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 404 / 542 problems.

<mark>✓</mark> S	how pro	oblem tags			Select time period:	1 year	•
	#	Title	Tags		Acceptance	Difficulty	Fred
~	843	Guess the Word (/problems/g	Array (/tag/array) Ma	ath (/tag/math)	45.7%	Hard	
			String (/tag/string) Ir	nteractive (/tag/interactive)			
			Game Theory (/tag/gar	me-theory)			
~	1423	Maximum Points You Can Obt	Array (/tag/array)		48.5%	Medium	
			Sliding Window (/tag/s	liding-window)			
~	1438	Longest Continuous Subarray	Array (/tag/array) Qu	neue (/tag/queue)	44.7%	Medium	
		Sliding Window (/tag/sliding-window)					
			Heap (Priority Queue) (	/tag/heap-priority-queue)			
			Ordered Set (/tag/orde	red-set)			
			Monotonic Queue (/tag	g/monotonic-queue)			
<b>~</b>	359	Logger Rate Limiter (/problem	Hash Table (/tag/hash-	table) Design (/tag/design	73.1%	Easy	
~	727	Minimum Window Subsequen	String (/tag/string)		42.7%	Hard	
		<b>₽</b>	Dynamic Programming	(/tag/dynamic-programmin	g)		
			Sliding Window (/tag/s	liding-window)			
~	690	Employee Importance (/proble	Hash Table (/tag/hash-	table)	59.8%	Easy	
			Depth-First Search (/ta	g/depth-first-search)			
			Breadth-First Search (/t	ag/breadth-first-search)			
~	1548	The Most Similar Path in a Gra	Dynamic Programming	(/tag/dynamic-programmin	g) 55.7%	Hard	
		•	Graph (/tag/graph)				
~	1153	String Transforms Into Another	Hash Table (/tag/hash-	table) String (/tag/string)	35.7%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	715	Range Module (/problems/ran	Design (/tag/design)  Segment Tree (/tag/segment-tree)	41.6%	Hard	
<b>~</b>	1499	Max Value of Equation (/probl	Ordered Set (/tag/ordered-set)  Array (/tag/array) Queue (/tag/queue)  Sliding Window (/tag/sliding-window)	45.6%	Hard	
•	809	Expressive Words (/problems/	Heap (Priority Queue) (/tag/heap-priority-queue)  Monotonic Queue (/tag/monotonic-queue)  Array (/tag/array) Two Pointers (/tag/two-pointers)	46.1%	Medium	
<b>~</b>	946	Validate Stack Sequences (/pro	String (/tag/string)  Array (/tag/array) Stack (/tag/stack)  Simulation (/tag/simulation)	64.5%	Medium	
<b>~</b>	471	Encode String with Shortest Le	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	50.0%	Hard	
~	1110	Delete Nodes And Return Fore	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	68.2%	Medium	
<b>~</b>	1610	Maximum Number of Visible P	Array (/tag/binary-tree)  Array (/tag/array) Math (/tag/math)  Geometry (/tag/geometry)  Sliding Window (/tag/sliding-window)	32.6%	Hard	
~	833	Find And Replace in String (/pr	Sorting (/tag/sorting)  Array (/tag/array) String (/tag/string)  Sorting (/tag/sorting)	51.8%	Medium	
<b>~</b>	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking) Interactive (/tag/interactive)	73.6%	Hard	
~	853	Car Fleet (/problems/car-fleet)	Array (/tag/array) Sorting (/tag/sorting)	44.8%	Medium	
<b>~</b>	1509	Minimum Difference Between	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	55.5%	Medium	
•	1277	Count Square Submatrices wit	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	73.1%	Medium	
•	1048	Longest String Chain (/proble	Matrix (/tag/matrix)  Array (/tag/array) Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	56.3%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	1088	Confusing Number II (/proble	Math (/tag/math) Backtracking (/tag/backtracking)	46.0%	Hard	
•	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	
<b>~</b>	465	Optimal Account Balancing (/p	Array (/tag/array) Backtracking (/tag/backtracking)	48.7%	Hard	
<b>~</b>	1776	Car Fleet II (/problems/car-flee	Array (/tag/array) Math (/tag/math)  Stack (/tag/stack)  Heap (Priority Queue) (/tag/heap-priority-queue)	49.8%	Hard	
<b>~</b>	846	Hand of Straights (/problems/	Monotonic Stack (/tag/monotonic-stack)  Array (/tag/array) Hash Table (/tag/hash-table)  Greedy (/tag/greedy) Sorting (/tag/sorting)	55.7%	Medium	
<b>~</b>	552	Student Attendance Record II (  ★	Dynamic Programming (/tag/dynamic-programming)	38.1%	Hard	
•	1368	Minimum Cost to Make at Lea	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Heap (Priority Queue) (/tag/heap-priority-queue)  Matrix (/tag/matrix) Shortest Path (/tag/shortest-path)	58.2%	Hard	
•	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	
~	418	Sentence Screen Fitting (/prob  ★ ■	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	34.0%	Medium	
<b>~</b>	562	Longest Line of Consecutive O	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	47.0%	Medium	
~	1477	Find Two Non-overlapping Su	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Sliding Window (/tag/sliding-window)	35.6%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frec
~	900	RLE Iterator (/problems/rle-ite	Array (/tag/array) Design (/tag/design)  Counting (/tag/counting) Iterator (/tag/iterator)	56.3%	Medium	
•	1293	Shortest Path in a Grid with O	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	43.3%	Hard	
<b>~</b>	652	Find Duplicate Subtrees (/prob	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	53.8%	Medium	
~	1376	Time Needed to Inform All Em	Binary Tree (/tag/binary-tree)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	57.2%	Medium	
~	1526	Minimum Number of Increme	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack) Greedy (/tag/greedy)	64.1%	Hard	
~	1060	Missing Element in Sorted Arr	Monotonic Stack (/tag/monotonic-stack)  Array (/tag/array) Binary Search (/tag/binary-search)	55.1%	Medium	
<b>~</b>	951	Flip Equivalent Binary Trees (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	66.0%	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)	39.0%	Hard	
	722	Remove Comments (/problem	Matrix (/tag/matrix)  Array (/tag/array) String (/tag/string)	36.7%	Medium	
	444	Sequence Reconstruction (/pr	Array (/tag/array) Graph (/tag/graph)  Topological Sort (/tag/topological-sort)	23.8%	Medium	
<b>~</b>	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	
<b>~</b>	1406	Stone Game III (/problems/sto	Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Game Theory (/tag/game-theory)	58.9%	Hard	

