6/24/2021 Google - LeetCode

°--(/) Explore Problems(/problemset/all/)

Interview Contest Coding Challenge 2021

(/discuss/general-Storediscussion/655704/)







## **■** Google

## **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 290 / 317 problems.

✓ SI	how pro	oblem tags		Select time period:	6 months 🔻
	#	Title	Tags	Acceptance	Difficulty Freq
~	843	Guess the Word (/problems/g	Array (/tag/array) Math (/tag/math)	45.7%	Hard
			String (/tag/string) Interactive (/tag/interactive)		
			Game Theory (/tag/game-theory)		
~	1423	Maximum Points You Can Obt	Array (/tag/array)	48.5%	Medium
			Sliding Window (/tag/sliding-window)		
<b>~</b>	359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-table) Design (/tag/design)	73.1%	(Easy)
~	1509	Minimum Difference Between	Array (/tag/array) Greedy (/tag/greedy)	55.5%	Medium
			Sorting (/tag/sorting)		
~	1499	Max Value of Equation (/probl	Array (/tag/array) Queue (/tag/queue)	45.6%	Hard
			Sliding Window (/tag/sliding-window)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Monotonic Queue (/tag/monotonic-queue)		
~	1776	Car Fleet II (/problems/car-flee	Array (/tag/array) Math (/tag/math)	49.8%	Hard
			Stack (/tag/stack)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Monotonic Stack (/tag/monotonic-stack)		
~	1610	Maximum Number of Visible P	Array (/tag/array) Math (/tag/math)	32.6%	Hard
			Geometry (/tag/geometry)		
			Sliding Window (/tag/sliding-window)		
			Sorting (/tag/sorting)		
~	690	Employee Importance (/proble	Hash Table (/tag/hash-table)	59.8%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	853	Car Fleet (/problems/car-fleet)	Array (/tag/array) Sorting (/tag/sorting)	44.8%	Medium	
~	715	Range Module (/problems/ran	Design (/tag/design)  Segment Tree (/tag/segment-tree)  Ordered Set (/tag/ordered-set)	41.6%	Hard	
~	1048	Longest String Chain (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	56.3%	Medium	
•	418	Sentence Screen Fitting (/prob  ★ ■	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	34.0%	Medium	
•	1526	Minimum Number of Increme	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack) Greedy (/tag/greedy)  Monotonic Stack (/tag/monotonic-stack)	64.1%	Hard	
•	1110	Delete Nodes And Return Fore	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	68.2%	Medium	
	770	Basic Calculator IV (/problems	Hash Table (/tag/hash-table) Math (/tag/math)  String (/tag/string) Stack (/tag/stack)  Recursion (/tag/recursion)	54.4%	Hard	
•	1525	Number of Good Ways to Split	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Bit Manipulation (/tag/bit-manipulation)	68.6%	Medium	
•	1277	Count Square Submatrices wit	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	73.1%	Medium	
•	1548	The Most Similar Path in a Gra	Dynamic Programming (/tag/dynamic-programming)  Graph (/tag/graph)	55.7%	Hard	
•	837	New 21 Game (/problems/new ★	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Sliding Window (/tag/sliding-window)  Probability and Statistics (/tag/probability-and-statistics)	35.7%	Medium	
•	951	Flip Equivalent Binary Trees (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	66.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	833	Find And Replace in String (/pr	Array (/tag/array) String (/tag/string)	51.8%	Medium	
			Sorting (/tag/sorting)			
~	562	Longest Line of Consecutive O	Array (/tag/array)	47.0%	Medium	
		<b>-</b>	Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	652	Find Duplicate Subtrees (/prob	Tree (/tag/tree)	53.8%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	900	RLE Iterator (/problems/rle-ite	Array (/tag/array) Design (/tag/design)	56.3%	(Medium)	
			Counting (/tag/counting) Iterator (/tag/iterator)			
<b>✓</b>	299	Bulls and Cows (/problems/bul	Hash Table (/tag/hash-table) String (/tag/string)	45.2%	Medium	
			Counting (/tag/counting)			
~	<b>✓</b> 1406	Stone Game III (/problems/sto	Array (/tag/array) Math (/tag/math)	58.9%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Game Theory (/tag/game-theory)			
•	593	Valid Square (/problems/valid	Math (/tag/math) Geometry (/tag/geometry)	43.3%	Medium	
~	963	Minimum Area Rectangle II (/p	Array (/tag/array) Math (/tag/math)	53.1%	Medium	
			Geometry (/tag/geometry)			
•	732	My Calendar III (/problems/my	Design (/tag/design)	63.5%	Hard	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			
~	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking)	73.6%	(Hard)	
		•	Interactive (/tag/interactive)			
_	1254	Number of Closed Islands (/pr	Array (/tag/array)	62.2%	(Medium)	
		<b>V</b> p	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
~	329	Longest Increasing Path in a M	Dynamic Programming (/tag/dynamic-programming)	47.0%	(Hard)	
	=	J 222 J 200 00 200 00	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)			
			<u> </u>			

