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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 242 / 442 problems.

<mark>✓</mark> SI	how pro	oblem tags		Select time period	j: 1 year ■
	#	Title	Tags	Acceptance	Difficulty Freq
	953	Verifying an Alien Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.2%	Easy
			String (/tag/string)		
~	1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	64.4%	Medium
~	1428	Leftmost Column with at Least	Array (/tag/array)	50.1%	Medium
		₽	Binary Search (/tag/binary-search)		
			Matrix (/tag/matrix) Interactive (/tag/interactive)		
	680	Valid Palindrome II (/problems	Two Pointers (/tag/two-pointers)	37.3%	Easy
			String (/tag/string) Greedy (/tag/greedy)		
~	973	K Closest Points to Origin (/pr	Closest Points to Origin (/pr Array (/tag/array) Math (/tag/math) 65.	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)		
~	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string)	49.2%	Easy
			Simulation (/tag/simulation)		
	1570	Dot Product of Two Sparse Ve	Array (/tag/array) Hash Table (/tag/hash-table)	91.1%	Medium
		₽	Two Pointers (/tag/two-pointers)		
			Design (/tag/design)		
~	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	Medium
~	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	43.7%	Medium
			Prefix Sum (/tag/prefix-sum)		

	#	Title	Tags	Acceptance	Difficulty	Freque
	67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	47.9%	Easy	
•	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)	34.0%	Hard	
	273	Integer to English Words (/pro	Topological Sort (/tag/topological-sort) Math (/tag/math) String (/tag/string) Recursion (/tag/recursion)	28.6%	Hard	
•	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	
•	426	Convert Binary Search Tree to	Binary Tree (/tag/binary-tree) Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)	62.2%	Medium	
~	211	Design Add and Search Words	Binary Tree (/tag/binary-tree) Doubly-Linked List (/tag/doubly-linked-list) String (/tag/string) Depth-First Search (/tag/depth-first-search) Design (/tag/design) Trie (/tag/trie)	41.3%	Medium	
~	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking) Breadth-First Search (/tag/breadth-first-search)	45.3%	Hard	
~	158	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation) Interactive (/tag/interactive)	38.2%	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	
•	124	Binary Tree Maximum Path Su	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	36.0%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Freque
•	938	Range Sum of BST (/problems	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	83.5%	Easy	
•	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	
•	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	56.0%	Medium	
~	523	Continuous Subarray Sum (/pr	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Prefix Sum (/tag/prefix-sum)	25.3%	Medium	
•	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	
	282	Expression Add Operators (/pr	Math (/tag/math) String (/tag/string) Backtracking (/tag/backtracking)	37.2%	Hard	
•	827	Making A Large Island (/probl	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)	46.7%	Hard	
•	125	Valid Palindrome (/problems/v	Two Pointers (/tag/two-pointers) String (/tag/string)	39.1%	Easy	
~	29	Divide Two Integers (/problem	Math (/tag/math) Bit Manipulation (/tag/bit-manipulation)	17.0%	Medium	
	65	Valid Number (/problems/vali	String (/tag/string)	16.7%	Hard	
~	1762	Buildings With an Ocean View	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	81.4%	Medium	
•	987	Vertical Order Traversal of a Bi	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	39.3%	Hard	

