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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 297 / 626 problems.

Sr	now pro	oblem tags	Sel	ect time period:	All time	
	#	Title	Tags	Acceptance	Difficulty	Fred
,	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking)	45.3%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)	28.6%	Hard	
			Recursion (/tag/recursion)			
	953	Verifying an Alien Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.2%	(Easy)	
			String (/tag/string)			
	67	Add Binary (/problems/add-bi	Math (/tag/math) String (/tag/string)	47.9%	(Easy)	
			Bit Manipulation (/tag/bit-manipulation)			
			Simulation (/tag/simulation)			
•	1249	Minimum Remove to Make Val	String (/tag/string) Stack (/tag/stack)	64.4%	Medium	
,	158	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation)	38.2%	Hard	
		•	Interactive (/tag/interactive)			
	680	Valid Palindrome II (/problems	Two Pointers (/tag/two-pointers) String (/tag/string)	37.3%	Easy	
			Greedy (/tag/greedy)			
,	297	Serialize and Deserialize Binary	String (/tag/string) Tree (/tag/tree)	51.0%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Design (/tag/design) Binary Tree (/tag/binary-tree)			
•	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)			

	#	Title	Tags	Acceptance	Difficulty Freq
~	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	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
~	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	43.7%	Medium
•	10	Regular Expression Matching (	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Recursion (/tag/recursion)	27.7%	Hard
~	278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	38.4%	Easy
	282	Expression Add Operators (/pr	Math (/tag/math) String (/tag/string)  Backtracking (/tag/backtracking)	37.2%	Hard
•	269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Topological Sort (/tag/topological-sort)	34.0%	Hard
<b>~</b>	91	Decode Ways (/problems/dec	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	27.5%	Medium
•	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
•	211	Design Add and Search Words	String (/tag/string)  Depth-First Search (/tag/depth-first-search)  Design (/tag/design) Trie (/tag/trie)	41.3%	Medium
<b>~</b>	1428	Leftmost Column with at Least	Array (/tag/array) Binary Search (/tag/binary-search)  Matrix (/tag/matrix) Interactive (/tag/interactive)	50.1%	Medium
<b>~</b>	29	Divide Two Integers (/problem	Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)	17.0%	Medium
<b>~</b>	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	49.2%	Easy

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	76	Minimum Window Substring (	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	36.6%	Hard	
	311	Sparse Matrix Multiplication (/	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	64.5%	Medium	
<b>~</b>	125	Valid Palindrome (/problems/v	Two Pointers (/tag/two-pointers) String (/tag/string)	39.1%	Easy	
	65	Valid Number (/problems/vali	String (/tag/string)	16.7%	Hard	
•	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)	43.7%	Hard	
•	253	Meeting Rooms II (/problems/  ♣	Merge Sort (/tag/merge-sort)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	47.6%	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	
<b>~</b>	124	Binary Tree Maximum Path Su	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	36.0%	Hard	
•	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	28.7%	Medium	
~	426	Convert Binary Search Tree to	Linked List (/tag/linked-list)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)  Doubly-Linked List (/tag/doubly-linked-list)	62.2%	Medium	
<b>~</b>	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	(Easy)	
<b>~</b>	157	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation)  Interactive (/tag/interactive)	38.3%	Easy	
•	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
	438	Find All Anagrams in a String (	Hash Table (/tag/hash-table) String (/tag/string)	45.6%	Medium
			Sliding Window (/tag/sliding-window)		
	689	Maximum Sum of 3 Non-Overl	Array (/tag/array)	47.6%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
~	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)		
~	523	Continuous Subarray Sum (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	25.3%	Medium
			Math (/tag/math) Prefix Sum (/tag/prefix-sum)		
~	215	Kth Largest Element in an Arra	Array (/tag/array)	59.8%	Medium
		<b>.</b>	Divide and Conquer (/tag/divide-and-conquer)		
			Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Quickselect (/tag/quickselect)		
~	543	Diameter of Binary Tree (/prob	Tree (/tag/tree)	50.3%	(Easy)
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
<b>~</b>	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	56.0%	Medium
<b>✓</b>	199	Binary Tree Right Side View (/p	Tree (/tag/tree)	57.1%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	52.3%	Hard
			Dynamic Programming (/tag/dynamic-programming)		_
			Stack (/tag/stack)		
			Monotonic Stack (/tag/monotonic-stack)		
	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)		
~	325	Maximum Size Subarray Sum	Array (/tag/array) Hash Table (/tag/hash-table)	47.9%	Medium
•	304	Range Sum Query 2D - Immut	Array (/tag/array) Design (/tag/design)	43.9%	Medium
			Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)		

	#	Title	Tags	Acceptance	Difficulty	Freq
	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	46.1%	Medium	
<b>~</b>	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	50.6%	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	
•	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.9%	Medium	
•	200	Number of Islands (/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)	50.4%	Medium	
*	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Trie (/tag/trie)	42.4%	Medium	
<b>~</b>	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	41.2%	Easy	
<b>~</b>	43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	35.5%	Medium	
•	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
*	146	LRU Cache (/problems/lru-cac	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list)  Doubly-Linked List (/tag/doubly-linked-list)	37.1%	Medium	
	138	Copy List with Random Pointer	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	42.6%	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	
<b>~</b>	398	Random Pick Index (/problems	Hash Table (/tag/hash-table) Math (/tag/math)  Reservoir Sampling (/tag/reservoir-sampling)  Randomized (/tag/randomized)	59.3%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	317	Shortest Distance from All Buil	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)	43.4%	Hard	
			Matrix (/tag/matrix)			
	785	Is Graph Bipartite? (/problems	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	49.1%	Medium	
			Union Find (/tag/union-find) Graph (/tag/graph)			
<b>~</b>	257	Binary Tree Paths (/problems/	String (/tag/string) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	55.0%	Easy	
			Binary Tree (/tag/binary-tree)			
	270	Closest Binary Search Tree Val	Binary Search (/tag/binary-search) Tree (/tag/tree)	51.0%	Easy	
			Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
<b>✓</b>	528	Random Pick with Weight (/pr	Math (/tag/math) Binary Search (/tag/binary-search)  Prefix Sum (/tag/prefix-sum)	45.0%	(Medium)	
			Randomized (/tag/randomized)			
<b>✓</b>	98	Validate Binary Search Tree (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	29.2%	Medium	
			Binary Search Tree (/tag/binary-search-tree)			
•	71	Simplify Path (/problems/simp	Binary Tree (/tag/binary-tree)  String (/tag/string) Stack (/tag/stack)	35.4%	Medium	
	236	Lowest Common Ancestor of a		50.4%		
•	230	Lowest Common Ancestor or a	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	30.4%	(Medium)	
			Binary Tree (/tag/binary-tree)			
	825	Friends Of Appropriate Ages (/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)	44.5%	Medium	
			Sorting (/tag/sorting)			
<b>✓</b>	140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	36.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking) Trie (/tag/trie)			
			Memoization (/tag/memoization)			
	277	Find the Celebrity (/problems/	Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Graph (/tag/graph)	44.6%	Medium	
			Interactive (/tag/interactive)			

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium	
	896	Monotonic Array (/problems/	Array (/tag/array)	57.8%	Easy	
	161	One Edit Distance (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	33.3%	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	
?	670	Maximum Swap (/problems/m	Math (/tag/math) Greedy (/tag/greedy)	45.5%	Medium	
~	286	Walls and Gates (/problems/w	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	57.3%	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	
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium	
	341	Flatten Nested List Iterator (/p	Stack (/tag/stack) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Design (/tag/design) Queue (/tag/queue)  Iterator (/tag/iterator)	56.4%	Medium	
<b>~</b>	121	Best Time to Buy and Sell Stoc	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	52.1%	Easy	
~	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	
~	227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	39.2%	Medium	
<b>~</b>	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium	
~	339	Nested List Weight Sum (/pro	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	77.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
<b>~</b>	348	Design Tic-Tac-Toe (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  Design (/tag/design) Matrix (/tag/matrix)	56.3%	Medium
•	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	66.6%	Medium
	708	Insert into a Sorted Circular Li	Linked List (/tag/linked-list)	32.9%	Medium
•	247	Strobogrammatic Number II (/	Array (/tag/array) String (/tag/string)  Recursion (/tag/recursion)	49.2%	Medium
	143	Reorder List (/problems/reord	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers) Stack (/tag/stack)  Recursion (/tag/recursion)	42.1%	Medium
<b>~</b>	1060	Missing Element in Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	55.1%	Medium
<b>~</b>	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	59.2%	Medium
	463	Island Perimeter (/problems/isl	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	67.2%	Easy
	824	Goat Latin (/problems/goat-lat	String (/tag/string)	67.1%	Easy
	958	Check Completeness of a Bina	Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	52.6%	Medium
•	358	Rearrange String k Distance A	Hash Table (/tag/hash-table) String (/tag/string)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	36.0%	Hard
•	380	Insert Delete GetRandom O(1)	Counting (/tag/counting)  Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Design (/tag/design)  Randomized (/tag/randomized)	49.5%	Medium
<b>~</b>	246	Strobogrammatic Number (/pr	Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) String (/tag/string)	46.8%	(Easy)
•	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy

