



Storediscussion/655704/)







## **■** Goldman Sachs

## **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 109 / 172 problems.

✓ S	how pro	oblem tags	Se	elect time period	I: All time	_
	#	Title	Tags	Acceptance	Difficulty	Freque
	1086	High Five (/problems/high-five)	Array (/tag/array) Hash Table (/tag/hash-table)	76.6%	Easy	
		•	Sorting (/tag/sorting)			
<b>~</b>	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)			
	780	Reaching Points (/problems/re	Math (/tag/math)	30.5%	Hard	
	209	Minimum Size Subarray Sum (	Array (/tag/array)	40.4%	Medium	
			Binary Search (/tag/binary-search)			
			Sliding Window (/tag/sliding-window)			
			Prefix Sum (/tag/prefix-sum)			
	1041	Robot Bounded In Circle (/pro	Math (/tag/math) String (/tag/string)	54.8%	Medium	
			Simulation (/tag/simulation)			
	1163	Last Substring in Lexicographi	Two Pointers (/tag/two-pointers)	36.1%	Hard	
			String (/tag/string)			
	592	Fraction Addition and Subtract	Math (/tag/math) String (/tag/string)	50.7%	Medium	
			Simulation (/tag/simulation)			
<b>~</b>	443	String Compression (/problem	Two Pointers (/tag/two-pointers)	45.0%	Medium	
			String (/tag/string)			
	740	Delete and Earn (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table)	51.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			

<b>~</b>	862					
		Shortest Subarray with Sum at	Array (/tag/array)	25.3%	Hard	
			Binary Search (/tag/binary-search)			
			Queue (/tag/queue)			
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Prefix Sum (/tag/prefix-sum)			
			Monotonic Queue (/tag/monotonic-queue)			
<b>~</b>	688	Knight Probability in Chessboa	Dynamic Programming (/tag/dynamic-programming)	50.7%	Medium	
	166	Fraction to Recurring Decimal	Hash Table (/tag/hash-table) Math (/tag/math)	22.6%	Medium	
			String (/tag/string)			
<b>~</b> .	4	Median of Two Sorted Arrays (	Array (/tag/array)	32.0%	Hard	
			Binary Search (/tag/binary-search)			
			Divide and Conquer (/tag/divide-and-conquer)			
<b>~</b>	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string)	54.5%	Easy	
			Queue (/tag/queue) Counting (/tag/counting)			
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix)	59.7%	Medium	
			Simulation (/tag/simulation)			
	706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	63.9%	Easy	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Hash Function (/tag/hash-function)			
	722	Remove Comments (/problem	Array (/tag/array) String (/tag/string)	36.7%	Medium	
<b>,</b>	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table)   String (/tag/string)	60.5%	Medium	
			Sorting (/tag/sorting)			
<b>~</b>	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.0%	(Easy)	
			Dynamic Programming (/tag/dynamic-programming)			
			Memoization (/tag/memoization)			
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	47.2%	Easy	
	1395	Count Number of Teams (/pro	Array (/tag/array)	72.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Binary Indexed Tree (/tag/binary-indexed-tree)			
<b>~</b>	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	(Medium)	

	#	Title	Tags	Acceptance	Difficulty	Freque
	532	K-diff Pairs in an Array (/probl	Array (/tag/array) Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	36.0%	Medium	
<b>~</b>	121	Best Time to Buy and Sell Stoc	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	52.1%	Easy	
	657	Robot Return to Origin (/probl	String (/tag/string) Simulation (/tag/simulation)	74.3%	<b>Easy</b>	
<b>~</b>	524	Longest Word in Dictionary thr	Array (/tag/array) Two Pointers (/tag/two-pointers)  String (/tag/string) Sorting (/tag/sorting)	50.3%	Medium	
~	8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium	
<b>~</b>	322	Coin Change (/problems/coin	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Breadth-First Search (/tag/breadth-first-search)	38.2%	Medium	
<b>~</b>	547	Number of Provinces (/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)	61.3%	Medium	
•	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
<b>~</b>	647	Palindromic Substrings (/probl	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
<b>~</b>	153	Find Minimum in Rotated Sort	Array (/tag/array)  Binary Search (/tag/binary-search)	46.7%	Medium	
<b>~</b>	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy)	53.1%	Medium	
<b>~</b>	64	Minimum Path Sum (/problem	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	57.0%	Medium	
<b>~</b>	91	Decode Ways (/problems/dec	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	27.5%	Medium	
	1051	Height Checker (/problems/he	Array (/tag/array) Sorting (/tag/sorting)  Counting Sort (/tag/counting-sort)	73.0%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	44	Wildcard Matching (/problems	String (/tag/string)	25.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy) Recursion (/tag/recursion)			
	720	Longest Word in Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)	49.7%	Easy	
			String (/tag/string) Trie (/tag/trie)			
			Sorting (/tag/sorting)			
•	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)			
<b>~</b>	215	Kth Largest Element in an Arra	Array (/tag/array)	59.8%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	37.3%	Medium	
			Simulation (/tag/simulation)			
~	179	Largest Number (/problems/la	String (/tag/string) Greedy (/tag/greedy)	31.2%	(Medium)	
			Sorting (/tag/sorting)			
_	1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking)	66.1%	Medium	
·	5	, a., ., ., ., ., ., ., ., ., ., ., ., ., .	Matrix (/tag/matrix)	001.70		
	390	Elimination Camp (Inroblems)		45.6%	Medium	
	390	Elimination Game (/problems/	Math (/tag/math)	45.0%	Medium	
<b>~</b>	33	Search in Rotated Sorted Array	Array (/tag/array)	36.4%	Medium	
			Binary Search (/tag/binary-search)			
~	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)			
	942	DI String Match (/problems/di	Array (/tag/array) Math (/tag/math)	74.1%	Easy	
			Two Pointers (/tag/two-pointers)			
			String (/tag/string) Greedy (/tag/greedy)			
<b>~</b>	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)			