	#	Title	Tags	Acceptance	Difficulty F	reque
~	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	
•	278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	38.4%	Easy	
	708	Insert into a Sorted Circular Li	Linked List (/tag/linked-list)	32.9%	Medium	
•	398	Random Pick Index (/problems	Hash Table (/tag/hash-table) Math (/tag/math) Reservoir Sampling (/tag/reservoir-sampling) Randomized (/tag/randomized)	59.3%	Medium	
~	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.9%	Medium	
•	543	Diameter of Binary Tree (/prob	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.3%	Easy	
	270	Closest Binary Search Tree Val	Binary Search (/tag/binary-search) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	51.0%	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	
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
?	670	Maximum Swap (/problems/m	Math (/tag/math) Greedy (/tag/greedy)	45.5%	Medium	
	314	Binary Tree Vertical Order Trav	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	47.8%	Medium	
•	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	59.2%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Trie (/tag/trie) Memoization (/tag/memoization)	36.7%	Hard	
~	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	41.2%	Easy	
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	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	
•	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	
•	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie)	42.4%	Medium	
	1650	Lowest Common Ancestor of a	Hash Table (/tag/hash-table) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	76.9%	Medium	
	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	46.1%	Medium	
~	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
~	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium	
•	317	Shortest Distance from All Buil	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	43.4%	Hard	
•	236	Lowest Common Ancestor of a	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	133	Clone Graph (/problems/clone	Hash Table (/tag/hash-table)	41.0%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
~	339	Nested List Weight Sum (/pro	Depth-First Search (/tag/depth-first-search)	77.4%	Medium	
		₽	Breadth-First Search (/tag/breadth-first-search)			
~	76	Minimum Window Substring (Hash Table (/tag/hash-table) String (/tag/string)	36.6%	Hard	
			Sliding Window (/tag/sliding-window)			
~	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)			
~	227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string)	39.2%	Medium	
			Stack (/tag/stack)			
	825	825 Friends Of Appropriate Ages (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	44.5%	Medium	
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
~	1539	1539 Kth Missing Positive Number (266 Palindrome Permutation (/pro	Array (/tag/array)	54.7%	Easy	
			Binary Search (/tag/binary-search)			
	266		Hash Table (/tag/hash-table) String (/tag/string)	63.3%	(Easy)	
		₽	Bit Manipulation (/tag/bit-manipulation)			
~	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)			
	311	Sparse Matrix Multiplication (/	Array (/tag/array) Hash Table (/tag/hash-table)	64.5%	Medium	
		₽	Matrix (/tag/matrix)			
	536	Construct Binary Tree from Stri	String (/tag/string) Tree (/tag/tree)	52.9%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1263	Minimum Moves to Move a B	Array (/tag/array)	45.7%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
~	71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	35.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
•	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	71.6%	Easy	
•	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	
~	163	Missing Ranges (/problems/mi	Array (/tag/array)	28.2%	Easy	
	333	Largest BST Subtree (/problem	Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	38.9%	Medium	
	921	Minimum Add to Make Parent	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	75.4%	Medium	
~	1060	Missing Element in Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	55.1%	Medium	
•	157	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation) Interactive (/tag/interactive)	38.3%	Easy	
	408	Valid Word Abbreviation (/pro	Two Pointers (/tag/two-pointers) String (/tag/string)	31.7%	Easy	
	138	Copy List with Random Pointer	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	42.6%	Medium	
	1026	Maximum Difference Between	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	70.2%	Medium	
~	1197	Minimum Knight Moves (/pro	Breadth-First Search (/tag/breadth-first-search)	38.3%	Medium	
	1047	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	71.7%	Easy	
	438	Find All Anagrams in a String (Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	45.6%	Medium	
	785	Is Graph Bipartite? (/problems	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	49.1%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	304	Range Sum Query 2D - Immut	Array (/tag/array) Design (/tag/design) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	43.9%	Medium	
•	10	Regular Expression Matching (String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	27.7%	Hard	
•	43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	35.5%	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	
•	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	
~	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	
	1382	Balance a Binary Search Tree (/	Divide and Conquer (/tag/divide-and-conquer) 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)	77.0%	Medium	
	791	Custom Sort String (/problems	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	66.0%	Medium	
	689	Maximum Sum of 3 Non-Overl	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	47.6%	Hard	
	1233	Remove Sub-Folders from the	Array (/tag/array) String (/tag/string) Trie (/tag/trie)	63.2%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
	1004	Max Consecutive Ones III (/pr	Array (/tag/array) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window)	61.3%	Medium	
			Prefix Sum (/tag/prefix-sum)			
	548	Split Array with Equal Sum (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	48.9%	Medium	
	616	Add Bold Tag in String (/probl	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	45.3%	Medium	
			String Matching (/tag/string-matching)			
	766	Toeplitz Matrix (/problems/toe	Array (/tag/array) Matrix (/tag/matrix)	65.9%	Easy	
~	380	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Design (/tag/design)	49.5%	Medium	
			Randomized (/tag/randomized)			
	1216	Valid Palindrome III (/problem	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	50.3%	Hard	
	958	Check Completeness of a Bina	Tree (/tag/tree)	52.6%	Medium	
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
~	246	Strobogrammatic Number (/pr	Hash Table (/tag/hash-table)	46.8%	Easy	
		_	Two Pointers (/tag/two-pointers) String (/tag/string)			
	983	Minimum Cost For Tickets (/pr	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
•	203	Remove Linked List Elements (Linked List (/tag/linked-list)	40.0%	Easy	
			Recursion (/tag/recursion)			
	896	Monotonic Array (/problems/	Array (/tag/array)	57.8%	Easy	
✓	525	Contiguous Array (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	43.9%	Medium	
	1424	Diagonal Traverse II (/problem	Array (/tag/array) Sorting (/tag/sorting)	46.9%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	329	Longest Increasing Path in a M	Dynamic Programming (/tag/dynamic-programming) Depth-First Search (/tag/depth-first-search)	47.0%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
		63 Island Perimeter (/problems/isl	Memoization (/tag/memoization)			
	463		Array (/tag/array)	67.2%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
~	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	57.0%	Medium	
	129	Sum Root to Leaf Numbers (/p	Tree (/tag/tree)	52.1%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1757	Recyclable and Low Fat Produ	Database (/tag/database)	95.2%	Easy	
~	8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium	
	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)			
~	1498	Number of Subsequences Tha	Array (/tag/array) Two Pointers (/tag/two-pointers)	39.2%	Medium	
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
~	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking)	73.6%	Hard	
		-	Interactive (/tag/interactive)			
~	247	Strobogrammatic Number II (/	Array (/tag/array) String (/tag/string)	49.2%	Medium	
		•	Recursion (/tag/recursion)			
~	200	Number of Islands (/problems	Array (/tag/array)	50.4%	(Medium)	
		• 1	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
. 4	160	Find Dook Flowant //		44 20/	(14 ::	
•	162	Find Peak Element (/problems	Array (/tag/array)	44.3%	(Medium)	
			Binary Search (/tag/binary-search)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	348	Design Tic-Tac-Toe (/problems ₽	Array (/tag/array) Hash Table (/tag/hash-table) Design (/tag/design) Matrix (/tag/matrix)	56.3%	Medium	
	691	Stickers to Spell Word (/proble	Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation) Bitmask (/tag/bitmask)	45.8%	Hard	
	498	Diagonal Traverse (/problems/	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	51.4%	Medium	
~	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	
	515	Find Largest Value in Each Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	62.8%	Medium	
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	66.6%	Medium	
•	647	Palindromic Substrings (/probl	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
	1522	Diameter of N-Ary Tree (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	70.0%	Medium	
	858	Mirror Reflection (/problems/	Math (/tag/math) Geometry (/tag/geometry)	59.5%	Medium	
~	127	Word Ladder (/problems/word ★	Hash Table (/tag/hash-table) String (/tag/string) Breadth-First Search (/tag/breadth-first-search)	32.7%	Hard	
	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	
~	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium	
	605	Can Place Flowers (/problems/	Array (/tag/array) Greedy (/tag/greedy)	31.5%	Easy	
	772	Basic Calculator III (/problems/	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	45.0%	Hard	

