



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 83 / 124 problems.

✓ SI	how pro	bblem tags	S	elect time perioc	1: 1 year	•
	#	Title	Tags	Acceptance	Difficulty	Freque
	780	Reaching Points (/problems/re	Math (/tag/math)	30.5%	Hard	
	1086	High Five (/problems/high-five) ♣	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	76.6%	Easy	
	1041	Robot Bounded In Circle (/pro	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	54.8%	Medium	
	1163	Last Substring in Lexicographi	Two Pointers (/tag/two-pointers) String (/tag/string)	36.1%	Hard	
	740	Delete and Earn (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming)	51.3%	Medium	
•	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)	52.3%	Hard	
	500		Monotonic Stack (/tag/monotonic-stack)	50 7 0/		
	592	Fraction Addition and Subtract	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	50.7%	(Medium)	
~	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.0%	Medium	
	1395	Count Number of Teams (/pro	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Binary Indexed Tree (/tag/binary-indexed-tree)	72.6%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
	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)			
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	47.2%	Easy	
	532	K-diff Pairs in an Array (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	36.0%	Medium	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
	166	Fraction to Recurring Decimal	Hash Table (/tag/hash-table) Math (/tag/math)	22.6%	Medium	
			String (/tag/string)			
~	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)			
~	547	Number of Provinces (/proble	Array (/tag/array)	61.3%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
~	647	Palindromic Substrings (/probl	String (/tag/string)	63.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string)	54.5%	Easy	
			Queue (/tag/queue) Counting (/tag/counting)			
	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)			
	1051	Height Checker (/problems/he	Array (/tag/array) Sorting (/tag/sorting)	73.0%	Easy	
			Counting Sort (/tag/counting-sort)			
~	524	Longest Word in Dictionary thr	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.3%	Medium	
			String (/tag/string) Sorting (/tag/sorting)			
~	688	Knight Probability in Chessboa	Dynamic Programming (/tag/dynamic-programming)	50.7%	Medium	

	#	Title	Tags	Acceptance	Difficulty Frequ
~	4	Median of Two Sorted Arrays (Array (/tag/array)	32.0%	Hard
			Binary Search (/tag/binary-search)		
			Divide and Conquer (/tag/divide-and-conquer)		
~	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	60.5%	Medium
			Sorting (/tag/sorting)		
~	322	22 Coin Change (/problems/coin	Array (/tag/array)	38.2%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Breadth-First Search (/tag/breadth-first-search)		
	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)		
	390	Elimination Game (/problems/	Math (/tag/math)	45.6%	Medium
	657	Robot Return to Origin (/probl	String (/tag/string) Simulation (/tag/simulation)	74.3%	Easy
~	1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking)	66.1%	Medium
			Matrix (/tag/matrix)		
	83	Remove Duplicates from Sorte	Linked List (/tag/linked-list)	47.0%	Easy
~	44	Wildcard Matching (/problems	String (/tag/string)	25.8%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy) Recursion (/tag/recursion)		
	1836	Remove Duplicates From an U	Hash Table (/tag/hash-table)	72.0%	Medium
		•'	Linked List (/tag/linked-list)		
	243	Shortest Word Distance (/prob	Array (/tag/array) String (/tag/string)	62.7%	Easy
~	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)		
•	8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium
~	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)		
~	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)		

	#	Title	Tags	Acceptance	Difficulty	Freque
~	91	Decode Ways (/problems/dec	String (/tag/string)	27.5%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
•	939	39 Minimum Area Rectangle (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	52.6%	Medium	
			Math (/tag/math) Geometry (/tag/geometry)			
			Sorting (/tag/sorting)			
~	10	Regular Expression Matching (String (/tag/string)	27.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
	1186	6 Maximum Subarray Sum with	Array (/tag/array)	39.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)		(a)	
_	1146	Snapshot Array (/problems/sn	Avery (As a Javas)	37.0%	(Medium)	
•	1140	Shapshot Array (problems/sh	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search)	37.070	wedidiii	
			Design (/tag/design)			
			Data Stream (/tag/data-stream)			
~	5	Longest Palindromic Substring	ing String (/tag/string)	30.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	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)			
~	153	Find Minimum in Rotated Sort	Array (/tag/array)	46.7%	Medium	
			Binary Search (/tag/binary-search)			
	275	H-Index II (/problems/h-index	Array (/tag/array)	36.5%	(Medium)	
		· · · · · · · · · · · · · · · · · · ·	Binary Search (/tag/binary-search)			
_	226	D (T) (/)		10.50/		
•	326	Power of Three (/problems/po	Math (/tag/math) Recursion (/tag/recursion)	42.5%	(Easy)	
~	64	Minimum Path Sum (/problem	Array (/tag/array)	57.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
	457	Circular Array Loop (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	30.5%	Medium	
			Two Pointers (/tag/two-pointers)			