	#	Title	Tags	Acceptance	Difficulty Freq
	791	Custom Sort String (/problems	Hash Table (/tag/hash-table) String (/tag/string)  Sorting (/tag/sorting)	66.0%	Medium
~	127	Word Ladder (/problems/word  ★	Hash Table (/tag/hash-table) String (/tag/string)  Breadth-First Search (/tag/breadth-first-search)	32.7%	Hard
•	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
•	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
	597	Friend Requests I: Overall Acce	Database (/tag/database)	42.1%	Easy
•	863	All Nodes Distance K in Binary	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	58.7%	Medium
•	419	Battleships in a Board (/proble  ★	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Matrix (/tag/matrix)	71.7%	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
<b>~</b>	1197	Minimum Knight Moves (/pro	Breadth-First Search (/tag/breadth-first-search)	38.3%	Medium
•	1762	Buildings With an Ocean View	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	81.4%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	32	Longest Valid Parentheses (/pr	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)	30.2%	Hard	
<b>~</b>	126	Word Ladder II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	24.3%	Hard	
	498	Diagonal Traverse (/problems/	Breadth-First Search (/tag/breadth-first-search)  Array (/tag/array) Matrix (/tag/matrix)  Simulation (/tag/simulation)	51.4%	Medium	
	266	Palindrome Permutation (/pro	Hash Table (/tag/hash-table) String (/tag/string)  Bit Manipulation (/tag/bit-manipulation)	63.3%	Easy	
~	162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	44.3%	Medium	
~	285	Inorder Successor in BST (/pro	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	44.3%	Medium	
	109	Convert Sorted List to Binary S	Linked List (/tag/linked-list)  Divide and Conquer (/tag/divide-and-conquer)  Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	52.5%	Medium	
~	8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium	
<b>~</b>	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string)  Stack (/tag/stack) Recursion (/tag/recursion)	38.6%	Hard	
	1026	Maximum Difference Between	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	70.2%	Medium	
<b>~</b>	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking)  Matrix (/tag/matrix)	37.8%	Medium	
	921	Minimum Add to Make Parent	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)	75.4%	Medium	
~	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	

	#	Title	Tags	Acceptance	Difficulty Freq
	536	Construct Binary Tree from Stri	String (/tag/string) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	52.9%	Medium
<b>~</b>	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	31.8%	Medium
	51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	52.4%	Hard
	766	Toeplitz Matrix (/problems/toe	Array (/tag/array) Matrix (/tag/matrix)	65.9%	Easy
<b>~</b>	57	Insert Interval (/problems/inse	Array (/tag/array)	35.8%	Medium
<b>~</b>	300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	45.3%	Medium
	381	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Design (/tag/design)  Randomized (/tag/randomized)	35.2%	Hard
•	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)	57.1%	Medium
	678	Valid Parenthesis String (/prob	Matrix (/tag/matrix)  String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	32.0%	Medium
•	658	Find K Closest Elements (/prob	Stack (/tag/stack) Greedy (/tag/greedy)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	42.8%	Medium
	616	Add Bold Tag in String (/probl	Heap (Priority Queue) (/tag/heap-priority-queue)  Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Trie (/tag/trie)	45.3%	Medium
	772	Basic Calculator III (/problems/	String Matching (/tag/string-matching)  Math (/tag/math) String (/tag/string)  Stack (/tag/stack) Recursion (/tag/recursion)	45.0%	Hard
	75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	50.7%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
	1004	Max Consecutive Ones III (/pr	Array (/tag/array) Binary Search (/tag/binary-search)  Sliding Window (/tag/sliding-window)  Prefix Sum (/tag/prefix-sum)	61.3%	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	
•	647	Palindromic Substrings (/probl	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
•	329	Longest Increasing Path in a M	Dynamic Programming (/tag/dynamic-programming)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Topological Sort (/tag/topological-sort)  Memoization (/tag/memoization)	47.0%	Hard	
	494	Target Sum (/problems/target	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)	45.6%	Medium	
	393	UTF-8 Validation (/problems/u	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	38.4%	Medium	
•	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	
<b>~</b>	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	71.6%	Easy	
•	53	Maximum Subarray (/problem	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)	48.1%	Easy	
	548	Split Array with Equal Sum (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	48.9%	Medium	
•	346	Moving Average from Data Str  ♣	Array (/tag/array) Design (/tag/design)  Queue (/tag/queue) Data Stream (/tag/data-stream)	74.2%	Easy	
<b>~</b>	5	Longest Palindromic Substring	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	30.9%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Fred
~	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)	36.2%	Medium	
			Recursion (/tag/recursion)			
	468	Validate IP Address (/problems	String (/tag/string)	25.3%	Medium	
~	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking)	73.6%	Hard	
		<b>₽</b>	Interactive (/tag/interactive)			
	252	Meeting Rooms (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	55.8%	Easy	
	1650	Lowest Common Ancestor of a	Hash Table (/tag/hash-table) Tree (/tag/tree)	76.9%	Medium	
		<b>≛</b> '	Binary Tree (/tag/binary-tree)			
	333	Largest BST Subtree (/problem	Dynamic Programming (/tag/dynamic-programming)	38.9%	Medium	
		₽	Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	408	Valid Word Abbreviation (/pro	Two Pointers (/tag/two-pointers) String (/tag/string)	31.7%	Easy	
~	567	Permutation in String (/proble	Hash Table (/tag/hash-table)	44.6%	Medium	
			Two Pointers (/tag/two-pointers) String (/tag/string)			
			Sliding Window (/tag/sliding-window)			
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	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)			
~	218	The Skyline Problem (/proble	Array (/tag/array)	37.1%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
			Binary Indexed Tree (/tag/binary-indexed-tree)			
			Segment Tree (/tag/segment-tree)			
			Line Sweep (/tag/line-sweep)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Ordered Set (/tag/ordered-set)			
~	416	Partition Equal Subset Sum (/p	Array (/tag/array)	45.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			

	#	Title	Tags	Acceptance	Difficulty	Freq
•	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	
	622	Design Circular Queue (/probl	Array (/tag/array) Linked List (/tag/linked-list)  Design (/tag/design) Queue (/tag/queue)	47.8%	Medium	
<b>~</b>	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)  String (/tag/string)	57.3%	Easy	
•	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium	
•	1027	Longest Arithmetic Subsequen	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	49.2%	Medium	
	38	Count and Say (/problems/cou	String (/tag/string)	46.7%	Medium	
•	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string)  Sorting (/tag/sorting)	60.5%	Medium	
	319	Bulb Switcher (/problems/bulb	Math (/tag/math) Brainteaser (/tag/brainteaser)	45.8%	Medium	
<b>~</b>	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)  Recursion (/tag/recursion)	53.6%	Medium	
~	163	Missing Ranges (/problems/mi	Array (/tag/array)	28.2%	Easy	
•	206	Reverse Linked List (/problems	Linked List (/tag/linked-list)  Recursion (/tag/recursion)	66.6%	Easy	
	477	Total Hamming Distance (/pro	Array (/tag/array) Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)	50.9%	Medium	
	305	Number of Islands II (/proble	Array (/tag/array) Union Find (/tag/union-find)	39.4%	Hard	
•	230	Kth Smallest Element in a BST	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	63.7%	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	