	#	Title	Tags	Acceptance	Difficulty	Freque
	887	Super Egg Drop (/problems/su	Math (/tag/math)	27.0%	Hard	
			Binary Search (/tag/binary-search)			
			Dynamic Programming (/tag/dynamic-programming)			
	713	Subarray Product Less Than K	Array (/tag/array)	40.8%	Medium	
			Sliding Window (/tag/sliding-window)			
~	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)			
~	326	Power of Three (/problems/po	Math (/tag/math) Recursion (/tag/recursion)	42.5%	Easy	
	457	Circular Array Loop (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	30.5%	Medium	
			Two Pointers (/tag/two-pointers)			
	243	Shortest Word Distance (/prob	Array (/tag/array) String (/tag/string)	62.7%	Easy	
~	53	Maximum Subarray (/problem	Array (/tag/array)	48.1%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
	274	H-Index (/problems/h-index)	Array (/tag/array) Sorting (/tag/sorting)	36.6%	Medium	
			Counting Sort (/tag/counting-sort)			
	1186	Maximum Subarray Sum with	Array (/tag/array)	39.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	10	Regular Expression Matching (	String (/tag/string)	27.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			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)			
~	5	Longest Palindromic Substring	String (/tag/string)	30.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
•	155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	47.4%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freque
<b>~</b>	188	Best Time to Buy and Sell Stoc	Array (/tag/array)	30.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
	119	Pascal's Triangle II (/problems/	Array (/tag/array)	53.2%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
•	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium	
~	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	43.7%	Medium	
			Prefix Sum (/tag/prefix-sum)			
~	1296	Divide Array in Sets of K Cons	Array (/tag/array) Hash Table (/tag/hash-table)	55.8%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
~	992	Subarrays with K Different Inte	Array (/tag/array) Hash Table (/tag/hash-table)	51.5%	Hard	
			Sliding Window (/tag/sliding-window)			
			Counting (/tag/counting)			
~	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table)	43.5%	Easy	
			Linked List (/tag/linked-list)			
			Two Pointers (/tag/two-pointers)			
	83	Remove Duplicates from Sorte	Linked List (/tag/linked-list)	47.0%	Easy	
~	460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table)	37.2%	Hard	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list)			
~	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	31.8%	Medium	
			Sliding Window (/tag/sliding-window)			
~	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)	38.6%	Medium	
			Graph (/tag/graph)			
			Eulerian Circuit (/tag/eulerian-circuit)			
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
~	206	Reverse Linked List (/problems	Linked List (/tag/linked-list)	66.6%	Easy	
			Recursion (/tag/recursion)		_	
~	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)	59.3%	Easy	
			Sorting (/tag/sorting)			
	1836	Remove Duplicates From an U	Hash Table (/tag/hash-table)	72.0%	Medium	
		•	Linked List (/tag/linked-list)		<del></del>	