	#	Title	Tags	Acceptance	Difficulty Free
<b>~</b>	299	Bulls and Cows (/problems/bul	Hash Table (/tag/hash-table) String (/tag/string)	45.2%	Medium
			Counting (/tag/counting)		
~	315	Count of Smaller Numbers Aft	Array (/tag/array) Binary Search (/tag/binary-search)	42.3%	Hard
			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)		
~	1254	Number of Closed Islands (/pr	Array (/tag/array)	62.2%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find) Matrix (/tag/matrix)		
~	1631 Path With Minimum Effort (/¡	Path With Minimum Effort (/pr	Array (/tag/array) Binary Search (/tag/binary-search)	50.3%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Breadth-First Search (/tag/breadth-first-search)		
			Union Find (/tag/union-find)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Matrix (/tag/matrix)		
~	963	Minimum Area Rectangle II (/p	Array (/tag/array) Math (/tag/math)	53.1%	Medium
			Geometry (/tag/geometry)		
~	1525	Number of Good Ways to Split	String (/tag/string)	68.6%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Bit Manipulation (/tag/bit-manipulation)		
~	1138	Alphabet Board Path (/proble	Hash Table (/tag/hash-table) String (/tag/string)	51.6%	Medium
~	85	Maximal Rectangle (/problems	Array (/tag/array)	40.2%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack) Matrix (/tag/matrix)		
			Monotonic Stack (/tag/monotonic-stack)		
	770	Basic Calculator IV (/problems	Hash Table (/tag/hash-table) Math (/tag/math)	54.4%	Hard
			String (/tag/string) Stack (/tag/stack)		
			Recursion (/tag/recursion)		
~	777	Swap Adjacent in LR String (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	35.8%	Medium
~	753	Cracking the Safe (/problems/	Depth-First Search (/tag/depth-first-search)	52.9%	Hard
			Graph (/tag/graph)		
			Eulerian Circuit (/tag/eulerian-circuit)		