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	68	Text Justification (/problems/t  ★	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard	
•	354	Russian Doll Envelopes (/probl	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	38.3%	Hard	
•	1293	Shortest Path in a Grid with O	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	43.3%	Hard	
*	315	Count of Smaller Numbers Aft	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)  Merge Sort (/tag/merge-sort)  Ordered Set (/tag/ordered-set)	42.3%	Hard	
<b>~</b>	1146	Snapshot Array (/problems/sn	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Design (/tag/design) Data Stream (/tag/data-stream)	37.0%	Medium	
~	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	
*	1631	Path With Minimum Effort (/pr	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)	50.3%	Medium	
~	1706	Where Will the Ball Fall (/probl	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Depth-First Search (/tag/depth-first-search)  Matrix (/tag/matrix) Simulation (/tag/simulation)	62.7%	Medium	
•	875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	53.7%	Medium	
	631	Design Excel Sum Formula (/pr	Graph (/tag/graph) Design (/tag/design) Topological Sort (/tag/topological-sort)	33.4%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	981	Time Based Key-Value Store (/	Hash Table (/tag/hash-table) String (/tag/string)  Binary Search (/tag/binary-search)  Design (/tag/design)	54.5%	Medium	
~	913	Cat and Mouse (/problems/cat  ★	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph) Memoization (/tag/memoization)	35.0%	Hard	
<b>~</b>	1088	Confusing Number II (/proble	Game Theory (/tag/game-theory)  Math (/tag/math) Backtracking (/tag/backtracking)	46.0%	Hard	
	919	Complete Binary Tree Inserter	Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)  Design (/tag/design) Binary Tree (/tag/binary-tree)	59.8%	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	
<b>~</b>	552	Student Attendance Record II (	Dynamic Programming (/tag/dynamic-programming)	38.1%	Hard	
<b>~</b>	727	Minimum Window Subsequen	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Sliding Window (/tag/sliding-window)	42.7%	Hard	
<b>~</b>	1153	String Transforms Into Another	Hash Table (/tag/hash-table) String (/tag/string)	35.7%	Hard	
•	1825	Finding MK Average (/proble	Design (/tag/design) Queue (/tag/queue)  Heap (Priority Queue) (/tag/heap-priority-queue)  Ordered Set (/tag/ordered-set)	28.2%	Hard	
•	57	Insert Interval (/problems/inse	Array (/tag/array)	35.8%	Medium	
•	549	Binary Tree Longest Consecuti	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	47.5%	Medium	
•	407	Trapping Rain Water II (/probl	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Heap (Priority Queue) (/tag/heap-priority-queue)  Matrix (/tag/matrix)	45.0%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Freq
•	1157	Online Majority Element In Su	Array (/tag/array) Binary Search (/tag/binary-search)  Design (/tag/design)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)	41.2%	Hard	
•	365	Water and Jug Problem (/prob	Math (/tag/math)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	31.9%	Medium	
~	271	Encode and Decode Strings (/	Array (/tag/array) String (/tag/string)  Design (/tag/design)	33.8%	Medium	
<b>~</b>	394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)  Recursion (/tag/recursion)	53.6%	Medium	
<b>~</b>	1376	Time Needed to Inform All Em	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	57.2%	Medium	
<b>~</b>	1345	Jump Game IV (/problems/ju	Array (/tag/array) Hash Table (/tag/hash-table)  Breadth-First Search (/tag/breadth-first-search)	42.3%	Hard	
<b>~</b>	1782	Count Pairs Of Nodes (/proble	Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search) Graph (/tag/graph)	34.9%	Hard	
<b>~</b>	410	Split Array Largest Sum (/prob	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	47.3%	Hard	
<b>~</b>	1032	Stream of Characters (/proble	Array (/tag/array) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)  Data Stream (/tag/data-stream)	48.7%	Hard	
<b>~</b>	1697	Checking Existence of Edge Le	Array (/tag/array) Union Find (/tag/union-find)  Graph (/tag/graph) Sorting (/tag/sorting)	48.0%	Hard	
•	695	Max Area of Island (/problems	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Matrix (/tag/matrix)	66.7%	Medium	
<b>~</b>	130	Surrounded Regions (/proble	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Matrix (/tag/matrix)	30.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty Free
~	1778	Shortest Path in a Hidden Grid	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph) Interactive (/tag/interactive)	44.8%	Medium
<b>~</b>	149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math)  Geometry (/tag/geometry)	18.3%	Hard
•	947	Most Stones Removed with Sa	Depth-First Search (/tag/depth-first-search)  Union Find (/tag/union-find) Graph (/tag/graph)	55.9%	Medium
<b>~</b>	85	Maximal Rectangle (/problems	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack) Matrix (/tag/matrix)	40.2%	Hard
<b>~</b>	246	Strobogrammatic Number (/pr	Monotonic Stack (/tag/monotonic-stack)  Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers)  String (/tag/string)	46.8%	Easy
*	894	All Possible Full Binary Trees (/	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree) Recursion (/tag/recursion)  Memoization (/tag/memoization)  Binary Tree (/tag/binary-tree)	77.8%	Medium
<b>~</b>	504	Base 7 (/problems/base-7)	Math (/tag/math)	46.7%	Easy
<b>~</b>	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>	1187	Make Array Strictly Increasing	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	43.1%	Hard
	803	Bricks Falling When Hit (/probl	Array (/tag/array) Union Find (/tag/union-find)  Matrix (/tag/matrix)	32.2%	Hard
•	417	Pacific Atlantic Water Flow (/pr	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	44.9%	Medium
	1055	Shortest Way to Form String (/	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	57.4%	Medium
<b>~</b>	253	Meeting Rooms II (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	47.6%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	818	Race Car (/problems/race-car)	Dynamic Programming (/tag/dynamic-programming)	40.8%	Hard	
<b>~</b>	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)  Trie (/tag/trie) Data Stream (/tag/data-stream)	46.9%	Hard	
<b>~</b>	304	Range Sum Query 2D - Immut	Array (/tag/array) Design (/tag/design)  Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	43.9%	Medium	
•	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
<b>~</b>	1793	Maximum Score of a Good Su	Array (/tag/array) Two Pointers (/tag/two-pointers)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	47.9%	Hard	
•	1477	Find Two Non-overlapping Su	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	35.6%	Medium	
•	375	Guess Number Higher or Low	Sliding Window (/tag/sliding-window)  Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Game Theory (/tag/game-theory)	43.1%	Medium	