	#	Title	Tags	Acceptance	Difficulty Freque
~	1242	Web Crawler Multithreaded (/	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Concurrency (/tag/concurrency)	48.0%	Medium
~	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Easy
	1213	Intersection of Three Sorted A	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Counting (/tag/counting)	79.6%	Easy
	1344	Angle Between Hands of a Clo	Math (/tag/math)	61.5%	Medium
•	114	Flatten Binary Tree to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	53.9%	Medium
	1053	Previous Permutation With On	Array (/tag/array) Greedy (/tag/greedy)	51.7%	Medium
•	295	Find Median from Data Stream	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	48.3%	Hard
	824	Goat Latin (/problems/goat-lat	String (/tag/string)	67.1%	Easy
•	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	38.6%	Hard
•	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium
	920	Number of Music Playlists (/pr	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics)	48.4%	Hard
	393	UTF-8 Validation (/problems/u	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	38.4%	Medium
•	844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string) Stack (/tag/stack) Simulation (/tag/simulation)	47.2%	(Easy)
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	47.2%	(Easy)

	#	Title	Tags	Acceptance	Difficulty	Freque
	1361	Validate Binary Tree Nodes (/p	Tree (/tag/tree)	42.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
			Binary Tree (/tag/binary-tree)			
	19	Remove Nth Node From End o	Linked List (/tag/linked-list)	36.4%	Medium	
			Two Pointers (/tag/two-pointers)			
	622	Design Circular Queue (/probl	Array (/tag/array) Linked List (/tag/linked-list)	47.8%	Medium	
			Design (/tag/design) Queue (/tag/queue)			
	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)			
	935	Knight Dialer (/problems/knig	Dynamic Programming (/tag/dynamic-programming)	47.2%	Medium	
~	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)			
	678	Valid Parenthesis String (/prob	String (/tag/string)	32.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack) Greedy (/tag/greedy)			
~	419	Battleships in a Board (/proble	Array (/tag/array)	71.7%	Medium	
		*	Depth-First Search (/tag/depth-first-search)			
			Matrix (/tag/matrix)			
	597	Friend Requests I: Overall Acce	Database (/tag/database)	42.1%	Easy	
~	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)			
~	480	Sliding Window Median (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	39.5%	Hard	
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			