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	4	Median of Two Sorted Arrays (	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)	32.0%	Hard	
	432	All O`one Data Structure (/pro	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list) Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list)	33.7%	Hard	
	336	Palindrome Pairs (/problems/p	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Trie (/tag/trie)	36.0%	Hard	
	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	
	602	Friend Requests II: Who Has th	Database (/tag/database)	58.6%	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	
~	308	Range Sum Query 2D - Mutab	Array (/tag/array) Design (/tag/design)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)  Matrix (/tag/matrix)	39.0%	Hard	
•	44	Wildcard Matching (/problems	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)  Recursion (/tag/recursion)	25.8%	Hard	
	1123	Lowest Common Ancestor of	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)	68.5%	Medium	
~	1539	Kth Missing Positive Number (	Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy	
*	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)  Graph (/tag/graph)  Eulerian Circuit (/tag/eulerian-circuit)	38.6%	Medium	
~	21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list)  Recursion (/tag/recursion)	57.0%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
•	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)	53.5%	Medium	
	25	Reverse Nodes in k-Group (/pr	Counting (/tag/counting)  Linked List (/tag/linked-list)  Recursion (/tag/recursion)	46.3%	Hard	
~	844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string)  Stack (/tag/stack) Simulation (/tag/simulation)	47.2%	Easy	
	1216	Valid Palindrome III (/problem	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	50.3%	Hard	
~	403	Frog Jump (/problems/frog-ju	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	42.0%	Hard	
	93	Restore IP Addresses (/proble	String (/tag/string) Backtracking (/tag/backtracking)	38.5%	Medium	
<b>~</b>	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	53.5%	Medium	
	129	Sum Root to Leaf Numbers (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	52.1%	Medium	
	674	Longest Continuous Increasin	Array (/tag/array)	46.4%	Easy	
	935	Knight Dialer (/problems/knig	Dynamic Programming (/tag/dynamic-programming)	47.2%	Medium	
	209	Minimum Size Subarray Sum (	Array (/tag/array) Binary Search (/tag/binary-search)  Sliding Window (/tag/sliding-window)  Prefix Sum (/tag/prefix-sum)	40.4%	Medium	
	839	Similar String Groups (/proble	String (/tag/string)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find)	42.6%	Hard	
~	116	Populating Next Right Pointers	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	50.7%	Medium	
~	334	Increasing Triplet Subsequenc	Array (/tag/array) Greedy (/tag/greedy)	41.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	480	Sliding Window Median (/pro	Array (/tag/array) Hash Table (/tag/hash-table)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue)	39.5%	Hard	
	885	Spiral Matrix III (/problems/spi	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	71.3%	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	
~	399	Evaluate Division (/problems/e	Array (/tag/array)  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)	55.1%	Medium	
•	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy)	53.1%	Medium	
	983	Minimum Cost For Tickets (/pr	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	63.0%	Medium	
•	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string)  Backtracking (/tag/backtracking) Trie (/tag/trie)  Matrix (/tag/matrix)	37.8%	Hard	
	166	Fraction to Recurring Decimal	Hash Table (/tag/hash-table) Math (/tag/math)  String (/tag/string)	22.6%	Medium	
~	207	Course Schedule (/problems/c	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Topological Sort (/tag/topological-sort)	44.5%	Medium	
~	117	Populating Next Right Pointers	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	43.1%	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	

	#	Title	Tags	Acceptance	Difficulty	Freq
	111	Minimum Depth of Binary Tree	Tree (/tag/tree)	40.4%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	296	Best Meeting Point (/problems	Array (/tag/array) Math (/tag/math)	58.4%	Hard	
		<b>-</b> '	Sorting (/tag/sorting) Matrix (/tag/matrix)			
~	22	Generate Parentheses (/proble	String (/tag/string)	66.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
	151	Reverse Words in a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	24.9%	Medium	
~	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)			
~	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)			
	568	Maximum Vacation Days (/pro	Array (/tag/array)	42.0%	Hard	
		<b>₽</b>	Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	203	Remove Linked List Elements (	Linked List (/tag/linked-list)	40.0%	Easy	
			Recursion (/tag/recursion)			
~	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix)	37.3%	Medium	
			Simulation (/tag/simulation)			
	430	Flatten a Multilevel Doubly Lin	Linked List (/tag/linked-list)	57.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Doubly-Linked List (/tag/doubly-linked-list)			
	691	Stickers to Spell Word (/proble	Dynamic Programming (/tag/dynamic-programming)	45.8%	Hard	
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
			Bitmask (/tag/bitmask)			
~	452	Minimum Number of Arrows t	Array (/tag/array) Greedy (/tag/greedy)	50.1%	Medium	
			Sorting (/tag/sorting)			
•	436	Millimum Number of Affows L		JU. 1 /0	wealum	

	#	Title	Tags	Acceptance	Difficulty Freq
~	939	Minimum Area Rectangle (/pr	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Geometry (/tag/geometry)  Sorting (/tag/sorting)	52.6%	Medium
•	122	Best Time to Buy and Sell Stoc	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	59.3%	Easy
	73	Set Matrix Zeroes (/problems/	Greedy (/tag/greedy)  Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	45.1%	Medium
	1047	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	71.7%	Easy
<b>~</b>	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string)  Queue (/tag/queue) Counting (/tag/counting)	54.5%	Easy
	637	Average of Levels in Binary Tre	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	66.6%	Easy
•	62	Unique Paths (/problems/uniq	Binary Tree (/tag/binary-tree)  Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Combinatorics (/tag/combinatorics)	56.9%	Medium
	400	Nth Digit (/problems/nth-digit)	Math (/tag/math) Binary Search (/tag/binary-search)	32.6%	Medium
	776	Split BST (/problems/split-bst)	Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Recursion (/tag/recursion)	56.9%	Medium
	1269	Number of Ways to Stay in the	Binary Tree (/tag/binary-tree)	43.3%	(Hard)
	724	Find Pivot Index (/problems/fi	Dynamic Programming (/tag/dynamic-programming)  Array (/tag/array) Prefix Sum (/tag/prefix-sum)	47.2%	(Easy)
	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
	1424	Diagonal Traverse II (/problem	Array (/tag/array) Sorting (/tag/sorting)	46.9%	Medium
•	540	Single Element in a Sorted Arr	Heap (Priority Queue) (/tag/heap-priority-queue)  Array (/tag/array) Binary Search (/tag/binary-search)	58.0%	Medium

	#	Title	Tags	Acceptance	Difficulty Freq
	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
	28	Implement strStr() (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string) String Matching (/tag/string-matching)	35.6%	Easy
	105	Construct Binary Tree from Pre	Array (/tag/array) Hash Table (/tag/hash-table)  Divide and Conquer (/tag/divide-and-conquer)  Tree (/tag/tree) Binary Tree (/tag/binary-tree)	53.9%	Medium
	1053	Previous Permutation With On	Array (/tag/array) Greedy (/tag/greedy)	51.7%	Medium
	1233	Remove Sub-Folders from the	Array (/tag/array) String (/tag/string) Trie (/tag/trie)	63.2%	Medium
<b>~</b>	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	57.0%	Medium
	19	Remove Nth Node From End o	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	36.4%	Medium
	1263	Minimum Moves to Move a B	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Heap (Priority Queue) (/tag/heap-priority-queue)  Matrix (/tag/matrix)	45.7%	Hard
	742	Closest Leaf in a Binary Tree (/	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	44.7%	Medium
•	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.0%	Medium
	405	Convert a Number to Hexadec	Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)	44.8%	Easy
	280	Wiggle Sort (/problems/wiggl	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	65.1%	Medium
	148	Sort List (/problems/sort-list)	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting) Merge Sort (/tag/merge-sort)	47.5%	Medium
<b>~</b>	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)  Trie (/tag/trie) Data Stream (/tag/data-stream)	46.9%	Hard