<b>~</b>	1197	Minimum Knight Moves (/pro	Breadth-First Search (/tag/breadth-first-search)	38.3%	Medium	
•	528	Random Pick with Weight (/pr	Math (/tag/math) Binary Search (/tag/binary-search)  Prefix Sum (/tag/prefix-sum)  Randomized (/tag/randomized)	45.0%	Medium	
•	1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking)  Matrix (/tag/matrix)	66.1%	Medium	
•	1478	Allocate Mailboxes (/problems	Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	54.1%	Hard	
<b>~</b>	692	Top K Frequent Words (/probl	Hash Table (/tag/hash-table) String (/tag/string)  Trie (/tag/trie) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Bucket Sort (/tag/bucket-sort)  Counting (/tag/counting)	53.5%	Medium	
<b>~</b>	1417	Reformat The String (/problem	String (/tag/string)	56.6%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	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	
<b>~</b>	729	My Calendar I (/problems/my	Design (/tag/design)  Segment Tree (/tag/segment-tree)  Ordered Set (/tag/ordered-set)	54.1%	Medium	
•	1504	Count Submatrices With All O	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack) Matrix (/tag/matrix)  Monotonic Stack (/tag/monotonic-stack)	60.6%	Medium	
<b>~</b>	284	Peeking Iterator (/problems/p	Array (/tag/array) Design (/tag/design)  Iterator (/tag/iterator)	51.4%	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	
•	849	Maximize Distance to Closest	Array (/tag/array)	44.7%	Medium	
<b>~</b>	855	Exam Room (/problems/exam	Design (/tag/design) Ordered Set (/tag/ordered-set)	43.4%	Medium	
<b>~</b>	792	Number of Matching Subsequ	Hash Table (/tag/hash-table) String (/tag/string)  Trie (/tag/trie) Sorting (/tag/sorting)	49.0%	Medium	
<b>~</b>	1352	Product of the Last K Numbers	Array (/tag/array) Math (/tag/math)  Design (/tag/design) Queue (/tag/queue)  Data Stream (/tag/data-stream)	45.8%	Medium	
•	115	Distinct Subsequences (/probl	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	40.4%	Hard	
•	551	Student Attendance Record I (	String (/tag/string)	46.4%	Easy	
•	946	Validate Stack Sequences (/pro	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	64.5%	Medium	
<b>~</b>	911	Online Election (/problems/onl	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Design (/tag/design)	51.7%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	1834	Single-Threaded CPU (/proble	Array (/tag/array) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	34.1%	Medium	
<b>~</b>	844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string)  Stack (/tag/stack) Simulation (/tag/simulation)	47.2%	Easy	
•	1057	Campus Bikes (/problems/cam	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	58.0%	Medium	
•	210	Course Schedule II (/problems	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Topological Sort (/tag/topological-sort)	43.6%	Medium	
•	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string)  Backtracking (/tag/backtracking) Trie (/tag/trie)  Matrix (/tag/matrix)	37.8%	Hard	
•	360	Sort Transformed Array (/probl	Array (/tag/array) Math (/tag/math)  Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	50.5%	Medium	
•	1866	Number of Ways to Rearrange	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	54.2%	Hard	
<b>~</b>	939	Minimum Area Rectangle (/pr	Combinatorics (/tag/combinatorics)  Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Geometry (/tag/geometry)  Sorting (/tag/sorting)	52.6%	Medium	
<b>~</b>	396	Rotate Function (/problems/ro	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	37.0%	Medium	
~	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	56.0%	Medium	
<b>~</b>	1087	Brace Expansion (/problems/b	String (/tag/string) Backtracking (/tag/backtracking)  Breadth-First Search (/tag/breadth-first-search)	63.4%	Medium	
•	529	Minesweeper (/problems/min	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	62.2%	Medium	
~	1136	Parallel Courses (/problems/pa	Graph (/tag/graph)  Topological Sort (/tag/topological-sort)	60.7%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	146	LRU Cache (/problems/lru-cac	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list) Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list)	37.1%	Medium	
~	777	Swap Adjacent in LR String (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	35.8%	Medium	
	1411	Number of Ways to Paint N $\times$	Dynamic Programming (/tag/dynamic-programming)	60.8%	Hard	
<b>~</b>	1576	Replace All ?'s to Avoid Conse	String (/tag/string)	50.4%	Easy	
<b>~</b>	353	Design Snake Game (/problem	Array (/tag/array) Design (/tag/design)  Queue (/tag/queue) Matrix (/tag/matrix)	36.7%	Medium	
<b>~</b>	465	Optimal Account Balancing (/p	Array (/tag/array) Backtracking (/tag/backtracking)	48.7%	Hard	
<b>~</b>	1553	Minimum Number of Days to	Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization)	30.8%	Hard	
<b>~</b>	834	Sum of Distances in Tree (/pro	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Graph (/tag/graph)	47.3%	Hard	
~	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	53.5%	Medium	
<b>~</b>	907	Sum of Subarray Minimums (/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	32.9%	Medium	
•	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)  Recursion (/tag/recursion)	36.2%	Medium	
•	121	Best Time to Buy and Sell Stoc	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	52.1%	Easy	
<b>~</b>	1091	Shortest Path in Binary Matrix	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	40.6%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	1483	Kth Ancestor of a Tree Node (/	Binary Search (/tag/binary-search)	33.0%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Design (/tag/design)			
~	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)			
~	1138	Alphabet Board Path (/proble	Hash Table (/tag/hash-table) String (/tag/string)	51.6%	Medium	
~	<b>✓</b> 239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue)	45.1%	(Hard)	
			Sliding Window (/tag/sliding-window)	.5		
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Monotonic Queue (/tag/monotonic-queue)			
~	<b>✓</b> 361	Bomb Enemy (/problems/bom	Array (/tag/array)	47.5%	(Medium)	
		•	Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
<b>~</b>	128	Longest Consecutive Sequenc	Array (/tag/array) Hash Table (/tag/hash-table)	47.3%	Medium	
			Union Find (/tag/union-find)			
~	295	Find Median from Data Stream	Two Pointers (/tag/two-pointers) Design (/tag/design)	48.3%	Hard	
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Data Stream (/tag/data-stream)			
<b>~</b>	269	Alien Dictionary (/problems/ali	Array (/tag/array) String (/tag/string)	34.0%	(Hard)	
		<b>₽</b>	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
•	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)			
<b>~</b>	124	Binary Tree Maximum Path Su	Tree (/tag/tree)	36.0%	Hard	
	•		Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
			· · ·			