	#	Title	Tags	Acceptance	Difficulty	Freque
	637	Average of Levels in Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	66.6%	Easy	
•	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.0%	Medium	
~	875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	53.7%	Medium	
*	695	Max Area of Island (/problems	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)	66.7%	Medium	
	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) Hash Function (/tag/hash-function)	58.5%	Medium	
	1275	Find Winner on a Tic Tac Toe G	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix) Simulation (/tag/simulation)	52.9%	Easy	
~	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	28.7%	Medium	
~	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	65.3%	Medium	
	865	Smallest Subtree with all the D	Hash Table (/tag/hash-table) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	65.6%	Medium	
~	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	
~	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	46.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freque
	1094	Car Pooling (/problems/car-po	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Simulation (/tag/simulation) Prefix Sum (/tag/prefix-sum)	59.6%	Medium
	449	Serialize and Deserialize BST (/	String (/tag/string) Tree (/tag/tree) 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)	54.7%	Medium
	51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	52.4%	Hard
	161	One Edit Distance (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	33.3%	Medium
	288	Unique Word Abbreviation (/p	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design)	23.6%	Medium
	435	Non-overlapping Intervals (/pr	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Sorting (/tag/sorting)	44.6%	Medium
~	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	31.8%	Medium
•	406	Queue Reconstruction by Heig	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting)	69.0%	Medium
	1055	Shortest Way to Form String (/	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	57.4%	Medium
	1439	Find the Kth Smallest Sum of a	Array (/tag/array) Binary Search (/tag/binary-search) Heap (Priority Queue) (/tag/heap-priority-queue) Matrix (/tag/matrix)	61.1%	Hard
	494	Target Sum (/problems/target	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	45.6%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freque
~	207	Course Schedule (/problems/c	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	44.5%	Medium	
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
	666	Path Sum IV (/problems/path	Array (/tag/array) Tree (/tag/tree)	57.4%	Medium	
		•	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy	
~	325	Maximum Size Subarray Sum	Array (/tag/array) Hash Table (/tag/hash-table)	47.9%	Medium	
✓	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	39.3%	Easy	
			Sliding Window (/tag/sliding-window)			
	885	Spiral Matrix III (/problems/spi	Array (/tag/array) Matrix (/tag/matrix)	71.3%	Medium	
			Simulation (/tag/simulation)			
~	286	Walls and Gates (/problems/w	Array (/tag/array)	57.3%	Medium	
		₽	Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	742	Closest Leaf in a Binary Tree (/	Tree (/tag/tree)	44.7%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1305	All Elements in Two Binary Sea	Tree (/tag/tree)	77.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Sorting (/tag/sorting)			
			Binary Tree (/tag/binary-tree)			
~	1120	Maximum Average Subtree (/p	Tree (/tag/tree)	64.4%	Medium	
		•	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	91	Decode Ways (/problems/dec	String (/tag/string)	27.5%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	939	Minimum Area Rectangle (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	52.6%	Medium	
			Math (/tag/math) Geometry (/tag/geometry)			
			Sorting (/tag/sorting)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	53.5%	Medium	
•	257	Binary Tree Paths (/problems/	String (/tag/string) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	55.0%	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	
•	1091	Shortest Path in Binary Matrix	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	40.6%	Medium	
	113	Path Sum II (/problems/path-s	Backtracking (/tag/backtracking) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.3%	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	
	468	Validate IP Address (/problems	String (/tag/string)	25.3%	Medium	
	319	Bulb Switcher (/problems/bulb	Math (/tag/math) Brainteaser (/tag/brainteaser)	45.8%	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	
	974	Subarray Sums Divisible by K (Array (/tag/array) Hash Table (/tag/hash-table) Prefix Sum (/tag/prefix-sum)	51.6%	Medium	
~	153	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	46.7%	Medium	
	1891	Cutting Ribbons (/problems/c	Array (/tag/array) Binary Search (/tag/binary-search)	53.8%	Medium	
~	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	37.8%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	116	Populating Next Right Pointers	Tree (/tag/tree)	50.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	388	Longest Absolute File Path (/p	String (/tag/string) Stack (/tag/stack)	43.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
~	416	Partition Equal Subset Sum (/p	Array (/tag/array)	45.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	148	Sort List (/problems/sort-list)	Linked List (/tag/linked-list)	47.5%	Medium	
			Two Pointers (/tag/two-pointers)			
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting)			
			Merge Sort (/tag/merge-sort)			
~	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)	43.0%	Easy	
			Two Pointers (/tag/two-pointers) Stack (/tag/stack)			
			Recursion (/tag/recursion)			
~	1027	Longest Arithmetic Subsequen	Array (/tag/array) Hash Table (/tag/hash-table)	49.2%	Medium	
			Binary Search (/tag/binary-search)			
			Dynamic Programming (/tag/dynamic-programming)			
~	1032	Stream of Characters (/proble	Array (/tag/array) String (/tag/string)	48.7%	Hard	
			Design (/tag/design) Trie (/tag/trie)			
			Data Stream (/tag/data-stream)			
	405	Convert a Number to Hexadec	Math (/tag/math)	44.8%	Easy	
			Bit Manipulation (/tag/bit-manipulation)			
~	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
~	126	Word Ladder II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	24.3%	Hard	
			Backtracking (/tag/backtracking)			
			Breadth-First Search (/tag/breadth-first-search)			
~	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)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	1102	Path With Maximum Minimum	Array (/tag/array)	51.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
~	346	Moving Average from Data Str	Array (/tag/array) Design (/tag/design)	74.2%	Easy	
		1	Queue (/tag/queue)			
			Data Stream (/tag/data-stream)			
~	121	Best Time to Buy and Sell Stoc	Array (/tag/array)	52.1%	Easy	
			Dynamic Programming (/tag/dynamic-programming)		_	
	1329	Sort the Matrix Diagonally (/pr	Array (/tag/array) Sorting (/tag/sorting)	81.4%	(Medium)	
		5 , , ,	Matrix (/tag/matrix)			
•	759	Employee Free Time (/proble		69.1%	(Hard)	
•	133	■ Problem	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)		Haru	
			Heap (Filonty Queue) (Hag/Heap-phonty-queue)			
	794	Valid Tic-Tac-Toe State (/probl	Array (/tag/array) String (/tag/string)	34.4%	Medium	
~	452	Minimum Number of Arrows t	Array (/tag/array) Greedy (/tag/greedy)	50.1%	Medium	
			Sorting (/tag/sorting)			
	1460	Make Two Arrays Equal by Rev	Array (/tag/array) Hash Table (/tag/hash-table)	72.3%	(Easy)	
			Sorting (/tag/sorting)			
	46	Permutations (/problems/per	Average (Assertance) Resistance lines (Asserthe eliment)	68.0%	Medium	
	10	rematations (problems, per	Array (/tag/array) Backtracking (/tag/backtracking)	00.070		
~	22	Generate Parentheses (/proble	String (/tag/string)	66.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
~	4	Median of Two Sorted Arrays (Array (/tag/array)	32.0%	Hard	
			Binary Search (/tag/binary-search)			
			Divide and Conquer (/tag/divide-and-conquer)			
	839	Similar String Groups (/proble	String (/tag/string)	42.6%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			

	#	Title	Tags	Acceptance	Difficulty	Freque
	1262	Greatest Sum Divisible by Thre	Array (/tag/array)	50.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
	442	Find All Duplicates in an Array	Array (/tag/array) Hash Table (/tag/hash-table)	69.7%	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)			
	277	Find the Celebrity (/problems/	Two Pointers (/tag/two-pointers)	44.6%	(Medium)	
		•	Greedy (/tag/greedy) Graph (/tag/graph)			
			Interactive (/tag/interactive)			
			interactive (tag/interactive)			
~	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)	50.6%	Medium	
			Backtracking (/tag/backtracking)			
	92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	41.8%	Medium	
•	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)			
•	152	Maximum Product Subarray (/	Array (/tag/array)	33.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
•	1541	Minimum Insertions to Balanc		44.5%	Medium	
•	1541	Williman insertions to balanc	String (/tag/string) Stack (/tag/stack)	77.570	Wedium	
			Greedy (/tag/greedy)			
	1228	Missing Number In Arithmetic	Array (/tag/array) Math (/tag/math)	51.2%	Easy	
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	37.3%	Medium	
			Simulation (/tag/simulation)			
	1161	Maximum Level Sum of a Bina	Tree (/tag/tree)	67.9%	(Medium)	
		*	Breadth-First Search (/tag/breadth-first-search)	07.1070	·········	
			Binary Tree (/tag/binary-tree)			
	686	Repeated String Match (/probl	String (/tag/string)	33.0%	Medium	
			String Matching (/tag/string-matching)			
~	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)	36.2%	(Medium)	
		v j	Recursion (/tag/recursion)			
			recursion (tag/recursion)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	1074	Number of Submatrices That S	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	65.2%	Hard	
~	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search) Graph (/tag/graph) Eulerian Circuit (/tag/eulerian-circuit)	38.6%	Medium	
	38	Count and Say (/problems/cou	String (/tag/string)	46.7%	Medium	
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
•	323	Number of Connected Compo	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	58.7%	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	
	112	Path Sum (/problems/path-sum)	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	43.1%	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	
	73	Set Matrix Zeroes (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	45.1%	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	
•	1110	Delete Nodes And Return Fore	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	68.2%	Medium	
	969	Pancake Sorting (/problems/p	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy) Sorting (/tag/sorting)	69.0%	Medium	
•	345	Reverse Vowels of a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	45.6%	Easy	