	#	Title	Tags	Acceptance	Difficulty Freq
~	525	Contiguous Array (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	43.9%	Medium
	969	Pancake Sorting (/problems/p	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)	69.0%	Medium
~	153	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	46.7%	Medium
~	137	Single Number II (/problems/s	Array (/tag/array)	54.6%	Medium
	81	Search in Rotated Sorted Array	Bit Manipulation (/tag/bit-manipulation)	33.9%	(Medium)
			Array (/tag/array) Binary Search (/tag/binary-search)		
	639	Decode Ways II (/problems/de	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	27.7%	(Hard)
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard
	30	Substring with Concatenation	Hash Table (/tag/hash-table) String (/tag/string)	26.7%	Hard
<b>~</b>	72	Edit Distance (/problems/edit	Sliding Window (/tag/sliding-window)  String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	47.8%	Hard
~	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy
<b>~</b>	235	Lowest Common Ancestor of a	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	52.9%	Easy
			Binary Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)		
	92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	41.8%	Medium
•	428	Serialize and Deserialize N-ary	String (/tag/string) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	62.4%	Hard
			Breadth-First Search (/tag/breadth-first-search)		
<b>~</b>	152	Maximum Product Subarray (/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	33.1%	Medium
	388	Longest Absolute File Path (/p	String (/tag/string) Stack (/tag/stack)  Depth-First Search (/tag/depth-first-search)	43.6%	Medium
•	85	Maximal Rectangle (/problems	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack) Matrix (/tag/matrix)	40.2%	Hard
			Monotonic Stack (/tag/monotonic-stack)		

	#	Title	Tags	Acceptance	Difficulty	Freq
	545	Boundary of Binary Tree (/pro	Tree (/tag/tree)	41.0%	Medium	
		₽	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1245	Tree Diameter (/problems/tree	Tree (/tag/tree)	61.6%	Medium	
		<b>₽</b>	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
<b>~</b>	695	Max Area of Island (/problems	Array (/tag/array)	66.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
	1757	Recyclable and Low Fat Produ	Database (/tag/database)	95.2%	Easy	
	445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math)	57.0%	Medium	
			Stack (/tag/stack)			
	556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers)	33.4%	Medium	
			String (/tag/string)			
~	1498	Number of Subsequences Tha	Array (/tag/array) Two Pointers (/tag/two-pointers)	39.2%	Medium	
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
<b>~</b>	1242	Web Crawler Multithreaded (/	Depth-First Search (/tag/depth-first-search)	48.0%	Medium	
		<b>₽</b>	Breadth-First Search (/tag/breadth-first-search)			
			Concurrency (/tag/concurrency)			
	364	Nested List Weight Sum II (/pr	Stack (/tag/stack)	64.8%	Medium	
		<b>₽</b>	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
~	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.4%	Medium	
			Sorting (/tag/sorting)			
	1344	Angle Between Hands of a Clo	Math (/tag/math)	61.5%	Medium	
<b>~</b>	298	Binary Tree Longest Consecuti	Tree (/tag/tree)	48.6%	Medium	
		•	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search)	43.6%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list)	54.3%	Medium	
			Recursion (/tag/recursion)			
~	549	Binary Tree Longest Consecuti	Tree (/tag/tree)	47.5%	Medium	
		•	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1113	Reported Posts (/problems/re	Database (/tag/database)	66.3%	Easy	
~	74	Search a 2D Matrix (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	38.9%	Medium	
			Matrix (/tag/matrix)			
	614	Second Degree Follower (/pro	Database (/tag/database)	33.3%	Medium	
<b>~</b>	90	Subsets II (/problems/subsets-ii)	Array (/tag/array) Backtracking (/tag/backtracking)	49.7%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
	1094	1094 Car Pooling (/problems/car-po	Array (/tag/array) Sorting (/tag/sorting)	59.6%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Simulation (/tag/simulation)			
			Prefix Sum (/tag/prefix-sum)			
<b>~</b>	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)	59.3%	Easy	
			Sorting (/tag/sorting)			
	37	Sudoku Solver (/problems/sud	Array (/tag/array) Backtracking (/tag/backtracking)	48.3%	Hard	
			Matrix (/tag/matrix)			
	936	Stamping The Sequence (/pro	String (/tag/string) Stack (/tag/stack)	53.3%	Hard	
			Greedy (/tag/greedy) Queue (/tag/queue)			
<b>~</b>	875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	53.7%	Medium	
~	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)			
<b>~</b>	26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.2%	Easy	
	191	Number of 1 Bits (/problems/n	Bit Manipulation (/tag/bit-manipulation)	55.2%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
	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)			
<b>/</b>	214	Shortest Palindrome (/proble	String (/tag/string) Rolling Hash (/tag/rolling-hash)	31.0%	Hard	
			String Matching (/tag/string-matching)			
			Hash Function (/tag/hash-function)			
	554	Brick Wall (/problems/brick-w	Array (/tag/array) Hash Table (/tag/hash-table)	51.8%	Medium	
	518	Coin Change 2 (/problems/coi	Array (/tag/array)	53.0%	(Medium)	
		3 (1	Dynamic Programming (/tag/dynamic-programming)			
<b>✓</b> 1032	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)			
322	322	Coin Change (/problems/coin	Array (/tag/array)	38.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
,	84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)	38.0%	Hard	
			Monotonic Stack (/tag/monotonic-stack)			
	858	Mirror Reflection (/problems/	Math (/tag/math) Geometry (/tag/geometry)	59.5%	Medium	
	272	Closest Binary Search Tree Val	Two Pointers (/tag/two-pointers) Stack (/tag/stack)	53.4%	Hard	
		<b>₽</b>	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)			
	884	Uncommon Words from Two S	Hash Table (/tag/hash-table) String (/tag/string)	64.5%	Easy	
,	963	Minimum Area Rectangle II (/p	Array (/tag/array) Math (/tag/math)	53.1%	(Medium)	
			Geometry (/tag/geometry)			
,	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table)	47.3%	Medium	
		•	Union Find (/tag/union-find)			
	437	Path Sum III (/problems/path	Tree (/tag/tree)	48.6%	Medium	
		¥ 1	(			
			Depth-First Search (/tag/depth-first-search)			

	#	Title	Tags	Acceptance	Difficulty	Freq
	160	Intersection of Two Linked List	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	45.6%	Easy	
	1522	Diameter of N-Ary Tree (/probl	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	70.0%	Medium	
•	284	Peeking Iterator (/problems/p	Array (/tag/array) Design (/tag/design)  Iterator (/tag/iterator)	51.4%	Medium	
~	460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list) Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list)	37.2%	Hard	
	609	Find Duplicate File in System (	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	63.0%	Medium	
	703	Kth Largest Element in a Strea	Tree (/tag/tree) Design (/tag/design)  Binary Search Tree (/tag/binary-search-tree)  Heap (Priority Queue) (/tag/heap-priority-queue)  Binary Tree (/tag/binary-tree)  Data Stream (/tag/data-stream)	51.3%	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	
•	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window)	39.3%	Easy	
<b>~</b>	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	35.7%	Easy	
	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	51.4%	Medium	
<b>~</b>	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)  Matrix (/tag/matrix)	62.0%	Medium	
•	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	
	442	Find All Duplicates in an Array	Array (/tag/array) Hash Table (/tag/hash-table)	69.7%	Medium	
	1142	User Activity for the Past 30 D	Database (/tag/database)	35.5%	Easy	

	#	Title	Tags	Acceptance	Difficulty Fi	req
	47	Permutations II (/problems/pe	Array (/tag/array) Backtracking (/tag/backtracking)	50.6%	Medium	
	223	Rectangle Area (/problems/rec	Math (/tag/math) Geometry (/tag/geometry)	38.7%	Medium	
<b>~</b>	1091	Shortest Path in Binary Matrix	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)	40.6%	Medium	
			Matrix (/tag/matrix)			
	352	Data Stream as Disjoint Interva	Binary Search (/tag/binary-search)  Design (/tag/design) Ordered Set (/tag/ordered-set)	49.1%	Hard	
	605	Can Place Flowers (/problems/	Array (/tag/array) Greedy (/tag/greedy)	31.5%	Easy	
	363	Max Sum of Rectangle No Lar	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	38.8%	Hard	
			Matrix (/tag/matrix) Ordered Set (/tag/ordered-set)			
~	103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	51.0%	Medium	
			Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)			
•	68	Text Justification (/problems/t  ★	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard	
<b>~</b>	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	42.1%	Easy	
	435	Non-overlapping Intervals (/pr	Array (/tag/array)	44.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy) Sorting (/tag/sorting)			
	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)			
~	55	Jump Game (/problems/jump	Array (/tag/array)	35.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)			
	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	
	1132	Reported Posts II (/problems/r	Database (/tag/database)	34.4%	Medium	
	920	Number of Music Playlists (/pr	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	48.4%	Hard	
			Combinatorics (/tag/combinatorics)			

