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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 41 / 72 problems.

✓ SI	how pro	oblem tags		Select time period	1: 6 months ▼
	#	Title	Tags	Acceptance	Difficulty Freque
	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)		
	364	Nested List Weight Sum II (/pr	Stack (/tag/stack)	64.8%	Medium
		₽	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
~	339	Nested List Weight Sum (/pro	Depth-First Search (/tag/depth-first-search)	77.4%	Medium
		-	Breadth-First Search (/tag/breadth-first-search)		
	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)		
	243	Shortest Word Distance (/prob	Array (/tag/array) String (/tag/string)	62.7%	(Easy)
	432	All O`one Data Structure (/pro	Hash Table (/tag/hash-table)	33.7%	(Hard)
			Linked List (/tag/linked-list) Design (/tag/design)		
			Doubly-Linked List (/tag/doubly-linked-list)		
~	1611	Minimum One Bit Operations t	Dynamic Programming (/tag/dynamic-programming	59.4%	Hard
			Bit Manipulation (/tag/bit-manipulation)		
			Memoization (/tag/memoization)		
	366	Find Leaves of Binary Tree (/pr	Tree (/tag/tree)	72.8%	Medium
		₽	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		

	#	Title	Tags	Acceptance	Difficulty Freque
	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
~	297	Serialize and Deserialize Binary	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Design (/tag/design) Binary Tree (/tag/binary-tree)	51.0%	Hard
~	254	Factor Combinations (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	47.9%	Medium
~	149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math) Geometry (/tag/geometry)	18.3%	Hard
	272	Closest Binary Search Tree Val	Two Pointers (/tag/two-pointers) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Heap (Priority Queue) (/tag/heap-priority-queue) Binary Tree (/tag/binary-tree)	53.4%	Hard
~	256	Paint House (/problems/paint	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	55.2%	Medium
	730	Count Different Palindromic S	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	43.5%	Hard
	605	Can Place Flowers (/problems/	Array (/tag/array) Greedy (/tag/greedy)	31.5%	Easy
	611	Valid Triangle Number (/probl	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Greedy (/tag/greedy) Sorting (/tag/sorting)	49.7%	Medium
~	360	Sort Transformed Array (/probl	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	50.5%	Medium
~	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	56.0%	Medium
	671	Second Minimum Node In a Bi	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	42.9%	Easy

	#	Title	Tags	Acceptance	Difficulty Freque
~	380	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design)	49.5%	Medium
~	528	Random Pick with Weight (/pr	Randomized (/tag/randomized) Math (/tag/math)	45.0%	(Medium)
			Binary Search (/tag/binary-search)		
			Prefix Sum (/tag/prefix-sum)		
			Randomized (/tag/randomized)		
~	68	Text Justification (/problems/t ★	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard
~	152	Maximum Product Subarray (/	Array (/tag/array)	33.1%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
	265	Paint House II (/problems/pain	Array (/tag/array)	46.6%	(Hard)
		•	Dynamic Programming (/tag/dynamic-programming)		
	104	Maximum Depth of Binary Tre	Tree (/tag/tree)	69.0%	(Easy)
		,	Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)	76.9% (Medium)	
	1650	Lowest Common Ancestor of a	Hash Table (/tag/hash-table) Tree (/tag/tree)	76.9%	Medium
			Binary Tree (/tag/binary-tree)		
	156	Binary Tree Upside Down (/pro	Tree (/tag/tree)	57.1%	(Medium)
		•	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	33	Search in Rotated Sorted Array	Array (/tag/array)	36.4%	Medium
			Binary Search (/tag/binary-search)		
	373	Find K Pairs with Smallest Sum	Array (/tag/array)	38.7%	Medium
			Heap (Priority Queue) (/tag/heap-priority-queue)		
	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)		
~	361	Bomb Enemy (/problems/bom	Array (/tag/array)	47.5%	Medium
		•	Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix)		
	1188	Design Bounded Blocking Que	Concurrency (/tag/concurrency)	73.2%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freque
	744	Find Smallest Letter Greater T	Array (/tag/array)	45.7%	Easy	
			Binary Search (/tag/binary-search)			
~	698	Partition to K Equal Sum Subs	Array (/tag/array)	45.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
			Memoization (/tag/memoization)			
			Bitmask (/tag/bitmask)			
~	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)			
~	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
~	516	Longest Palindromic Subseque	String (/tag/string)	56.6%	(Medium)	
		·	Dynamic Programming (/tag/dynamic-programming)			
~	973	K Closest Points to Origin (/pr	Array (/tag/array) Math (/tag/math)	65.0%	Medium	
		*	Divide and Conquer (/tag/divide-and-conquer)			
			Geometry (/tag/geometry) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
	1312	Minimum Insertion Steps to M	String (/tag/string)	60.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	53	Maximum Subarray (/problem	Array (/tag/array)	48.1%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium	
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)	28.6%	Hard	
			Recursion (/tag/recursion)			
~	34	Find First and Last Position of	Array (/tag/array)	38.1%	Medium	
			Binary Search (/tag/binary-search)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	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)	42.4% Easy 35.7% Easy 16.7% Hard 43.7% Medium		
			Quickselect (/tag/quickselect)			
	367	Valid Perfect Square (/problem	Math (/tag/math)	42.4%	Easy	
			Binary Search (/tag/binary-search)			
~	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math)	35.7%	Easy	
			Binary Search (/tag/binary-search)			
	65	Valid Number (/problems/vali	String (/tag/string)	16.7%	Hard	
	261	Graph Valid Tree (/problems/g	Depth-First Search (/tag/depth-first-search)	43.7%	Medium	
		₽	Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
~	76	Minimum Window Substring (Hash Table (/tag/hash-table) String (/tag/string)	36.6%	Hard	
			Sliding Window (/tag/sliding-window)	36.6% (Hard)		
	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%	Medium	
~	102	Binary Tree Level Order Travers	Tree (/tag/tree)	57.9%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium	
~	235	Lowest Common Ancestor of a	Tree (/tag/tree)	52.9%	(Easy)	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string)	46.1%	Medium	
		₽	Sliding Window (/tag/sliding-window)			
~	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math)	39.6%	Medium	
			Stack (/tag/stack)			
~	323	Number of Connected Compo	Depth-First Search (/tag/depth-first-search)	58.7%	Medium	
		≡ ¹	Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			

	#	Title	Tags	Acceptance	Difficulty	Freque
✓	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	
	81	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	33.9%	Medium	
•	236	Lowest Common Ancestor of a	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.4%	Medium	
	160	Intersection of Two Linked List	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	45.6%	Easy	
•	1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	64.4%	Medium	
•	127	Word Ladder (/problems/word ★	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	32.7%	Hard	
•	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	
~	12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.6%	Medium	
	349	Intersection of Two Arrays (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	66.1%	Easy	
•	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.3%	Easy	
•	350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	52.5%	Easy	
•	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.7%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
•	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	
~	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	41.2%	Easy	
•	21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list) Recursion (/tag/recursion)	57.0%	Easy	

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