✓ 1′					Difficulty	Freque
	17	Populating Next Right Pointers	Tree (/tag/tree)	43.1%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
44	145	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math)	57.0%	Medium	
			Stack (/tag/stack)			
✓ 5∠	540	Single Element in a Sorted Arr	Array (/tag/array)	58.0%	Medium	
			Binary Search (/tag/binary-search)			
7	16	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)			
25	25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list)	46.3%	(Hard)	
			Recursion (/tag/recursion)			
96	962 N	Maximum Width Ramp (/probl	Array (/tag/array) Stack (/tag/stack)	46.8%	(Medium)	
			Monotonic Stack (/tag/monotonic-stack)			
✓ 69	598	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)			
7:	7 34	Sentence Similarity (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	42.5%	(Easy)	
		₽	String (/tag/string)			
✓ 98	989	Add to Array-Form of Integer (Array (/tag/array) Math (/tag/math)	45.0%	Easy	
✓ 30	800	Longest Increasing Subsequen	Array (/tag/array)	45.3%	Medium	
			Binary Search (/tag/binary-search)			
			Dynamic Programming (/tag/dynamic-programming)			
✓ 11	1	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.1%	Medium	
			Greedy (/tag/greedy)			
12	297	Maximum Number of Occurre	Hash Table (/tag/hash-table) String (/tag/string)	51.3%	Medium	
			Sliding Window (/tag/sliding-window)			

	#	Title	Tags	Acceptance	Difficulty	Freque
~	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)			
~	268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	56.1%	Easy	
			Math (/tag/math)			
			Bit Manipulation (/tag/bit-manipulation)			
			Sorting (/tag/sorting)			
	676	Implement Magic Dictionary (/	Hash Table (/tag/hash-table) String (/tag/string)	55.6%	Medium	
			Design (/tag/design) Trie (/tag/trie)			
	371	Sum of Two Integers (/proble	Math (/tag/math)	50.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
	1123	Lowest Common Ancestor of	Hash Table (/tag/hash-table) Tree (/tag/tree)	68.5%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1287	Element Appearing More Than	Array (/tag/array)	60.0%	Easy	
	367	Valid Perfect Square (/problem	Math (/tag/math)	42.4%	Easy	
			Binary Search (/tag/binary-search)			
~	32	Longest Valid Parentheses (/pr	String (/tag/string)	30.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
	75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.7%	Medium	
			Sorting (/tag/sorting)			
~	328	Odd Even Linked List (/proble	Linked List (/tag/linked-list)	57.6%	Medium	
	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)			
	1547	Minimum Cost to Cut a Stick (/	Array (/tag/array)	53.5%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
•	490	The Maze (/problems/the-maze)	Depth-First Search (/tag/depth-first-search)	53.4%	Medium	
		₽	Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			

#	Title	Tags	Acceptance	Difficulty	Freque
132	22 Ads Performance (/problems/a	··· Database (/tag/database)	58.6%	Easy	
126	65 Print Immutable Linked List in .	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers) Stack (/tag/stack)	94.1%	Medium	
572	2 Subtree of Another Tree (/pro	Recursion (/tag/recursion) Tree (/tag/tree)	44.6%	Easy	
		Depth-First Search (/tag/depth-first-search) String Matching (/tag/string-matching) Binary Tree (/tag/binary-tree) Hash Function (/tag/hash-function)			
209	9 Minimum Size Subarray Sum (.		40.4%	Medium	
		Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)			
✓ 136	6 Single Number (/problems/sin.	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	67.1%	Easy	
✓ 5	Longest Palindromic Substring.	·· String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	30.9%	Medium	
252	2 Meeting Rooms (/problems/m. ♣	·· Array (/tag/array) Sorting (/tag/sorting)	55.8%	Easy	
993	3 Cousins in Binary Tree (/proble	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	52.4%	(Easy)	
161	14 Maximum Nesting Depth of th	String (/tag/string) Stack (/tag/stack)	82.7%	Easy	
✓ 7	Reverse Integer (/problems/re.	Math (/tag/math)	26.1%	Easy	
✓ 617	7 Merge Two Binary Trees (/prob	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	75.9%	Easy	
✓ 206	6 Reverse Linked List (/problems	Binary Tree (/tag/binary-tree) Linked List (/tag/linked-list) Recursion (/tag/recursion)	66.6%	Easy	
✓ 727	7 Minimum Window Subsequen.	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Sliding Window (/tag/sliding-window)	42.7%	Hard	