	#	Title	Tags	Acceptance	Difficulty	Freq
~	63	Unique Paths II (/problems/uni	Array (/tag/array)	36.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
	1264	Page Recommendations (/pro	Database (/tag/database)	68.7%	Medium	
	1055	Shortest Way to Form String (/	String (/tag/string)	57.4%	Medium	
		<b>₽</b>	Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
~	136	Single Number (/problems/sin	Array (/tag/array)	67.1%	Easy	
			Bit Manipulation (/tag/bit-manipulation)			
•	855	Exam Room (/problems/exam	Design (/tag/design) Ordered Set (/tag/ordered-set)	43.4%	Medium	
	794	Valid Tic-Tac-Toe State (/probl	Array (/tag/array) String (/tag/string)	34.4%	Medium	
<b>~</b>	345	Reverse Vowels of a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	45.6%	Easy	
	112	Path Sum (/problems/path-sum)	Tree (/tag/tree)	43.1%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	662	Maximum Width of Binary Tre	Tree (/tag/tree)	39.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%	Easy	
~	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)	43.0%	Easy	
			Two Pointers (/tag/two-pointers) Stack (/tag/stack)			
			Recursion (/tag/recursion)			
~	303	Range Sum Query - Immutabl	Array (/tag/array) Design (/tag/design)	49.5%	Easy	
			Prefix Sum (/tag/prefix-sum)			
~	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	Freq
	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	
<b>~</b>	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)  Two Pointers (/tag/two-pointers)	36.9%	Medium	
	77	Combinations (/problems/com	Array (/tag/array) Backtracking (/tag/backtracking)	58.9%	Medium	
<b>~</b>	384	Shuffle an Array (/problems/sh	Array (/tag/array) Math (/tag/math)  Randomized (/tag/randomized)	54.4%	Medium	
	40	Combination Sum II (/problem	Array (/tag/array) Backtracking (/tag/backtracking)	50.9%	Medium	
<b>✓</b>	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	65.3%	Medium	
~	108	Convert Sorted Array to Binary	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)	61.9%	Easy	
			Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)			
	686	Repeated String Match (/probl	String (/tag/string) String Matching (/tag/string-matching)	33.0%	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	
	260	Single Number III (/problems/	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	65.6%	Medium	
<b>~</b>	406	Queue Reconstruction by Heig	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	69.0%	Medium	
~	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	
•	316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)  Monotonic Stack (/tag/monotonic-stack)	39.8%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
	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	
~	12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.6%	Medium	
<b>~</b>	1008	Construct Binary Search Tree fr	Array (/tag/array) Stack (/tag/stack) Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Monotonic Stack (/tag/monotonic-stack)  Binary Tree (/tag/binary-tree)	78.9%	Medium	
•	228	Summary Ranges (/problems/	Array (/tag/array)	43.2%	Easy	
	716	Max Stack (/problems/max-sta	Linked List (/tag/linked-list) Stack (/tag/stack)  Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list)  Ordered Set (/tag/ordered-set)	43.6%	Easy	
	382	Linked List Random Node (/pr	Linked List (/tag/linked-list) Math (/tag/math)  Reservoir Sampling (/tag/reservoir-sampling)  Randomized (/tag/randomized)	54.6%	Medium	
	1305	All Elements in Two Binary Sea	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Sorting (/tag/sorting)  Binary Tree (/tag/binary-tree)	77.9%	Medium	
<b>~</b>	167	Two Sum II - Input array is sort	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)	56.2%	Easy	
	159	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	51.1%	Medium	
	722	Remove Comments (/problem	Array (/tag/array) String (/tag/string)	36.7%	Medium	
•	45	Jump Game II (/problems/jum	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	33.1%	Medium	
•	100	Same Tree (/problems/same-tr	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	54.5%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Fr
/	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string)	49.8%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
/	328	Odd Even Linked List (/proble	Linked List (/tag/linked-list)	57.6%	Medium	
/	727	Minimum Window Subsequen	String (/tag/string)	42.7%	Hard	
		<b>-</b> ₽	Dynamic Programming (/tag/dynamic-programming)			
			Sliding Window (/tag/sliding-window)			
	641	Design Circular Deque (/probl	Array (/tag/array) Linked List (/tag/linked-list)	56.5%	Medium	
			Design (/tag/design) Queue (/tag/queue)			
	288	Unique Word Abbreviation (/p	Array (/tag/array) Hash Table (/tag/hash-table)	23.6%	Medium	
		■		_5.575		
			String (/tag/string) Design (/tag/design)			
	491	Increasing Subsequences (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	48.4%	Medium	
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
	60	Permutation Sequence (/probl	Math (/tag/math) Recursion (/tag/recursion)	40.0%	Hard	
,	759	Employee Free Time (/proble	Array (/tag/array)   Sorting (/tag/sorting)	69.1%	Hard	
		<b>₽</b>	Heap (Priority Queue) (/tag/heap-priority-queue)			
	371	Sum of Two Integers (/proble	Math (/tag/math)	50.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
/	188	Best Time to Buy and Sell Stoc	Array (/tag/array)	30.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
/	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)			
	852	Peak Index in a Mountain Arra	Array (/tag/array) Binary Search (/tag/binary-search)	71.6%	(Easy)	
	002		Array (/tag/array) Binary Search (/tag/binary-search)			
	241	Different Ways to Add Parenth	Math (/tag/math) String (/tag/string)	58.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
			Memoization (/tag/memoization)			
	1162	As Far from Land as Possible (/	Array (/tag/array)	46.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty Freq
	676	Implement Magic Dictionary (/	Hash Table (/tag/hash-table) String (/tag/string)	55.6%	Medium
			Design (/tag/design) Trie (/tag/trie)		
	414	Third Maximum Number (/pro	Array (/tag/array) Sorting (/tag/sorting)	30.8%	Easy
~	309	Best Time to Buy and Sell Stoc	Array (/tag/array)	48.8%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
	1398	Customers Who Bought Produ	Database (/tag/database)	81.9%	Medium
	168	Excel Sheet Column Title (/pro	Math (/tag/math)	32.3%	Easy
~	154	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	42.2%	Hard
	714	Best Time to Buy and Sell Stoc	Array (/tag/array)	58.6%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
<b>~</b>	155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	47.4%	Easy
	1265	Print Immutable Linked List in	Linked List (/tag/linked-list)	94.1%	Medium
		<b>₽</b>	Two Pointers (/tag/two-pointers) Stack (/tag/stack)		
			Recursion (/tag/recursion)		
	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)		
	750	Number Of Corner Rectangles	Array (/tag/array) Math (/tag/math)	67.3%	Medium
		•	Dynamic Programming (/tag/dynamic-programming)		
			Matrix (/tag/matrix)		
	681	Next Closest Time (/problems/	String (/tag/string) Enumeration (/tag/enumeration)	46.1%	Medium
	1329	Sort the Matrix Diagonally (/pr	Array (/tag/array) Sorting (/tag/sorting)	81.4%	Medium
			Matrix (/tag/matrix)		
<b>~</b>	503	Next Greater Element II (/prob	Array (/tag/array) Stack (/tag/stack)	59.3%	Medium
		·	Monotonic Stack (/tag/monotonic-stack)		
	1262	Createst Sum Divisible by The		EO 29/	(Marking)
	1262	Greatest Sum Divisible by Thre	Array (/tag/array)	50.2%	(Medium)
			Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)		
			Greedy (/tag/greedy)		