	#	Title	Tags	Acceptance	Difficulty	Freq
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
<b>~</b>	501	Find Mode in Binary Search Tr	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	44.4%	Easy	
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	64	Minimum Path Sum (/problem	Array (/tag/array)	57.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	420	Strong Password Checker (/pr	String (/tag/string) Greedy (/tag/greedy)	13.6%	Hard	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
•	588	Design In-Memory File System	Hash Table (/tag/hash-table) String (/tag/string)	46.9%	Hard	
		★ 🖆	Design (/tag/design) Trie (/tag/trie)			
<b>~</b>	332	Reconstruct Itinerary (/proble	Depth-First Search (/tag/depth-first-search)	38.6%	Medium	
			Graph (/tag/graph)			
			Eulerian Circuit (/tag/eulerian-circuit)			
~	460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table)	37.2%	Hard	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list)			
~	809	Expressive Words (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	46.1%	Medium	
			String (/tag/string)			
~	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.9%	Medium	
~	222	Count Complete Tree Nodes (/	Binary Search (/tag/binary-search) Tree (/tag/tree)	50.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	388	Longest Absolute File Path (/p	String (/tag/string) Stack (/tag/stack)	43.6%	Medium	
			Depth-First Search (/tag/depth-first-search)		-	
<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)			
~	162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	44.3%	Medium	
•	247	Strobogrammatic Number II (/	Array (/tag/array) String (/tag/string)	49.2%	Medium	
		₽	Recursion (/tag/recursion)			