	#	Title	Tags	Acceptance	Difficulty Freque
~	154	Find Minimum in Rotated Sort	Array (/tag/array)	42.2%	Hard
			Binary Search (/tag/binary-search)		
	641	Design Circular Deque (/probl	Array (/tag/array) Linked List (/tag/linked-list)	56.5%	Medium
			Design (/tag/design) Queue (/tag/queue)		
	143	Reorder List (/problems/reord	Linked List (/tag/linked-list)	42.1%	Medium
			Two Pointers (/tag/two-pointers) Stack (/tag/stack)		
			Recursion (/tag/recursion)		
~	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)		
	773	73 Sliding Puzzle (/problems/slidi	Array (/tag/array)	61.6%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	1314	Matrix Block Sum (/problems/	Array (/tag/array) Matrix (/tag/matrix)	74.0%	Medium
			Prefix Sum (/tag/prefix-sum)		
	1699	Number of Calls Between Two	Database (/tag/database)	85.8%	Medium
	310	Minimum Height Trees (/probl		35.2%	Medium
	310	willimani rieight frees (probl	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search)	JJ.270	(Wedidiii)
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
~	334	Increasing Triplet Subsequenc	Array (/tag/array) Greedy (/tag/greedy)	41.0%	Medium
~	285	Inorder Successor in BST (/pro	Tree (/tag/tree)	44.3%	(Medium)
		₽	Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
~	420	Strong Password Checker (/pr	String (/tag/string) Greedy (/tag/greedy)	13.6%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)		
~	741	Cherry Pickup (/problems/cher	Array (/tag/array)	35.5%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix)		

	#	Title	Tags	Acceptance	Difficulty	Freque
~	298	Binary Tree Longest Consecuti	Tree (/tag/tree)	48.6%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	715	Range Module (/problems/ran	Design (/tag/design)	41.6%	Hard	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			
	778	Swim in Rising Water (/proble	Array (/tag/array)	57.6%	Hard	
			Binary Search (/tag/binary-search)			
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
~	303	Range Sum Query - Immutabl	Array (/tag/array) Design (/tag/design)	49.5%	(Easy)	
			Prefix Sum (/tag/prefix-sum)			
	62	Unique Paths (/problems/uniq		56.9%	Medium	
•	02	Offique Factis (/problems/uniq	Math (/tag/math)	30.370	Wediuiii	
			Dynamic Programming (/tag/dynamic-programming) Combinatorics (/tag/combinatorics)			
			Combinatorics (rtag/combinatorics)			
	260	Single Number III (/problems/	Array (/tag/array)	65.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
~	395	Longest Substring with At Lea	Hash Table (/tag/hash-table) String (/tag/string)	43.9%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sliding Window (/tag/sliding-window)			
	815	Bus Routes (/problems/bus-ro	Array (/tag/array) Hash Table (/tag/hash-table)	43.9%	(Hard)	
			Breadth-First Search (/tag/breadth-first-search)			
	538	Convert BST to Greater Tree (/	Tree (/tag/tree)	60.6%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	74	Search a 2D Matrix (/problems	Array (/tag/array)	38.9%	(Medium)	
		VI	Binary Search (/tag/binary-search)			
			Matrix (/tag/matrix)			
~	752	Open the Lock (/problems/op	Array (/tag/array) Hach Table (/tag/bach table)	54.7%	Medium	
•		The man Tack (bronding ob	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	J /V		
			Breadth-First Search (/tag/breadth-first-search)			
			breautii-iiist searcii (/tag/breautii-iiist-searcii)			

✓ 26 Remove Duplicates from Sorte Array (tag/array) Two Pointers (tag/two-pointers) 47.2% (asy) ✓ 228 Summary Ranges (/problems/ Array (tag/array) (Math (tag/math) 42.1% (asy) ✓ 66 Plus One (/problems/plus-one) Array (tag/array) (Math (tag/math) 42.1% (asy) 1644 Lowest Common Ancestor of a The (tag/trang) (Math (tag/math) 56.9% (Medium) 1884 Egg Drop With 2 Eggs and N F Math (tag/math) 70.0% (Medium) 1884 Egg Drop With 2 Eggs and N F Math (tag/math) 70.0% (Medium) 1884 Egg Drop With 2 Eggs and N F Math (tag/math) 70.0% (Medium) 1884 Egg Drop With 2 Eggs and N F Math (tag/math) 70.0% (Medium) 1884 Egg Drop With 2 Eggs and N F Math (tag/math) 70.0% (Medium) 1884 Egg Drop With 2 Eggs and N F Math (tag/math) 70.0% (Medium) 1884 Egg Drop With 2 Eggs and N F Math (tag/math) 70.0% (Medium) 1884 Egg Drop With 2 Eggs and N F Math (tag/math) 70.0% (Medium) 1884 Egg Drop With 2 Eggs and N F Medium (tag/math) 70.0% (Medium) 1884 Egg D		#	Title	Tags	Acceptance	Difficulty Free	que
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Different Ways to Add Parenth Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization) ✓ 44 Wildcard Matching (/problems String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion) ✓ 53 Maximum Subarray (/problem Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) ✓ 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/dipinary-search-tree)				Sorting (/tag/sorting)			
Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization) V 44 Wildcard Matching (/problems String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion) V 53 Maximum Subarray (/problem Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) V 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)		414	Third Maximum Number (/pro	Array (/tag/array) Sorting (/tag/sorting)	30.8%	Easy	
Recursion (/tag/recursion) Memoization (/tag/memoization) 44 Wildcard Matching (/problems String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion) 48.1% Easy Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) V 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)		241	Different Ways to Add Parenth	Math (/tag/math) String (/tag/string)	58.2%	Medium	
Memoization (/tag/memoization) ✓ 44 Wildcard Matching (/problems String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion) ✓ 53 Maximum Subarray (/problem Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) ✓ 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)				Dynamic Programming (/tag/dynamic-programming)			
✓ 44 Wildcard Matching (/problems String (/tag/string) 25.8% Hard Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion) ✓ 53 Maximum Subarray (/problem Array (/tag/array) 48.1% Easy Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) ✓ 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)				Recursion (/tag/recursion)			
Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion) Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) Dynamic Programming (/tag/dynamic-programming) Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)				Memoization (/tag/memoization)			
Greedy (/tag/greedy) Recursion (/tag/recursion) 48.1% Easy Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)	~	44	Wildcard Matching (/problems	String (/tag/string)	25.8%	Hard	
 ✓ 53 Maximum Subarray (/problem Array (/tag/array)) ✓ 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) 				Dynamic Programming (/tag/dynamic-programming)			
Divide and Conquer (/tag/divide-and-conquer) Dynamic Programming (/tag/dynamic-programming) ✓ 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)				Greedy (/tag/greedy) Recursion (/tag/recursion)			
Dynamic Programming (/tag/dynamic-programming) ✓ 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)	•	53	Maximum Subarray (/problem	Array (/tag/array)	48.1%	Easy	
✓ 235 Lowest Common Ancestor of a Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)				Divide and Conquer (/tag/divide-and-conquer)			
Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)				Dynamic Programming (/tag/dynamic-programming)			
Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)	~	235	Lowest Common Ancestor of a	Tree (/tag/tree)	52.9%	Easy	
Binary Search Tree (/tag/binary-search-tree)							