	#	Title	Tags	Acceptance	Difficulty	Frec
~	995	Minimum Number of K Conse	Array (/tag/array)	50.3%	Hard	
			Bit Manipulation (/tag/bit-manipulation)			
			Sliding Window (/tag/sliding-window)			
			Prefix Sum (/tag/prefix-sum)			
~	68	Text Justification (/problems/t  ★	String (/tag/string) Simulation (/tag/simulation)	31.2%	Hard	
~	1504	Count Submatrices With All O	Array (/tag/array)	60.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack) Matrix (/tag/matrix)			
			Monotonic Stack (/tag/monotonic-stack)			
~	732	My Calendar III (/problems/my	Design (/tag/design)	63.5%	Hard	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			
~	<b>✓</b> 394	Decode String (/problems/dec	String (/tag/string) Stack (/tag/stack)	53.6%	Medium	
			Recursion (/tag/recursion)			
~	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	47.1%	Easy	
~	<b>✓</b> 1444	Number of Ways of Cutting a	Array (/tag/array)	54.3%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Memoization (/tag/memoization) Matrix (/tag/matrix)			
~	837	New 21 Game (/problems/new	Math (/tag/math)	35.7%	Medium	
		*	Dynamic Programming (/tag/dynamic-programming)			
			Sliding Window (/tag/sliding-window)			
			Probability and Statistics (/tag/probability-and-statistics)			
~	1240	Tiling a Rectangle with the Fe	Dynamic Programming (/tag/dynamic-programming)	52.8%	Hard	
			Backtracking (/tag/backtracking)			
~	248	Strobogrammatic Number III (	Array (/tag/array) String (/tag/string)	40.5%	Hard	
		₽	Recursion (/tag/recursion)			
~	847	Shortest Path Visiting All Node	Dynamic Programming (/tag/dynamic-programming)	54.7%	Hard	
			Bit Manipulation (/tag/bit-manipulation)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph) Bitmask (/tag/bitmask)			
<b>~</b>	1618	Maximum Font to Fit a Senten	Array (/tag/array) String (/tag/string)	57.6%	Medium	
		<b>₽</b>	Binary Search (/tag/binary-search)			
			Interactive (/tag/interactive)			

	#	Title	Tags	Acceptance	Difficulty Frec
~	593	Valid Square (/problems/valid	Math (/tag/math) Geometry (/tag/geometry)	43.3%	Medium
<b>~</b>	1231	Divide Chocolate (/problems/	Array (/tag/array) Binary Search (/tag/binary-search)	53.8%	Hard
<b>~</b>	913 Cat	Cat and Mouse (/problems/cat	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	35.0%	Hard
			Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph) Memoization (/tag/memoization)  Game Theory (/tag/game-theory)		
•	1377	Frog Position After T Seconds	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)	35.8%	Hard
~	1296	Divide Array in Sets of K Cons	Array (/tag/array) Hash Table (/tag/hash-table)  Greedy (/tag/greedy) Sorting (/tag/sorting)	55.8%	Medium
~	149	Max Points on a Line (/proble	Hash Table (/tag/hash-table) Math (/tag/math)  Geometry (/tag/geometry)	18.3%	Hard
<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
<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>	354	Russian Doll Envelopes (/probl	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	38.3%	Hard
~	57	Insert Interval (/problems/inse	Array (/tag/array)	35.8%	Medium
~	818	Race Car (/problems/race-car)	Dynamic Programming (/tag/dynamic-programming)	40.8%	Hard
~	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)  Trie (/tag/trie) Data Stream (/tag/data-stream)	46.9%	Hard
~	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

	#	Title	Tags	Acceptance	Difficulty Frec
<b>~</b>	460	LFU Cache (/problems/lfu-cac	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list) Design (/tag/design)	37.2%	Hard
			Doubly-Linked List (/tag/doubly-linked-list)		
<b>~</b>	351	Android Unlock Patterns (/pro	Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)	50.0%	Medium
<b>~</b>	1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking)  Matrix (/tag/matrix)	66.1%	Medium
~	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)		
•	✔ 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)		
<b>~</b>	981	Time Based Key-Value Store (/	Hash Table (/tag/hash-table) String (/tag/string)	54.5%	Medium
			Binary Search (/tag/binary-search)  Design (/tag/design)		
<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>	304	Range Sum Query 2D - Immut	Array (/tag/array) Design (/tag/design)  Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	43.9%	Medium
<b>~</b>	410	Split Array Largest Sum (/prob	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	47.3%	Hard
			Greedy (/tag/greedy)		
<b>✓</b>	527	Word Abbreviation (/problems	Array (/tag/array) String (/tag/string)  Greedy (/tag/greedy) Trie (/tag/trie)  Sorting (/tag/sorting)	56.8%	Hard
~	295	Find Median from Data Stream	Two Pointers (/tag/two-pointers) Design (/tag/design)  Sorting (/tag/sorting)	48.3%	Hard
			Heap (Priority Queue) (/tag/heap-priority-queue)  Data Stream (/tag/data-stream)		