	#	Title	Tags	Acceptance	Difficulty Freq
~	268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)  Sorting (/tag/sorting)	56.1%	Easy
	730	Count Different Palindromic S	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	43.5%	Hard
	918	Maximum Sum Circular Subarr	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)	34.6%	Medium
	324	Wiggle Sort II (/problems/wig	Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting) Quickselect (/tag/quickselect)	31.1%	Medium
<b>~</b>	723	Candy Crush (/problems/cand	Array (/tag/array) Two Pointers (/tag/two-pointers)  Matrix (/tag/matrix) Simulation (/tag/simulation)	73.5%	Medium
	572	Subtree of Another Tree (/pro	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  String Matching (/tag/string-matching)  Binary Tree (/tag/binary-tree)  Hash Function (/tag/hash-function)	44.6%	Easy
	367	Valid Perfect Square (/problem	Math (/tag/math) Binary Search (/tag/binary-search)	42.4%	Easy
	886	Possible Bipartition (/problems	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Graph (/tag/graph)	45.8%	Medium
	773	Sliding Puzzle (/problems/slidi	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	61.6%	Hard
	461	Hamming Distance (/problems	Bit Manipulation (/tag/bit-manipulation)	73.4%	Easy
•	221	Maximal Square (/problems/m	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	40.2%	Medium
	377	Combination Sum IV (/proble	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	47.3%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
	1699	Number of Calls Between Two	Database (/tag/database)	85.8%	Medium	
~	312	Burst Balloons (/problems/bur	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	54.2%	Hard	
<b>~</b>	1120	Maximum Average Subtree (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	64.4%	Medium	
•	450	Delete Node in a BST (/proble	Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	46.0%	Medium	
	171	Excel Sheet Column Number (/	Math (/tag/math)	57.6%	Easy	
	655	Print Binary Tree (/problems/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	56.8%	Medium	
	6	ZigZag Conversion (/problems	String (/tag/string)	38.8%	Medium	
<b>~</b>	741	Cherry Pickup (/problems/cher	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	35.5%	Hard	
	496	Next Greater Element I (/probl	Array (/tag/array) Hash Table (/tag/hash-table)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	66.5%	Easy	
	665	Non-decreasing Array (/proble	Array (/tag/array)	20.9%	Medium	
*	698	Partition to K Equal Sum Subs	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)  Memoization (/tag/memoization)  Bitmask (/tag/bitmask)	45.0%	Medium	
	669	Trim a Binary Search Tree (/pro	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	64.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty Freq
~	417	Pacific Atlantic Water Flow (/pr	Array (/tag/array)	44.9%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
~	516	Longest Palindromic Subseque	String (/tag/string)	56.6%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
~	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.0%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
			Memoization (/tag/memoization)		
~	130	Surrounded Regions (/proble	Array (/tag/array)	30.4%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Matrix (/tag/matrix)		
~	<b>✓</b> 226	Invert Binary Tree (/problems/i	Tree (/tag/tree)	68.1%	(Easy)
			Depth-First Search (/tag/depth-first-search)		_
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)	28.8%	Medium
			Greedy (/tag/greedy)		
			Monotonic Stack (/tag/monotonic-stack)		
~	1146	Snapshot Array (/problems/sn	Array (/tag/array) Hash Table (/tag/hash-table)	37.0%	Medium
			Binary Search (/tag/binary-search)		
			Design (/tag/design) Data Stream (/tag/data-stream)		
	1445	Apples & Oranges (/problems	Database (/tag/database)	91.3%	Medium
~	788	Rotated Digits (/problems/rot	Math (/tag/math)	57.5%	Easy
		,	Dynamic Programming (/tag/dynamic-programming)		
			bynamic rogramming vagy cynamic programming)		
	919	Complete Binary Tree Inserter	Tree (/tag/tree)	59.8%	Medium
			Breadth-First Search (/tag/breadth-first-search)		
			Design (/tag/design) Binary Tree (/tag/binary-tree)		
	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)		
	178	Rank Scores (/problems/rank	Database (/tag/database)	52.5%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
	1062	Longest Repeating Substring (	String (/tag/string) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	58.6%	Medium	
			Rolling Hash (/tag/rolling-hash)			
			Suffix Array (/tag/suffix-array)  Hash Function (/tag/hash-function)			
			nasti runction (/tag/nasti-tunction)			
<b>~</b>	344	Reverse String (/problems/rev	Two Pointers (/tag/two-pointers) String (/tag/string)	71.3%	Easy	
			Recursion (/tag/recursion)			
~	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math)	39.6%	Medium	
			Stack (/tag/stack)			
~	410	Split Array Largest Sum (/prob	Array (/tag/array) Binary Search (/tag/binary-search)	47.3%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
	1161	Maximum Level Sum of a Bina		67.9%	(NA a dissura	
	1101		Tree (/tag/tree)	07.570	(Medium)	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	383	Ransom Note (/problems/rans	Hash Table (/tag/hash-table) String (/tag/string)	53.7%	Easy	
			Counting (/tag/counting)			
	274	H-Index (/problems/h-index)	Array (/tag/array)   Sorting (/tag/sorting)	36.6%	Medium	
			Counting Sort (/tag/counting-sort)			
_	981	Time Based Key-Value Store (/	Hade Table (As a As also sables) (Seine (As a Assira))	54.5%	Medium	
•	301	Time based key value store (	Hash Table (/tag/hash-table) String (/tag/string)	34.370	wedidiii	
			Binary Search (/tag/binary-search)  Design (/tag/design)			
			Design (rag/design)			
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix)	59.7%	Medium	
			Simulation (/tag/simulation)			
	310	Minimum Height Trees (/probl	Depth-First Search (/tag/depth-first-search)	35.2%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
	1460	Make Two Arrays Equal by Rev	Array (/tag/array) Hash Table (/tag/hash-table)	72.3%	(Easy)	
			Sorting (/tag/sorting)			
			Sorting (regrisorting)		_	
<b>~</b>	9	Palindrome Number (/proble	Math (/tag/math)	50.6%	Easy	
	962	Maximum Width Ramp (/probl	Array (/tag/array) Stack (/tag/stack)	46.8%	Medium	
			Monotonic Stack (/tag/monotonic-stack)			

	#	Title	Tags	Acceptance	Difficulty	Freq
*	752	Open the Lock (/problems/op	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)  Breadth-First Search (/tag/breadth-first-search)	54.7%	Medium	
<b>~</b>	420	Strong Password Checker (/pr	String (/tag/string) Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue)	13.6%	Hard	
	176	Second Highest Salary (/probl	Database (/tag/database)	34.0%	Easy	
~	617	Merge Two Binary Trees (/prob	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	75.9%	Easy	
	1287	Element Appearing More Than	Array (/tag/array)	60.0%	Easy	
•	1110	Delete Nodes And Return Fore	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	68.2%	Medium	
	1443	Minimum Time to Collect All A	Hash Table (/tag/hash-table) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	54.6%	Medium	
•	979	Distribute Coins in Binary Tree	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	70.2%	Medium	
	974	Subarray Sums Divisible by K (	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	51.6%	Medium	
	190	Reverse Bits (/problems/revers	Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	43.6%	Easy	
	734	Sentence Similarity (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	42.5%	Easy	
	993	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	
	1891	Cutting Ribbons (/problems/c	Array (/tag/array) Binary Search (/tag/binary-search)	53.8%	Medium	
	1241	Number of Comments per Pos	Database (/tag/database)	68.0%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	222	Count Complete Tree Nodes (/	Binary Search (/tag/binary-search) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	50.6%	Medium	
	261	Graph Valid Tree (/problems/g	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	43.7%	Medium	
<b>~</b>	1057	Campus Bikes (/problems/cam	Union Find (/tag/union-find) Graph (/tag/graph)  Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	58.0%	Medium	
	815	Bus Routes (/problems/bus-ro	Array (/tag/array) Hash Table (/tag/hash-table)  Breadth-First Search (/tag/breadth-first-search)	43.9%	Hard	
	578	Get Highest Answer Rate Ques	Database (/tag/database)	42.6%	Medium	
	1168	Optimize Water Distribution in	Union Find (/tag/union-find) Graph (/tag/graph)  Minimum Spanning Tree (/tag/minimum-spanning-tree)	61.4%	Hard	
	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	
<b>~</b>	1429	First Unique Number (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  Design (/tag/design) Queue (/tag/queue)  Data Stream (/tag/data-stream)	50.4%	Medium	
	1411	Number of Ways to Paint N ×	Dynamic Programming (/tag/dynamic-programming)	60.8%	Hard	
	95	Unique Binary Search Trees II (	Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking) Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	43.9%	Medium	
•	359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	73.1%	Easy	
~	593	Valid Square (/problems/valid	Math (/tag/math) Geometry (/tag/geometry)	43.3%	Medium	
<b>~</b>	1102	Path With Maximum Minimum	Array (/tag/array)  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)	51.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	509	Fibonacci Number (/problems	Math (/tag/math)	67.8%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
			Memoization (/tag/memoization)			
	848	Shifting Letters (/problems/shi	Array (/tag/array) String (/tag/string)	45.1%	Medium	
	610	Triangle Judgement (/problem	Database (/tag/database)	69.5%	Easy	
	250	Count Univalue Subtrees (/pro	Tree (/tag/tree)	53.7%	Medium	
		<b>₽</b>	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1547	Minimum Cost to Cut a Stick (/		53.5%	(Hard)	
	1341	Willimum Cost to Cut a Stick (/	Array (/tag/array)	J3.J /0	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
	131	Palindrome Partitioning (/prob	String (/tag/string)	53.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
	1314	Matrix Block Sum (/problems/	America (America) Adoptica (America)	74.0%	(Medium)	
	.5	Wattik Brock Sam ( problems,	Array (/tag/array) Matrix (/tag/matrix)  Prefix Sum (/tag/prefix-sum)	7 1.070	····caiaiii	
			Prenx sum (rtag/prenx-sum)			
	1322	Ads Performance (/problems/a	Database (/tag/database)	58.6%	Easy	
		<b>-</b>				
	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)			
	220	Contains Duplicate III (/proble	Array (/tag/array)	21.4%	(Medium)	
			Sliding Window (/tag/sliding-window)			
			Sorting (/tag/sorting) Bucket Sort (/tag/bucket-sort)			
			Ordered Set (/tag/ordered-set)			
	1108	Defanging an IP Address (/pro	String (/tag/string)	88.5%	Easy	
~	1099	Two Sum Less Than K (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	60.7%	(Easy)	
		•	Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
			( ) V (e V			
	510	Inorder Successor in BST II (/pr	Tree (/tag/tree)	60.9%	Medium	
		-	Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			