	#	Title	Tags	Acceptance	Difficulty	Freque
	610	Triangle Judgement (/problem	Database (/tag/database)	69.5%	Easy	
	1162	As Far from Land as Possible (/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	46.0%	Medium	
	131	Palindrome Partitioning (/prob	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	53.8%	Medium	
	674	Longest Continuous Increasin	Array (/tag/array)	46.4%	Easy	
•	384	Shuffle an Array (/problems/sh	Array (/tag/array) Math (/tag/math) Randomized (/tag/randomized)	54.4%	Medium	
	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table) Matrix (/tag/matrix)	51.4%	Medium	
	884	Uncommon Words from Two S	Hash Table (/tag/hash-table) String (/tag/string)	64.5%	Easy	
	1331	Rank Transform of an Array (/p	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	57.3%	Easy	
	556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers) String (/tag/string)	33.4%	Medium	
•	1099	Two Sum Less Than K (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	60.7%	Easy	
	368	Largest Divisible Subset (/prob	Array (/tag/array) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)	38.6%	Medium	
~	214	Shortest Palindrome (/proble	String (/tag/string) Rolling Hash (/tag/rolling-hash) String Matching (/tag/string-matching) Hash Function (/tag/hash-function)	31.0%	Hard	
~	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	62.0%	Medium	
	545	Boundary of Binary Tree (/pro	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	41.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	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	
	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%	Medium	
	1038	Binary Search Tree to Greater	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)	83.2%	Medium	
~	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	53.6%	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	
	240	Search a 2D Matrix II (/proble	Array (/tag/array) Binary Search (/tag/binary-search) Divide and Conquer (/tag/divide-and-conquer) Matrix (/tag/matrix)	45.9%	Medium	
•	1146	Snapshot Array (/problems/sn	Array (/tag/array) Hash Table (/tag/hash-table) Binary Search (/tag/binary-search) Design (/tag/design) Data Stream (/tag/data-stream)	37.0%	Medium	
~	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	60.5%	Medium	
	151	Reverse Words in a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	24.9%	Medium	
~	57	Insert Interval (/problems/inse	Array (/tag/array)	35.8%	Medium	
~	503	Next Greater Element II (/prob	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	59.3%	Medium	
	159	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	51.1%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search)	52.5%	Easy	
	720	Longest Word in Dictionary (/	Sorting (/tag/sorting) Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie) Sorting (/tag/sorting)	49.7%	Easy	
	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	
~	1143	Longest Common Subsequenc	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	58.8%	Medium	
~	218	The Skyline Problem (/proble	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer) Binary Indexed Tree (/tag/binary-indexed-tree) Segment Tree (/tag/segment-tree)	37.1%	Hard	
			Line Sweep (/tag/line-sweep) Heap (Priority Queue) (/tag/heap-priority-queue) Ordered Set (/tag/ordered-set)			
•	134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.1%	Medium	
	518	Coin Change 2 (/problems/coi	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	53.0%	Medium	
	191	Number of 1 Bits (/problems/n	Bit Manipulation (/tag/bit-manipulation)	55.2%	Easy	
~	1254	Number of Closed Islands (/pr	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)	62.2%	Medium	
	220	Contains Duplicate III (/proble	Array (/tag/array) Sliding Window (/tag/sliding-window) Sorting (/tag/sorting) Bucket Sort (/tag/bucket-sort)	21.4%	Medium	
	779	K-th Symbol in Grammar (/pro	Ordered Set (/tag/ordered-set) Math (/tag/math) Bit Manipulation (/tag/bit-manipulation) Recursion (/tag/recursion)	39.1%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freque
~	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)			
	166	Fraction to Recurring Decimal	Hash Table (/tag/hash-table) Math (/tag/math)	22.6%	Medium	
			String (/tag/string)			
	77	Combinations (/problems/com	Array (/tag/array) Backtracking (/tag/backtracking)	58.9%	Medium	
~	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)			
~	946	Validate Stack Sequences (/pro	Array (/tag/array) Stack (/tag/stack)	64.5%	Medium	
			Simulation (/tag/simulation)			
	763	Partition Labels (/problems/pa	Hash Table (/tag/hash-table)	78.2%	Medium	
			Two Pointers (/tag/two-pointers)			
			String (/tag/string) Greedy (/tag/greedy)			
~	509	Fibonacci Number (/problems	Math (/tag/math)	67.8%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
			Memoization (/tag/memoization)			
~	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)	57.3%	Easy	
			String (/tag/string)			
	714	Best Time to Buy and Sell Stoc	Array (/tag/array)	58.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
	93	Restore IP Addresses (/proble	String (/tag/string)	38.5%	Medium	
			Backtracking (/tag/backtracking)			
	105	Construct Binary Tree from Pre	Array (/tag/array) Hash Table (/tag/hash-table)	53.9%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)			
~	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string)	37.8%	Hard	
			Backtracking (/tag/backtracking) Trie (/tag/trie)			
			Matrix (/tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty	Freque
	814	Binary Tree Pruning (/problem	Tree (/tag/tree)	71.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	28	Implement strStr() (/problems/	Two Pointers (/tag/two-pointers)	35.6%	Easy	
			String (/tag/string)			
			String Matching (/tag/string-matching)			
~	72	Edit Distance (/problems/edit	String (/tag/string)	47.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	40.9%	Easy	
~	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)			
	1636	Sort Array by Increasing Frequ	Array (/tag/array) Hash Table (/tag/hash-table)	67.2%	Easy	
			Sorting (/tag/sorting)			
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list)	54.3%	Medium	
			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)			
	383	Ransom Note (/problems/rans	Hash Table (/tag/hash-table) String (/tag/string)	53.7%	Easy	
			Counting (/tag/counting)			
~	309	Best Time to Buy and Sell Stoc	Array (/tag/array)	48.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	1528	Shuffle String (/problems/shuf	Array (/tag/array) String (/tag/string)	85.6%	Easy	
~	63	Unique Paths II (/problems/uni	Array (/tag/array)	36.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	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)			