<ul> <li>✓ 731 My Calendar II (/problems/my Design (/tag/design)</li> <li>Segment Tree (/tag/segment-tree)</li> <li>Ordered Set (/tag/ordered-set)</li> </ul>	
	'% (Hard)
Ordered Set (/tag/ordered-set)	'% (Hard)
	% (Hard)
✓ 23 Merge k Sorted Lists (/proble Linked List (/tag/linked-list) 43.7	
Divide and Conquer (/tag/divide-and-conquer)	
Heap (Priority Queue) (/tag/heap-priority-queue)	
Merge Sort (/tag/merge-sort)	
✓ 524 Longest Word in Dictionary thr (Array (/tag/array)) Two Pointers (/tag/two-pointers) 50.3	3% (Medium)
String (/tag/string) Sorting (/tag/sorting)	
1870 Minimum Speed to Arrive on T Array (/tag/array) Binary Search (/tag/binary-search) 32.4	1% (Medium)
✓ 44 Wildcard Matching (/problems String (/tag/string) 25.8	3% (Hard)
Dynamic Programming (/tag/dynamic-programming)	
Greedy (/tag/greedy) Recursion (/tag/recursion)	
✓ 4 Median of Two Sorted Arrays ( Array (/tag/array) Binary Search (/tag/binary-search) 32.0	)% (Hard)
Divide and Conquer (/tag/divide-and-conquer)	
✓ 384 Shuffle an Array (/problems/sh Array (/tag/array) Math (/tag/math) 54.4	1% Medium
Randomized (/tag/randomized)	
✓ 1326 Minimum Number of Taps to Array (/tag/array)	5% (Hard)
Dynamic Programming (/tag/dynamic-programming)	
Greedy (/tag/greedy)	
✓ 1438 Longest Continuous Subarray Array (/tag/array) Queue (/tag/queue) 44.7	7% (Medium)
Sliding Window (/tag/sliding-window)	
Heap (Priority Queue) (/tag/heap-priority-queue)	
Ordered Set (/tag/ordered-set)	
Monotonic Queue (/tag/monotonic-queue)	
✓ 977 Squares of a Sorted Array (/pr Array (/tag/array)) Two Pointers (/tag/two-pointers) 71.6	5% Easy
Sorting (/tag/sorting)	
368 Largest Divisible Subset (/prob Array (/tag/array) Math (/tag/math) 38.6	5% (Medium)
Dynamic Programming (/tag/dynamic-programming)	
Sorting (/tag/sorting)	
✓ 137 Single Number II (/problems/s Array (/tag/array)	5% (Medium)
Bit Manipulation (/tag/bit-manipulation)	
<ul> <li>✓ 91 Decode Ways (/problems/dec String (/tag/string)</li> <li>27.5</li> </ul>	5% (Medium)
Dynamic Programming (/tag/dynamic-programming)	<del></del>

