~	987	Vertical Order Traversal of a Bi	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	39.3%	Hard	
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
	581	Shortest Unsorted Continuous	Array (/tag/array) Two Pointers (/tag/two-pointers) Stack (/tag/stack) Greedy (/tag/greedy)	33.2%	Medium	
			Sorting (/tag/sorting) Monotonic Stack (/tag/monotonic-stack)			
~	547	Number of Provinces (/proble	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	61.3%	Medium	
			Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)			
	277	Find the Celebrity (/problems/	Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Graph (/tag/graph)	44.6%	Medium	
~	125	Valid Palindrome (/problems/v	Interactive (/tag/interactive) Two Pointers (/tag/two-pointers) String (/tag/string)	39.1%	Easy	
	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	
	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)	42.1%	Medium	
~	84	Largest Rectangle in Histogra	Monotonic Queue (/tag/monotonic-queue) Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	38.0%	Hard	
~	1668	Maximum Repeating Substrin	String (/tag/string) String Matching (/tag/string-matching)	38.7%	Easy	
~	344	Reverse String (/problems/rev	Two Pointers (/tag/two-pointers) String (/tag/string) Recursion (/tag/recursion)	71.3%	Easy	
	953	Verifying an Alien Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	52.2%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
•	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	65.3%	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	
	648	Replace Words (/problems/rep	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	59.8%	Medium	
	414	Third Maximum Number (/pro	Array (/tag/array) Sorting (/tag/sorting)	30.8%	Easy	
~	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	
	1002	Find Common Characters (/pr	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	68.7%	Easy	
~	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math) Stack (/tag/stack)	39.6%	Medium	
•	871	Minimum Number of Refuelin	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	34.8%	Hard	
	373	Find K Pairs with Smallest Sum	Array (/tag/array) Heap (Priority Queue) (/tag/heap-priority-queue)	38.7%	Medium	
~	123	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	40.7%	Hard	
~	1283	Find the Smallest Divisor Give	Array (/tag/array) Binary Search (/tag/binary-search)	50.6%	Medium	
	185	Department Top Three Salaries	Database (/tag/database)	41.3%	Hard	
	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	
~	26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.2%	Easy	
	104	Maximum Depth of Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	69.0%	Easy	

	#	Title	Tags	Acceptance	Difficulty Fr	eq
	454	4Sum II (/problems/4sum-ii)	Array (/tag/array) Hash Table (/tag/hash-table)	54.9%	Medium	
	1038	Binary Search Tree to Greater	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	83.2%	Medium	
			Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)			
~	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	88.8%	Easy	
	184	Department Highest Salary (/p	Database (/tag/database)	42.0%	Medium	
•	1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	64.4%	Medium	
~	1143	Longest Common Subsequenc	String (/tag/string)	58.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	1200	Minimum Absolute Difference	Array (/tag/array) Sorting (/tag/sorting)	67.1%	Easy	
	1768	Merge Strings Alternately (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	74.1%	Easy	
~	1254	Number of Closed Islands (/pr	Array (/tag/array) Depth-First Search (/tag/depth-first-search)	62.2%	Medium	
			Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)			
	496	Next Greater Element I (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Stack (/tag/stack)	66.5%	Easy	
•	752	Open the Lock (/problems/op	Monotonic Stack (/tag/monotonic-stack) Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	54.7%	Medium	
	852	Peak Index in a Mountain Arra	Array (/tag/array) Binary Search (/tag/binary-search)	71.6%	Easy	
	763	Partition Labels (/problems/pa	Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Greedy (/tag/greedy)	78.2%	Medium	
•	509	Fibonacci Number (/problems	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	67.8%	Easy	
	1431	Kids With the Greatest Numbe	Array (/tag/array)	88.1%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
	671	Second Minimum Node In a Bi	Tree (/tag/tree)	42.9%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	494	Target Sum (/problems/target	Array (/tag/array)	45.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
	1108	Defanging an IP Address (/pro	String (/tag/string)	88.5%	Easy	
	740	Delete and Earn (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table)	51.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	1672	Richest Customer Wealth (/pro	Array (/tag/array) Matrix (/tag/matrix)	88.1%	Easy	
~	941	Valid Mountain Array (/proble	Array (/tag/array)	32.7%	Easy	
	1470	Shuffle the Array (/problems/s	Array (/tag/array)	88.1%	Easy	
	1137	N-th Tribonacci Number (/pro	Math (/tag/math)	55.6%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Memoization (/tag/memoization)			
~	426	Convert Binary Search Tree to	Linked List (/tag/linked-list) Stack (/tag/stack)	62.2%	Medium	
		•	Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
			Doubly-Linked List (/tag/doubly-linked-list)			
~	1423	Maximum Points You Can Obt	Array (/tag/array)	48.5%	Medium	
			Sliding Window (/tag/sliding-window)			
~	202	Happy Number (/problems/ha	Hash Table (/tag/hash-table) Math (/tag/math)	51.7%	(Easy)	
			Two Pointers (/tag/two-pointers)			
~	690	Employee Importance (/proble	Hash Table (/tag/hash-table)	59.8%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
~	516	Longest Palindromic Subseque	String (/tag/string)	56.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	171	Excel Sheet Column Number (/	Math (/tag/math)	57.6%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	729	My Calendar I (/problems/my	Design (/tag/design) Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)	54.1%	Medium	
	700	Search in a Binary Search Tree	Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	73.7%	Easy	
	735	Asteroid Collision (/problems/	Array (/tag/array) Stack (/tag/stack)	43.5%	Medium	
	710	Random Pick with Blacklist (/p	Hash Table (/tag/hash-table) Math (/tag/math) Binary Search (/tag/binary-search)	33.2%	Hard	
	1064	Fixed Point (/problems/fixed-p	Sorting (/tag/sorting) Randomized (/tag/randomized) Array (/tag/array) Binary Search (/tag/binary-search)	64.2%	Easy	
	1039	Minimum Score Triangulation	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	50.9%	Medium	
	1334	Find the City With the Smallest	Dynamic Programming (/tag/dynamic-programming) Graph (/tag/graph) Shortest Path (/tag/shortest-path)	48.2%	Medium	
	1462	Course Schedule IV (/problem	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	46.1%	Medium	
	1635	Hopper Company Queries I (/	Database (/tag/database)	56.4%	Hard	
•	1519	Number of Nodes in the Sub-T	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	37.9%	Medium	
	1645	Hopper Company Queries II (/	Database (/tag/database)	39.0%	Hard	
	1651	Hopper Company Queries III (/	Database (/tag/database)	67.3%	Hard	
	1719	Number Of Ways To Reconstru	Tree (/tag/tree) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	39.9%	Hard	
~	1705	Maximum Number of Eaten A	Array (/tag/array) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	34.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	1829	Maximum XOR for Each Query	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation) Prefix Sum (/tag/prefix-sum)	73.7%	Medium	
	1818	Minimum Absolute Sum Differ	Array (/tag/array) Binary Search (/tag/binary-search) Greedy (/tag/greedy) Ordered Set (/tag/ordered-set)	28.4%	Medium	
•	1856	Maximum Subarray Min-Prod	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack) Prefix Sum (/tag/prefix-sum)	33.7%	Medium	

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