	#	Title	Tags	Acceptance	Difficulty Freque
~	316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	39.8%	Medium
•	188	Best Time to Buy and Sell Stoc	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	30.7%	Hard
~	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	28.8%	Medium
•	55	Jump Game (/problems/jump	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy)	35.6%	Medium
~	905	Sort Array By Parity (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	75.1%	(Easy)
	665	Non-decreasing Array (/proble	Array (/tag/array)	20.9%	Medium
•	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers)	36.9%	Medium
	168	Excel Sheet Column Title (/pro	Math (/tag/math)	32.3%	Easy
~	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	49.8%	Easy
✓	68	Text Justification (/problems/t	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard
	1464	Maximum Product of Two Ele	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	76.9%	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
•	981	Time Based Key-Value Store (/	Hash Table (/tag/hash-table) String (/tag/string) Binary Search (/tag/binary-search) Design (/tag/design)	54.5%	Medium
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	59.7%	Medium
•	359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	73.1%	Easy

	#	Title	Tags	Acceptance	Difficulty Freque
~	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	48.9%	Medium
~	64	Minimum Path Sum (/problem	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	57.0%	Medium
	86	Partition List (/problems/partit	Matrix (/tag/matrix) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	45.4%	Medium
~	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math) Stack (/tag/stack)	39.6%	Medium
	196	Delete Duplicate Emails (/prob	Database (/tag/database)	47.2%	Easy
~	322	Coin Change (/problems/coin	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	38.2%	Medium
	704	Binary Search (/problems/bina	Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy
	178	Rank Scores (/problems/rank	Database (/tag/database)	52.5%	Medium
	437	Path Sum III (/problems/path	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	48.6%	Medium
•	222	Count Complete Tree Nodes (/	Binary Tree (/tag/binary-tree) Binary Search (/tag/binary-search) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	50.6%	Medium
	37	Sudoku Solver (/problems/sud	Array (/tag/array) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	48.3%	Hard
	111	Minimum Depth of Binary Tree	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)	40.4%	Easy
~	516	Longest Palindromic Subseque	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	56.6%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freque
	451	Sort Characters By Frequency (Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	65.1%	Medium	
	81	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	33.9%	Medium	
	852	Peak Index in a Mountain Arra	Array (/tag/array) Binary Search (/tag/binary-search)	71.6%	Easy	
	336	Palindrome Pairs (/problems/p	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	36.0%	Hard	
	190	Reverse Bits (/problems/revers	Divide and Conquer (/tag/divide-and-conquer) Bit Manipulation (/tag/bit-manipulation)	43.6%	Easy	
	232	Implement Queue using Stack	Stack (/tag/stack) Design (/tag/design) Queue (/tag/queue)	53.5%	Easy	
•	221	Maximal Square (/problems/m	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	40.2%	Medium	
~	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	43.5%	Easy	
	307	Range Sum Query - Mutable (/	Two Pointers (/tag/two-pointers) Array (/tag/array) Design (/tag/design) Binary Indexed Tree (/tag/binary-indexed-tree)	37.7%	Medium	
~	208	Implement Trie (Prefix Tree) (/	Segment Tree (/tag/segment-tree) Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	53.5%	Medium	
	40	Combination Sum II (/problem	Array (/tag/array) Backtracking (/tag/backtracking)	50.9%	Medium	
	6	ZigZag Conversion (/problems	String (/tag/string)	38.8%	Medium	
~	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	

	#	Title	Tags	Acceptance	Difficulty Freque
	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)		
	145	Binary Tree Postorder Traversal	Stack (/tag/stack) Tree (/tag/tree)	59.1%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	47.4%	Easy
~	167	Two Sum II - Input array is sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.2%	Easy
			Binary Search (/tag/binary-search)		
~	485	Max Consecutive Ones (/probl	Array (/tag/array)	53.1%	Easy
~	729	My Calendar I (/problems/my	Design (/tag/design)	54.1%	Medium
			Segment Tree (/tag/segment-tree)		
			Ordered Set (/tag/ordered-set)		
	35	Search Insert Position (/proble	Array (/tag/array)	42.8%	Easy
			Binary Search (/tag/binary-search)		
•	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.0%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
			Memoization (/tag/memoization)		
~	9	Palindrome Number (/proble	Math (/tag/math)	50.6%	Easy

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