	#	Title	Tags	Acceptance	Difficulty Fre
	1094	Car Pooling (/problems/car-po	Array (/tag/array) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Simulation (/tag/simulation)  Prefix Sum (/tag/prefix-sum)	59.6%	Medium
<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
•	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	38.6%	Hard
~	1049	Last Stone Weight II (/problem	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	47.3%	Medium
•	63	Unique Paths II (/problems/uni	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	36.1%	Medium
~	406	Queue Reconstruction by Heig	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	69.0%	Medium
•	490	The Maze (/problems/the-maze)	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)	53.4%	Medium
<b>~</b>	362	Design Hit Counter (/problem	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Design (/tag/design) Queue (/tag/queue)	66.0%	Medium
•	968	Binary Tree Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	40.6%	Hard
~	71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	35.4%	Medium
~	334	Increasing Triplet Subsequenc	Array (/tag/array) Greedy (/tag/greedy)	41.0%	Medium
~	403	Frog Jump (/problems/frog-ju	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	42.0%	Hard

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	215	Kth Largest Element in an Arra	Array (/tag/array)	59.8%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
~	187	Repeated DNA Sequences (/pr	Hash Table (/tag/hash-table) String (/tag/string)	42.1%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
			Sliding Window (/tag/sliding-window)			
			Rolling Hash (/tag/rolling-hash)			
			Hash Function (/tag/hash-function)			
~	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)			
~	312	Burst Balloons (/problems/bur	Array (/tag/array)	54.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
<b>~</b>	347	Top K Frequent Elements (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	63.0%	(Medium)	
			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)			
			Quintosisti ( tag, quintosisti)			
<b>~</b>	158	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation)	38.2%	(Hard)	
		•	Interactive (/tag/interactive)			
<b>~</b>	348	Design Tic-Tac-Toe (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	56.3%	Medium	
		<b>₽</b>	Design (/tag/design) Matrix (/tag/matrix)			
~	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	59.2%	(Medium)	
		r	String (/tag/string)			
	207			E4.00/		
<b>~</b>	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)			
<b>~</b>	152	Maximum Product Subarray (/	Array (/tag/array)	33.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			

	#	Title	Tags	Acceptance	Difficulty Freq
<b>~</b>	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	49.8%	Easy
<b>~</b>	493	Reverse Pairs (/problems/rever	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)  Merge Sort (/tag/merge-sort)  Ordered Set (/tag/ordered-set)	27.7%	Hard
•	198	House Robber (/problems/hou ★	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	43.6%	Medium
•	759	Employee Free Time (/proble	Array (/tag/array) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	69.1%	Hard
•	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	49.2%	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
•	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
	498	Diagonal Traverse (/problems/	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	51.4%	Medium
<b>~</b>	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
•	994	Rotting Oranges (/problems/r	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	49.8%	Medium
•	221	Maximal Square (/problems/m	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	40.2%	Medium

	#	Title	Tags	Acceptance	Difficulty Freq
<b>~</b>	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)		
~	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)	59.3%	Easy
			Sorting (/tag/sorting)		
~	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math)	39.6%	Medium
			Stack (/tag/stack)		
~	70	Climbing Stairs (/problems/cli	Math (/tag/math)	49.0%	Easy
			Dynamic Programming (/tag/dynamic-programming)		
			Memoization (/tag/memoization)		
~	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)	53.1%	Medium
			Greedy (/tag/greedy)		
	814	Binary Tree Pruning (/problem	Tree (/tag/tree)	71.6%	Medium
	• • •	Juliary meet raining (pressering	Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
<b>~</b>	72	Edit Distance (/problems/edit	String (/tag/string)	47.8%	(Hard)
			Dynamic Programming (/tag/dynamic-programming)		
<b>~</b>	228	Summary Ranges (/problems/	Array (/tag/array)	43.2%	Easy
~	257	Binary Tree Paths (/problems/	String (/tag/string) Tree (/tag/tree)	55.0%	Easy
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	399	Evaluate Division (/problems/e	Array (/tag/array)	55.1%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Graph (/tag/graph)		
			Shortest Path (/tag/shortest-path)		
	343	Integer Break (/problems/inte	Math (/tag/math)	51.6%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
<b>~</b>	126	Word Ladder II (/problems/wo	Hash Table (/tag/hash-table) String (/tag/string)	24.3%	Hard
			Backtracking (/tag/backtracking)		
			Breadth-First Search (/tag/breadth-first-search)		

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	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)			
~	871	Minimum Number of Refuelin	Array (/tag/array)	34.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
<b>~</b>	1011	Capacity To Ship Packages Wit	Array (/tag/array) Binary Search (/tag/binary-search)	60.5%	Medium	
	1882	Process Tasks Using Servers (/	Array (/tag/array)	30.6%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
<b>~</b>	216	Combination Sum III (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	61.4%	(Medium)	
	1650	Lowest Common Ancestor of a	Hash Table (/tag/hash-table) Tree (/tag/tree)	76.9%	Medium	
		•	Binary Tree (/tag/binary-tree)			
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium	
<b>~</b>	300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search)	45.3%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
.,	84	Largest Rectangle in Histogra		38.0%	(Hard)	
•	04	Largest Nectarigie in Mistogra	Array (/tag/array) Stack (/tag/stack)	30.070	Halu	
			Monotonic Stack (/tag/monotonic-stack)			
~	207	Course Schedule (/problems/c	Depth-First Search (/tag/depth-first-search)	44.5%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
<b>~</b>	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
<b>~</b>	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	58.9%	Easy	
<b>~</b>	426	Convert Binary Search Tree to	Linked List (/tag/linked-list) Stack (/tag/stack)	62.2%	Medium	
			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)			