	#	Title	Tags	Acceptance	Difficulty Freq
	368	Largest Divisible Subset (/prob	Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	38.6%	Medium
~	836	Rectangle Overlap (/problems/	Math (/tag/math) Geometry (/tag/geometry)	42.7%	Easy
	204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math)  Enumeration (/tag/enumeration)  Number Theory (/tag/number-theory)	32.8%	Easy
	966	Vowel Spellchecker (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	51.8%	Medium
<b>~</b>	205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	40.9%	Easy
~	652	Find Duplicate Subtrees (/prob	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	53.8%	Medium
<b>~</b>	989	Add to Array-Form of Integer (	Array (/tag/array) Math (/tag/math)	45.0%	Easy
	172	Factorial Trailing Zeroes (/prob	Math (/tag/math)	39.2%	Easy
•	992	Subarrays with K Different Inte	Array (/tag/array) Hash Table (/tag/hash-table)  Sliding Window (/tag/sliding-window)  Counting (/tag/counting)	51.5%	Hard
	997	Find the Town Judge (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  Graph (/tag/graph)	49.9%	Easy
<b>~</b>	179	Largest Number (/problems/la	String (/tag/string) Greedy (/tag/greedy)  Sorting (/tag/sorting)	31.2%	Medium
	538	Convert BST to Greater Tree (/	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	60.6%	Medium
	1379	Find a Corresponding Node of	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	84.8%	Medium
	412	Fizz Buzz (/problems/fizz-buzz)	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	64.3%	Easy

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	1541	Minimum Insertions to Balanc	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)	44.5%	Medium	
	1228	Missing Number In Arithmetic	Array (/tag/array) Math (/tag/math)	51.2%	Easy	
<b>~</b>	1115	Print FooBar Alternately (/prob	Concurrency (/tag/concurrency)	59.0%	Medium	
	535	Encode and Decode TinyURL (	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design)  Hash Function (/tag/hash-function)	82.7%	Medium	
	307	Range Sum Query - Mutable (/	Array (/tag/array) Design (/tag/design)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)	37.7%	Medium	
	1225	Report Contiguous Dates (/pr	Database (/tag/database)	63.2%	Hard	
•	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	43.5%	Easy	
~	588	Design In-Memory File System  ★ ■	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	46.9%	Hard	
	673	Number of Longest Increasing	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)	38.9%	Medium	
	1111	Maximum Nesting Depth of T	String (/tag/string) Stack (/tag/stack)	72.8%	Medium	
•	847	Shortest Path Visiting All Node	Dynamic Programming (/tag/dynamic-programming)  Bit Manipulation (/tag/bit-manipulation)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Bitmask (/tag/bitmask)	54.7%	Hard	
•	715	Range Module (/problems/ran	Design (/tag/design)  Segment Tree (/tag/segment-tree)  Ordered Set (/tag/ordered-set)	41.6%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Freq
	778	Swim in Rising Water (/proble	Array (/tag/array) 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)	57.6%	Hard	
	720	Longest Word in Dictionary (/	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Trie (/tag/trie)  Sorting (/tag/sorting)	49.7%	Easy	
	373	Find K Pairs with Smallest Sum	Array (/tag/array)  Heap (Priority Queue) (/tag/heap-priority-queue)	38.7%	Medium	
	472	Concatenated Words (/proble	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Depth-First Search (/tag/depth-first-search)  Trie (/tag/trie)	44.1%	Hard	
•	134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.1%	Medium	
~	505	The Maze II (/problems/the-m	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)	49.6%	Medium	
	872	Leaf-Similar Trees (/problems/l	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	64.5%	Easy	
•	995	Minimum Number of K Conse	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)  Sliding Window (/tag/sliding-window)  Prefix Sum (/tag/prefix-sum)	50.3%	Hard	
	338	Counting Bits (/problems/cou	Dynamic Programming (/tag/dynamic-programming)  Bit Manipulation (/tag/bit-manipulation)	71.1%	Easy	
<b>~</b>	562	Longest Line of Consecutive O	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	47.0%	Medium	
~	745	Prefix and Suffix Search (/prob	String (/tag/string) Design (/tag/design)  Trie (/tag/trie)	35.2%	Hard	

	#	Title	Tags	Acceptance	Difficulty Freq
	1614	Maximum Nesting Depth of th	String (/tag/string) Stack (/tag/stack)	82.7%	Easy
	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
•	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
•	64	Minimum Path Sum (/problem	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	57.0%	Medium
	1360	Number of Days Between Two	Math (/tag/math) String (/tag/string)	46.6%	Easy
	96	Unique Binary Search Trees (/p	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	55.2%	Medium
	83	Remove Duplicates from Sorte	Linked List (/tag/linked-list)	47.0%	Easy
	1331	Rank Transform of an Array (/p	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)	57.3%	Easy
	653	Two Sum IV - Input is a BST (/	Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	56.6%	Easy
~	905	Sort Array By Parity (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	75.1%	Easy
	1211	Queries Quality and Percentag	Database (/tag/database)	70.3%	Easy
	196	Delete Duplicate Emails (/prob	Database (/tag/database)	47.2%	Easy

	#	Title	Tags	Acceptance	Difficulty	Freq
	679	24 Game (/problems/24-game)	Array (/tag/array) Math (/tag/math)  Backtracking (/tag/backtracking)	47.5%	Hard	
	61	Rotate List (/problems/rotate-l	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	32.3%	Medium	
	1122	Relative Sort Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)	67.9%	Easy	
	1150	Check If a Number Is Majority	Counting Sort (/tag/counting-sort)  Array (/tag/array) Binary Search (/tag/binary-search)	57.1%	Easy	
	1019	Next Greater Node In Linked L	Array (/tag/array) Linked List (/tag/linked-list)  Stack (/tag/stack)	58.4%	Medium	
<b>~</b>	229	Majority Element II (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting) Counting (/tag/counting)	39.6%	Medium	
	1297	Maximum Number of Occurre	Hash Table (/tag/hash-table) String (/tag/string)  Sliding Window (/tag/sliding-window)	51.3%	Medium	
	1043	Partition Array for Maximum S	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	68.2%	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	
	870	Advantage Shuffle (/problems	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	50.7%	Medium	
	404	Sum of Left Leaves (/problems	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	52.6%	Easy	
	1141	User Activity for the Past 30 D	Binary Tree (/tag/binary-tree)  Database (/tag/database)	54.6%	Easy	
	376	Wiggle Subsequence (/proble	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	42.6%	Medium	
	704	Binary Search (/problems/bina	Greedy (/tag/greedy)  Array (/tag/array)  Binary Search (/tag/binary-search)	54.7%	Easy	