	#	Title	Tags	Acceptance	Difficulty	Freque
<b>~</b>	344	Reverse String (/problems/rev	Two Pointers (/tag/two-pointers)	71.3%	Easy	
			String (/tag/string) Recursion (/tag/recursion)			
	109	Convert Sorted List to Binary S	Linked List (/tag/linked-list)	52.5%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
<b>~</b>	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	57.0%	Medium	
<b>~</b>	325	Maximum Size Subarray Sum	Array (/tag/array) Hash Table (/tag/hash-table)	47.9%	Medium	
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium	
•	84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)	38.0%	Hard	
			Monotonic Stack (/tag/monotonic-stack)		_	
~	142	Linked List Cycle II (/problems	Hash Table (/tag/hash-table)	40.6%	Medium	
			Linked List (/tag/linked-list)			
			Two Pointers (/tag/two-pointers)			
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	66.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
	1010	Pairs of Songs With Total Dura	Array (/tag/array) Hash Table (/tag/hash-table)	51.2%	Medium	
			Counting (/tag/counting)			
<b>~</b>	62	Unique Paths (/problems/uniq	Math (/tag/math)	56.9%	(Medium)	
		, , , ,	Dynamic Programming (/tag/dynamic-programming)			
			Combinatorics (/tag/combinatorics)			
	931	Minimum Falling Path Sum (/p		64.5%	Medium	
	331	within talling rath sam (p	Array (/tag/array)	04.570	Wedidiii	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	118	Pascal's Triangle (/problems/p	Array (/tag/array)	57.3%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
~	76	Minimum Window Substring (	Hash Table (/tag/hash-table) String (/tag/string)	36.6%	Hard	
			Sliding Window (/tag/sliding-window)			
	275	H-Index II (/problems/h-index	Array (/tag/array)	36.5%	Medium	
			Binary Search (/tag/binary-search)			

	#	Title	Tags	Acceptance	Difficulty	Freque
	225	Implement Stack using Queue	Stack (/tag/stack) Design (/tag/design)  Queue (/tag/queue)	48.7%	Easy	
~	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
~	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	28.7%	Medium	
~	198	House Robber (/problems/hou ★	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	43.6%	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	
•	836	Rectangle Overlap (/problems/	Math (/tag/math) Geometry (/tag/geometry)	42.7%	Easy	
	135	Candy (/problems/candy)	Array (/tag/array) Greedy (/tag/greedy)	33.9%	Hard	
•	221	Maximal Square (/problems/m	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	40.2%	Medium	
<b>~</b>	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	
~	120	Triangle (/problems/triangle)	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	47.4%	Medium	
<b>~</b>	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
~	309	Best Time to Buy and Sell Stoc	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	48.8%	Medium	
•	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)  String (/tag/string)	57.3%	Easy	
•	516	Longest Palindromic Subseque	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	56.6%	Medium	
	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	Freque
~	1146	Snapshot Array (/problems/sn	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)	37.0%	Medium	
			Design (/tag/design)  Data Stream (/tag/data-stream)			
	73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	45.1%	Medium	
<b>~</b>	74	Search a 2D Matrix (/problems	Array (/tag/array)  Binary Search (/tag/binary-search)  Matrix (/tag/matrix)	38.9%	Medium	
<b>~</b>	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	
	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	51.4%	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	
•	199	Binary Tree Right Side View (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	57.1%	Medium	
<b>~</b>	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>	588	Design In-Memory File System  ★	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	46.9%	Hard	
	204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math)  Enumeration (/tag/enumeration)  Number Theory (/tag/number-theory)	32.8%	Easy	

	#	Title	Tags		Acceptance	Difficulty	Freque
<b>✓</b>	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-tal	ble) String (/tag/string) rie (/tag/trie)	53.5%	Medium	
	19	Remove Nth Node From End o	Linked List (/tag/linked-li Two Pointers (/tag/two-p	ist)	36.4%	Medium	
			Two Fornters () tag/two-p	officers)			
<b>~</b>	283	Move Zeroes (/problems/mov	Array (/tag/array) Two	Pointers (/tag/two-pointers)	58.9%	Easy	
~	380	Insert Delete GetRandom O(1)	Array (/tag/array) Hash	n Table (/tag/hash-table)	49.5%	Medium	
			Math (/tag/math) Desi	gn (/tag/design)			
			Randomized (/tag/rando	mized)			
	111	Minimum Depth of Binary Tree	Tree (/tag/tree)		40.4%	Easy	
			Depth-First Search (/tag/	depth-first-search)			
			Breadth-First Search (/tag	g/breadth-first-search)			
			Binary Tree (/tag/binary-t	tree)			
	160	Intersection of Two Linked List	Hash Table (/tag/hash-tal	ble)	45.6%	Easy	
			Linked List (/tag/linked-li	ist)			
			Two Pointers (/tag/two-p	pointers)			
	1235	Maximum Profit in Job Schedu	Array (/tag/array)		48.3%	Hard	
			Binary Search (/tag/binar	y-search)			
			Dynamic Programming (/	/tag/dynamic-programming)			
			Sorting (/tag/sorting)				
	171	Excel Sheet Column Number (/	Math (/tag/math)		57.6%	Easy	
<b>~</b>	103	Binary Tree Zigzag Level Order	Tree (/tag/tree)		51.0%	Medium	
			Breadth-First Search (/tag	g/breadth-first-search)			
			Binary Tree (/tag/binary-t	tree)			
	264	Ugly Number II (/problems/ug	Hash Table (/tag/hash-tal	ble) Math (/tag/math)	43.3%	Medium	
			Dynamic Programming (/	/tag/dynamic-programming)			
			Heap (Priority Queue) (/t	ag/heap-priority-queue)			
•	1249	Minimum Remove to Make Val	String (/tag/string) Star	ck (/tag/stack)	64.4%	Medium	
	1382	Balance a Binary Search Tree (/	Divide and Conquer (/tag	g/divide-and-conquer)	77.0%	Medium	
			Greedy (/tag/greedy)	Tree (/tag/tree)			
			Depth-First Search (/tag/	depth-first-search)			
			Binary Search Tree (/tag/l				
			Binary Tree (/tag/binary-t	tree)			