	#	Title	Tags	Acceptance	Difficulty Freq
~	387	First Unique Character in a Stri	Hash Table (/tag/hash-table) String (/tag/string)  Queue (/tag/queue) Counting (/tag/counting)	54.5%	Easy
•	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>	154	Find Minimum in Rotated Sort	Array (/tag/array) Binary Search (/tag/binary-search)	42.2%	Hard
•	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Trie (/tag/trie)	42.4%	Medium
<b>~</b>	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking)  Breadth-First Search (/tag/breadth-first-search)	45.3%	Hard
~	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	43.7%	Medium
	435	Non-overlapping Intervals (/pr	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)  Sorting (/tag/sorting)	44.6%	Medium
<b>~</b>	8	String to Integer (atoi) (/probl	String (/tag/string)	15.9%	Medium
	337	House Robber III (/problems/h	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	52.1%	Medium
<b>~</b>	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	57.0%	Medium
<b>~</b>	12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.6%	Medium
	273	Integer to English Words (/pro	Math (/tag/math) String (/tag/string)  Recursion (/tag/recursion)	28.6%	Hard
	289	Game of Life (/problems/gam	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	59.7%	Medium
<b>~</b>	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	31.8%	Medium
	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	46.1%	Medium

	#	Title	Tags	Acceptance	Difficulty Fre
<b>~</b>	1539	Kth Missing Positive Number (	Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy
<b>~</b>	258	Add Digits (/problems/add-di	Math (/tag/math) Simulation (/tag/simulation)  Number Theory (/tag/number-theory)	59.1%	Easy
~	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium
~	542	01 Matrix (/problems/01-matrix)	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	41.5%	Medium
•	229	Majority Element II (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting) Counting (/tag/counting)	39.6%	Medium
<b>~</b>	120	Triangle (/problems/triangle)	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	47.4%	Medium
<b>~</b>	567	Permutation in String (/proble	Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) String (/tag/string)  Sliding Window (/tag/sliding-window)	44.6%	Medium
•	374	Guess Number Higher or Low	Binary Search (/tag/binary-search)  Interactive (/tag/interactive)	45.7%	Easy
<b>~</b>	509	Fibonacci Number (/problems	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Recursion (/tag/recursion)  Memoization (/tag/memoization)	67.8%	Easy
~	203	Remove Linked List Elements (	Linked List (/tag/linked-list) Recursion (/tag/recursion)	40.0%	Easy
<b>~</b>	76	Minimum Window Substring (	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	36.6%	Hard
•	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
~	134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.1%	Medium
~	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%	Easy
<b>~</b>	5	Longest Palindromic Substring	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	30.9%	Medium

	#	Title	Tags	Acceptance	Difficulty	Freq
<b>~</b>	658	Find K Closest Elements (/prob	Array (/tag/array) Two Pointers (/tag/two-pointers)	42.8%	Medium	
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
~	108	Convert Sorted Array to Binary	Array (/tag/array)	61.9%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	863	All Nodes Distance K in Binary	Tree (/tag/tree)	58.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
_	767	Reorganize String (/problems/	Hash Table (/tag/hash-table) String (/tag/string)	50.7%	Medium	
•	707	or reorganize string ( problems)	Hash Table (/tag/hash-table) String (/tag/string)  Greedy (/tag/greedy) Sorting (/tag/sorting)	30.176		
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Counting (/tag/counting)			
			counting ( tag/counting)			
<b>~</b>	103	Binary Tree Zigzag Level Order	Tree (/tag/tree)	51.0%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
<b>~</b>	1313	Decompress Run-Length Enco	Array (/tag/array)	85.5%	Easy	
<b>~</b>	1603	Design Parking System (/probl	Design (/tag/design) Simulation (/tag/simulation)	86.5%	Easy	
			Counting (/tag/counting)			
~	378	Kth Smallest Element in a Sort	Array (/tag/array) Binary Search (/tag/binary-search)	57.1%	(Medium)	
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
<b>~</b>	350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.5%	(Easy)	
·			Two Pointers (/tag/two-pointers)	32.370		
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
			Coloning ( maj sociality)			
	177	Nth Highest Salary (/problems	Database (/tag/database)	34.0%	Medium	
~	53	Maximum Subarray (/problem	Array (/tag/array)	48.1%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			