	#	Title	Tags	Acceptance	Difficulty Free
	1366	Rank Teams by Votes (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Sorting (/tag/sorting)  Counting (/tag/counting)	55.8%	Medium
•	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	56.1%	(Easy)
	1031	Maximum Sum of Two Non-O	Matrix (/tag/matrix)  Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Sliding Window (/tag/sliding-window)	59.0%	Medium
	1077	Project Employees III (/proble	Database (/tag/database)	78.4%	Medium
	763	Partition Labels (/problems/pa	Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)	78.2%	Medium
	901	Online Stock Span (/problems/	Stack (/tag/stack) Design (/tag/design)  Monotonic Stack (/tag/monotonic-stack)  Data Stream (/tag/data-stream)	61.8%	Medium
	887	Super Egg Drop (/problems/su	Math (/tag/math) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	27.0%	Hard
	232	Implement Queue using Stack	Stack (/tag/stack) Design (/tag/design)  Queue (/tag/queue)	53.5%	(Easy)
<b>~</b>	1143	Longest Common Subsequenc	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	58.8%	Medium
	832	Flipping an Image (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Matrix (/tag/matrix) Simulation (/tag/simulation)	78.6%	Easy
	550	Game Play Analysis IV (/proble	Database (/tag/database)	45.5%	Medium
	275	H-Index II (/problems/h-index	Array (/tag/array) Binary Search (/tag/binary-search)	36.5%	Medium
	80	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.9%	Medium
•	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	48.9%	Medium
	265	Paint House II (/problems/pain	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	46.6%	Hard

	#	Title	Tags	Acceptance	Difficulty Freq
	86	Partition List (/problems/partit	Linked List (/tag/linked-list)	45.4%	Medium
			Two Pointers (/tag/two-pointers)		
	779	K-th Symbol in Grammar (/pro	Math (/tag/math)	39.1%	Medium
			Bit Manipulation (/tag/bit-manipulation)		
			Recursion (/tag/recursion)		
~	542	01 Matrix (/problems/01-matrix)	Array (/tag/array)	41.5%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
~	946	Validate Stack Sequences (/pro	Array (/tag/array) Stack (/tag/stack)	64.5%	Medium
			Simulation (/tag/simulation)		
	581	Shortest Unsorted Continuous	Array (/tag/array) Two Pointers (/tag/two-pointers)	33.2%	Medium
			Stack (/tag/stack) Greedy (/tag/greedy)		
			Sorting (/tag/sorting)		
			Monotonic Stack (/tag/monotonic-stack)		
	1636	Sort Array by Increasing Frequ	Array (/tag/array) Hash Table (/tag/hash-table)	67.2%	(Easy)
			Sorting (/tag/sorting)		
	217	Contains Duplicate (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	57.5%	(Easy)
			Sorting (/tag/sorting)		
	1644	Lowest Common Ancestor of a	Tree (/tag/tree)	56.9%	Medium
		•	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1884	Egg Drop With 2 Eggs and N F	Math (/tag/math)	70.0%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
	771	Jewels and Stones (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	87.2%	Easy
~	118	Pascal's Triangle (/problems/p	Array (/tag/array)	57.3%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
•	994	Rotting Oranges (/problems/r	Array (/tag/array)	49.8%	Medium
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
	1130	Minimum Cost Tree From Leaf	Dynamic Programming (/tag/dynamic-programming)	67.5%	Medium
			Stack (/tag/stack) Greedy (/tag/greedy)		
			Monotonic Stack (/tag/monotonic-stack)		

	#	Title	Tags	Acceptance	Difficulty	Freq
	859	Buddy Strings (/problems/bud	Hash Table (/tag/hash-table) String (/tag/string)	28.8%	Easy	
	1021	Remove Outermost Parenthes	String (/tag/string) Stack (/tag/stack)	79.3%	Easy	
	1528	Shuffle String (/problems/shuf	Array (/tag/array) String (/tag/string)	85.6%	Easy	
	237	Delete Node in a Linked List (/	Linked List (/tag/linked-list)	68.5%	Easy	
	1464	Maximum Product of Two Ele	Array (/tag/array) Sorting (/tag/sorting)	76.9%	Easy	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
<b>~</b>	1277	Count Square Submatrices wit	Array (/tag/array)	73.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	968	Binary Tree Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)	40.6%	Hard	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	611	Valid Triangle Number (/probl	Array (/tag/array) Two Pointers (/tag/two-pointers)	49.7%	Medium	
			Binary Search (/tag/binary-search)			
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
~	833	Find And Replace in String (/pr	Array (/tag/array) String (/tag/string)	51.8%	Medium	
			Sorting (/tag/sorting)			
~	1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking)	66.1%	Medium	
			Matrix (/tag/matrix)			
	541	Reverse String II (/problems/re	Two Pointers (/tag/two-pointers) String (/tag/string)	49.7%	Easy	
<b>~</b>	1662	Check If Two String Arrays are	Array (/tag/array) String (/tag/string)	82.1%	Easy	
	1266	Minimum Time Visiting All Poi	Array (/tag/array) Math (/tag/math)	79.3%	Easy	
			Geometry (/tag/geometry)			
	814	Binary Tree Pruning (/problem	Tree (/tag/tree)	71.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	35	Search Insert Position (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	42.8%	Easy	
	1137	N-th Tribonacci Number (/pro	Math (/tag/math)	55.6%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
			Memoization (/tag/memoization)			

	#	Title	Tags	Acceptance	Difficulty Freq
	1304	Find N Unique Integers Sum u	Array (/tag/array) Math (/tag/math)	76.5%	Easy
<b>~</b>	485	Max Consecutive Ones (/probl	Array (/tag/array)	53.1%	Easy
~	1748	Sum of Unique Elements (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	74.6%	Easy
~	729	My Calendar I (/problems/my	Counting (/tag/counting)  Design (/tag/design)  Segment Tree (/tag/segment-tree)	54.1%	Medium
	764	Largest Plus Sign (/problems/l	Ordered Set (/tag/ordered-set)  Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	47.0%	Medium
	784	Letter Case Permutation (/pro	String (/tag/string) Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)	69.2%	Medium
	801	Minimum Swaps To Make Seq ★	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	38.7%	Medium
	893	Groups of Special-Equivalent S	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	69.9%	Easy
	998	Maximum Binary Tree II (/prob	Tree (/tag/tree) Binary Tree (/tag/binary-tree)	64.4%	Medium
	1033	Moving Stones Until Consecuti	Math (/tag/math) Brainteaser (/tag/brainteaser)	43.8%	Easy
	1040	Moving Stones Until Consecuti	Array (/tag/array) Math (/tag/math) Two Pointers (/tag/two-pointers)	54.8%	Medium
			Sorting (/tag/sorting)		
	1075	Project Employees I (/problem	Database (/tag/database)	66.5%	Easy
	1076	Project Employees II (/proble	Database (/tag/database)	52.5%	Easy
	1236	Web Crawler (/problems/web	String (/tag/string)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Interactive (/tag/interactive)	64.9%	Medium
	1357	Apply Discount Every n Orders	Array (/tag/array) Hash Table (/tag/hash-table)  Design (/tag/design)	67.3%	Medium
	1453	Maximum Number of Darts In	Array (/tag/array) Math (/tag/math)  Geometry (/tag/geometry)	36.0%	Hard

	#	Title	Tags	Acceptance	Difficulty	Freq
	1586	Binary Search Tree Iterator II (/	Stack (/tag/stack) Tree (/tag/tree)	66.7%	Medium	
		<b>₽</b>	Design (/tag/design)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	1661	Average Time of Process per	Database (/tag/database)	79.7%	Easy	
<b>~</b>	1718	Construct the Lexicographicall	Array (/tag/array) Backtracking (/tag/backtracking)	48.6%	Medium	
	1773	Count Items Matching a Rule (	Array (/tag/array) String (/tag/string)	84.6%	Easy	
<b>~</b>	1790	Check if One String Swap Can	Hash Table (/tag/hash-table) String (/tag/string)	44.3%	Easy	
			Counting (/tag/counting)			
•	1778	Shortest Path in a Hidden Grid	Depth-First Search (/tag/depth-first-search)	44.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph) Interactive (/tag/interactive)			
	1810	Minimum Path Cost in a Hidde	Depth-First Search (/tag/depth-first-search)	54.3%	Medium	
		<b>₽</b>	Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Interactive (/tag/interactive)			
	1826	Faulty Sensor (/problems/fault	Array (/tag/array) Two Pointers (/tag/two-pointers)	54.4%	Easy	
	1868	Product of Two Run-Length En	Array (/tag/array) Two Pointers (/tag/two-pointers)	59.7%	Medium	
	1892	Page Recommendations II (/pr	Database (/tag/database)	42.5%	Hard	

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