	#	Title	Tags	Acceptance	Difficulty	Freque
	270	Closest Binary Search Tree Val	Binary Search (/tag/binary-search) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	51.0%	Easy	
			Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)			
<b>~</b>	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)	41.2%	(Easy)	
			Sorting (/tag/sorting)			
	746	Min Cost Climbing Stairs (/pro	Array (/tag/array)	53.5%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
	59	Spiral Matrix II (/problems/spir	Array (/tag/array) Matrix (/tag/matrix)	58.9%	Medium	
			Simulation (/tag/simulation)			
<b>~</b>	167	Two Sum II - Input array is sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.2%	Easy	
			Binary Search (/tag/binary-search)			
	993	Cousins in Binary Tree (/proble	Tree (/tag/tree)	52.4%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
•	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.4%	Medium	
			Sorting (/tag/sorting)			
•	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	36.9%	Medium	
			Two Pointers (/tag/two-pointers)			
	703	Kth Largest Element in a Strea	Tree (/tag/tree) Design (/tag/design)	51.3%	Easy	
			Binary Search Tree (/tag/binary-search-tree)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Binary Tree (/tag/binary-tree)			
			Data Stream (/tag/data-stream)			
	376	Wiggle Subsequence (/proble	Array (/tag/array)	42.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
<b>~</b>	226	Invert Binary Tree (/problems/i	Tree (/tag/tree)	68.1%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
<b>~</b>	1049	Last Stone Weight II (/problem	Array (/tag/array)	47.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)	46.9%	Hard	
			Trie (/tag/trie) Data Stream (/tag/data-stream)			
~	108	Convert Sorted Array to Binary	Array (/tag/array)	61.9%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list)	54.3%	Medium	
			Recursion (/tag/recursion)			
	99	Recover Binary Search Tree (/p	Tree (/tag/tree)	43.5%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	94	Binary Tree Inorder Traversal (/	Stack (/tag/stack) Tree (/tag/tree)	67.2%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	152	Maximum Product Subarray (/	Array (/tag/array)	33.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	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)			
~	115	Distinct Subsequences (/probl	String (/tag/string)	40.4%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
	237	Delete Node in a Linked List (/	Linked List (/tag/linked-list)	68.5%	Easy	
•	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
~	98	Validate Binary Search Tree (/p	Tree (/tag/tree)	29.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			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)			

	#	Title	Tags	Acceptance	Difficulty	Freque
<b>~</b>	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	50.6%	Medium	
<b>~</b>	287	Find the Duplicate Number (/p	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Bit Manipulation (/tag/bit-manipulation)	58.1%	Medium	
<b>~</b>	876	Middle of the Linked List (/pro	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	69.5%	Easy	
	983	Minimum Cost For Tickets (/pr	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
	38	Count and Say (/problems/cou	String (/tag/string)	46.7%	Medium	
•	55	Jump Game (/problems/jump	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	35.6%	Medium	
~	57	Insert Interval (/problems/inse	Array (/tag/array)	35.8%	Medium	
<b>~</b>	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	65.3%	Medium	
<b>~</b>	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math)  Binary Search (/tag/binary-search)	35.7%	Easy	
	75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	50.7%	Medium	
	82	Remove Duplicates from Sorte	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	40.0%	Medium	
<b>~</b>	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	Medium	
~	416	Partition Equal Subset Sum (/p	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	45.2%	Medium	
	18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	35.7%	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	

	#	Title	Tags	Acceptance	Difficulty	Freque
	28	Implement strStr() (/problems/	Two Pointers (/tag/two-pointers)  String (/tag/string)  String Matching (/tag/string-matching)	35.6%	Easy	
	1109	Corporate Flight Bookings (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	54.5%	Medium	
	1116	Print Zero Even Odd (/proble	Concurrency (/tag/concurrency)	58.2%	Medium	
<b>~</b>	1427	Perform String Shifts (/proble	Array (/tag/array) Math (/tag/math)  String (/tag/string)	53.6%	Easy	
<b>~</b>	1750	Minimum Length of String Aft	Two Pointers (/tag/two-pointers)  String (/tag/string)	42.4%	Medium	
	1771	Maximize Palindrome Length F	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	34.4%	Hard	

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