	#	Title	Tags	Acceptance	Difficulty	Freq
•	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	
<b>~</b>	123	Best Time to Buy and Sell Stoc	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	40.7%	Hard	
•	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
~	106	Construct Binary Tree from Ino	Array (/tag/array) Hash Table (/tag/hash-table)  Divide and Conquer (/tag/divide-and-conquer)  Tree (/tag/tree) Binary Tree (/tag/binary-tree)	51.1%	Medium	
~	227	Basic Calculator II (/problems/	Math (/tag/math) String (/tag/string)  Stack (/tag/stack)	39.2%	Medium	
<b>~</b>	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math)  String (/tag/string)	57.3%	Easy	
~	326	Power of Three (/problems/po	Math (/tag/math) Recursion (/tag/recursion)	42.5%	Easy	
•	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)	66.6%	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	
~	43	Multiply Strings (/problems/m	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	35.5%	Medium	
~	114	Flatten Binary Tree to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	53.9%	Medium	
<b>~</b>	547	Number of Provinces (/proble	Binary Tree (/tag/binary-tree)  Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	61.3%	Medium	
~	322	Coin Change (/problems/coin	Union Find (/tag/union-find) Matrix (/tag/matrix)  Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Breadth-First Search (/tag/breadth-first-search)	38.2%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  Stack (/tag/stack)  Recursion (/tag/recursion)	43.0%	Easy	
	38	Count and Say (/problems/cou	String (/tag/string)	46.7%	Medium	
<b>~</b>	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	28.7%	Medium	
<b>~</b>	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	50.6%	Medium	
~	1089	Duplicate Zeros (/problems/d	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.5%	Easy	
<b>~</b>	905	Sort Array By Parity (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	75.1%	Easy	
<b>~</b>	1143	Longest Common Subsequenc	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	58.8%	Medium	
<b>~</b>	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	66.6%	Easy	
<b>~</b>	127	Word Ladder (/problems/word  ★	Hash Table (/tag/hash-table) String (/tag/string)  Breadth-First Search (/tag/breadth-first-search)	32.7%	Hard	
	412	Fizz Buzz (/problems/fizz-buzz)	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	64.3%	Easy	
<b>~</b>	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	
<b>~</b>	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	42.1%	Easy	
	680	Valid Palindrome II (/problems	Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)	37.3%	Easy	
•	136	Single Number (/problems/sin	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	67.1%	Easy	
•	16	3Sum Closest (/problems/3su	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	46.4%	Medium	
<b>~</b>	118	Pascal's Triangle (/problems/p	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	57.3%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Freq
~	98	Validate Binary Search Tree (/p	Tree (/tag/tree)	29.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	110	Balanced Binary Tree (/proble	Tree (/tag/tree)	45.2%	<b>Easy</b>	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	74	Search a 2D Matrix (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	38.9%	Medium	
			Matrix (/tag/matrix)			
~	94	Binary Tree Inorder Traversal (/	Stack (/tag/stack) Tree (/tag/tree)	67.2%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	22	Generate Parentheses (/proble	String (/tag/string)	66.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
~	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking)	37.8%	Medium	
			Matrix (/tag/matrix)			
	336	Palindrome Pairs (/problems/p	Array (/tag/array) Hash Table (/tag/hash-table)	36.0%	Hard	
			String (/tag/string) Trie (/tag/trie)			
~	9	Palindrome Number (/proble	Math (/tag/math)	50.6%	Easy	
~	543	Diameter of Binary Tree (/prob	Tree (/tag/tree)	50.3%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium	
.,	62	Unique Paths (/problems/uniq		56.9%	Medium	
•	02	ornque l'atris y problems, amq	Math (/tag/math)	30.370	Wedidiii	
			Dynamic Programming (/tag/dynamic-programming)  Combinatorics (/tag/combinatorics)			
~	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	35.7%	(Easy)	
~	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	36.9%	Medium	
			Two Pointers (/tag/two-pointers)			
~	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)	62.0%	Medium	
			Matrix (/tag/matrix)			
•	485	Max Consecutive Ones (/probl	Array (/tag/array)	53.1%	Easy	

	#	Title	Tags	Acceptance	Difficulty Freq
<b>~</b>	49	Group Anagrams (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	60.5%	Medium
<b>✓</b>	102	Binary Tree Level Order Travers	Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	57.9%	Medium
~	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	88.8%	Easy
<b>~</b>	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium
<b>~</b>	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy
<b>~</b>	26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.2%	Easy

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