	#	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)			
			Quickselect (/tag/quickselect)			
~	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)			
~	309	Best Time to Buy and Sell Stoc	Array (/tag/array)	48.8%	Medium	
		Dynamic Programming (/tag/dynamic-programming)				
	1382 Balance a Binary Search Tre	Balance a Binary Search Tree (/	Divide and Conquer (/tag/divide-and-conquer)	77.0%	Medium	
			Greedy (/tag/greedy) Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	325	Maximum Size Subarray Sum	Array (/tag/array) Hash Table (/tag/hash-table)	47.9%	Medium	
~	188	Best Time to Buy and Sell Stoc	Array (/tag/array)	30.7%	Hard	
			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)			
~	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string)	31.8%	Medium	
			Sliding Window (/tag/sliding-window)			
	376	Wiggle Subsequence (/proble	Array (/tag/array)	42.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
~	1049	Last Stone Weight II (/problem	Array (/tag/array)	47.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	57.0%	Medium	
~	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)	46.9%	Hard	
		- 1	Trie (/tag/trie) Data Stream (/tag/data-stream)			
~	1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	64.4%	Medium	
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
	135	Candy (/problems/candy)	Array (/tag/array) Greedy (/tag/greedy)	33.9%	Hard	
•	115	Distinct Subsequences (/probl	String (/tag/string)	40.4%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	221	Maximal Square (/problems/m	Array (/tag/array)	40.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	37.3%	Medium	
			Simulation (/tag/simulation)			
	424	D . T' . D . LC !! C'		F2 40/		
✓	121	Best Time to Buy and Sell Stoc	Array (/tag/array)	52.1%	(Easy)	
			Dynamic Programming (/tag/dynamic-programming)			
	983	Minimum Cost For Tickets (/pr	Array (/tag/array)	63.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	47.4%	Easy	
•	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
	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)			
	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)			
~	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.0%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Memoization (/tag/memoization)			
•	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.1%	Medium	
			Greedy (/tag/greedy)			

	#	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	
	225	Implement Stack using Queue	Stack (/tag/stack) Design (/tag/design) Queue (/tag/queue)	48.7%	Easy	
•	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	59.3%	Easy	
•	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
•	120	Triangle (/problems/triangle)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	47.4%	Medium	
	171	Excel Sheet Column Number (/	Math (/tag/math)	57.6%	Easy	
•	767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Counting (/tag/counting)	50.7%	Medium	
~	103	Binary Tree Zigzag Level Order	Tree (/tag/tree) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	51.0%	Medium	
•	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium	
	119	Pascal's Triangle II (/problems/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.2%	Easy	
•	55	Jump Game (/problems/jump	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	35.6%	Medium	
~	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	53.5%	Medium	
•	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.7%	Medium	
~	416	Partition Equal Subset Sum (/p	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	45.2%	Medium	
	38	Count and Say (/problems/cou	String (/tag/string)	46.7%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	28.7%	Medium	
	18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	35.7%	Medium	
~	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	66.6%	Easy	
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
~	53	Maximum Subarray (/problem	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer)	48.1%	Easy	
~	20	Valid Parentheses (/problems/	Dynamic Programming (/tag/dynamic-programming) String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	51.4%	Medium	
~	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	41.2%	Easy	
~	118	Pascal's Triangle (/problems/p	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.3%	Easy	
	73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	45.1%	Medium	
~	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	43.5%	Easy	
~	76	Minimum Window Substring (Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	36.6%	Hard	
~	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	
~	344	Reverse String (/problems/rev	Two Pointers (/tag/two-pointers) String (/tag/string) Recursion (/tag/recursion)	71.3%	Easy	
~	876	Middle of the Linked List (/pro	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	69.5%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	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	
~	152	Maximum Product Subarray (/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	33.1%	Medium	
~	198	House Robber (/problems/hou ★	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	43.6%	Medium	
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	66.6%	Medium	
•	62	Unique Paths (/problems/uniq	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	56.9%	Medium	
~	189	Rotate Array (/problems/rotat	Combinatorics (/tag/combinatorics) Array (/tag/array) Math (/tag/math)	36.9%	Medium	
~	268	Missing Number (/problems/	Two Pointers (/tag/two-pointers) Array (/tag/array) Hash Table (/tag/hash-table)	56.1%	Easy	
			Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)			
~	226	Invert Binary Tree (/problems/i	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	68.1%	Easy	
	75	Sort Colors (/problems/sort-co	Binary Tree (/tag/binary-tree) Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	50.7%	Medium	
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium	
	28	Implement strStr() (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string) String Matching (/tag/string-matching)	35.6%	Easy	
~	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	Medium	
~	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	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	122	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	59.3%	Easy	
	19	Remove Nth Node From End o	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	36.4%	Medium	
	746	Min Cost Climbing Stairs (/pro	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.5%	Easy	
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.3%	Easy	
~	94	Binary Tree Inorder Traversal (/	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	67.2%	Easy	
~	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	Medium	

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