	#	Title	Tags	Acceptance	Difficulty	Frec
<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	
~	1223	Dice Roll Simulation (/problem	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	47.0%	Hard	
•	428	Serialize and Deserialize N-ary	String (/tag/string) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	62.4%	Hard	
<b>~</b>	1197	Minimum Knight Moves (/pro	Breadth-First Search (/tag/breadth-first-search)  Breadth-First Search (/tag/breadth-first-search)	38.3%	Medium	
~	56	Merge Intervals (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	42.0%	Medium	
•	844	Backspace String Compare (/p	Two Pointers (/tag/two-pointers) String (/tag/string)  Stack (/tag/stack) Simulation (/tag/simulation)	47.2%	Easy	
•	379	Design Phone Directory (/prob	Array (/tag/array) Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Queue (/tag/queue)	49.1%	Medium	
<b>~</b>	1057	Campus Bikes (/problems/cam	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	58.0%	Medium	
<b>~</b>	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)	50.7%	Medium	
<b>~</b>	1706	Where Will the Ball Fall (/probl	Counting (/tag/counting)  Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Depth-First Search (/tag/depth-first-search)	62.7%	Medium	
•	420	Strong Password Checker (/pr	Matrix (/tag/matrix) Simulation (/tag/simulation)  String (/tag/string) Greedy (/tag/greedy)	13.6%	Hard	
<b>~</b>	1140	Stone Game II (/problems/sto	Heap (Priority Queue) (/tag/heap-priority-queue)  Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	64.6%	Medium	
			Game Theory (/tag/game-theory)			

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	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)			
~	407	Trapping Rain Water II (/probl	Array (/tag/array)	45.0%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			
			Heap (Priority Queue) (/tag/heap-priority-queue)		Medium	
			Matrix (/tag/matrix)			
~	1136	Parallel Courses (/problems/pa	Graph (/tag/graph)	60.7%	Medium	
		<b>-</b>	Topological Sort (/tag/topological-sort)			
~	729	My Calendar I (/problems/my	Design (/tag/design)	54.1%	Medium	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			
	1388	Pizza With 3n Slices (/problem	Array (/tag/array)	46.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
<b>~</b>	875	Koko Eating Bananas (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	53.7%	Medium	
~	271	Encode and Decode Strings (/	Array (/tag/array) String (/tag/string)	33.8%	(Medium)	
		<b>-</b>	Design (/tag/design)			
<b>~</b>	834	Sum of Distances in Tree (/pro	Dynamic Programming (/tag/dynamic-programming)	47.3%	Hard	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Graph (/tag/graph)			
	631	Design Excel Sum Formula (/pr	Graph (/tag/graph) Design (/tag/design)	33.4%	Hard	
		<b>-</b>	Topological Sort (/tag/topological-sort)			
~	907	Sum of Subarray Minimums (/	Array (/tag/array)	32.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
~	1244	Design A Leaderboard (/probl	Hash Table (/tag/hash-table) Design (/tag/design)	66.8%	Medium	
		•	Sorting (/tag/sorting)			
	335	Self Crossing (/problems/self	Array (/tag/array) Math (/tag/math)	28.8%	Hard	
			Geometry (/tag/geometry)			

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	406	Queue Reconstruction by Heig	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	69.0%	Medium	
~	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	
	659	Split Array into Consecutive Su	Array (/tag/array) Hash Table (/tag/hash-table)  Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue)	44.7%	Medium	
•	284	Peeking Iterator (/problems/p	Array (/tag/array) Design (/tag/design)  Iterator (/tag/iterator)	51.4%	Medium	
<b>~</b>	247	Strobogrammatic Number II (/	Array (/tag/array) String (/tag/string)  Recursion (/tag/recursion)	49.2%	Medium	
	165	Compare Version Numbers (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	31.1%	Medium	
	604	Design Compressed String Iter	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Design (/tag/design)  Iterator (/tag/iterator)	38.5%	Easy	
	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	
~	1592	Rearrange Spaces Between W	String (/tag/string)	43.6%	Easy	
•	1478	Allocate Mailboxes (/problems	Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	54.1%	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	
•	1066	Campus Bikes II (/problems/ca	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)  Bitmask (/tag/bitmask)	54.3%	Medium	

	#	Title	Tags	Acceptance	Difficulty Frec
	1101	The Earliest Moment When Ev	Array (/tag/array) Union Find (/tag/union-find)	67.8%	Medium
<b>~</b>	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
•	200	Number of Islands (/problems	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	50.4%	Medium
<b>~</b>	1237	Find Positive Integer Solution f	Union Find (/tag/union-find) Matrix (/tag/matrix)  Math (/tag/math) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Interactive (/tag/interactive)	70.4%	Medium
<b>~</b>	224	Basic Calculator (/problems/ba	Math (/tag/math) String (/tag/string)  Stack (/tag/stack) Recursion (/tag/recursion)	38.6%	Hard
	736	Parse Lisp Expression (/proble	Hash Table (/tag/hash-table) String (/tag/string)  Stack (/tag/stack) Recursion (/tag/recursion)	50.1%	Hard
•	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
~	638	Shopping Offers (/problems/s	Counting (/tag/counting)  Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)  Memoization (/tag/memoization)	53.7%	Medium
~	146	LRU Cache (/problems/lru-cac	Bitmask (/tag/bitmask)  Hash Table (/tag/hash-table)  Linked List (/tag/linked-list) Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list)	37.1%	Medium
<b>~</b>	2	Add Two Numbers (/problems	Linked List (/tag/linked-list) Math (/tag/math)  Recursion (/tag/recursion)	36.2%	Medium
~	849	Maximize Distance to Closest	Array (/tag/array)	44.7%	Medium
~	688	Knight Probability in Chessboa	Dynamic Programming (/tag/dynamic-programming)	50.7%	Medium

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	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	
<b>~</b>	855	Exam Room (/problems/exam	Design (/tag/design) Ordered Set (/tag/ordered-set)	43.4%	Medium	
<b>~</b>	499	The Maze III (/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)	43.0%	Hard	
<b>~</b>	1091	Shortest Path in Binary Matrix	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	40.6%	Medium	
<b>~</b>	53	Maximum Subarray (/problem	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)	48.1%	Easy	
<b>~</b>	549	Binary Tree Longest Consecuti	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	47.5%	Medium	
~	1074	Number of Submatrices That S	Binary Tree (/tag/binary-tree)  Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	65.2%	Hard	
<b>~</b>	375	Guess Number Higher or Low	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Game Theory (/tag/game-theory)	43.1%	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	
	776	Split BST (/problems/split-bst)	Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Recursion (/tag/recursion)  Binary Tree (/tag/binary-tree)	56.9%	Medium	
~	551	Student Attendance Record I (	String (/tag/string)	46.4%	Easy	
<b>~</b>	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	

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	298	Binary Tree Longest Consecuti	Tree (/tag/tree)	48.6%	Medium	
		<b>₽</b>	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
<b>~</b>	1363	Largest Multiple of Three (/pro	Array (/tag/array)	34.5%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
<b>~</b>	365	Water and Jug Problem (/prob	Math (/tag/math)	31.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
<b>~</b>	758	Bold Words in String (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	48.4%	Medium	
		<b>₽</b>	String (/tag/string) Trie (/tag/trie)			
			String Matching (/tag/string-matching)			
	792	Number of Matching Subsequ		49.0%	(Medium )	
•	<b>▼</b> 132	Number of Matching Subsequ	Hash Table (/tag/hash-table) String (/tag/string)	49.070	Wedium	
			Trie (/tag/trie)   Sorting (/tag/sorting)			
<b>~</b>	221	Maximal Square (/problems/m	Array (/tag/array)	40.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	31	Next Permutation (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	34.2%	Medium	
<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)			
<b>~</b>	362	Design Hit Counter (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	66.0%	Medium	
		<b>₽</b>	Binary Search (/tag/binary-search)			
			Design (/tag/design) Queue (/tag/queue)			
<b>~</b>	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)			
<b>~</b>	157	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation)	38.3%	(Easy)	
		•	Interactive (/tag/interactive)			
<b>~</b>	360	Sort Transformed Array (/probl	Array (/tag/array) Math (/tag/math)	50.5%	Medium	
	300	•	Two Pointers (/tag/two-pointers)			
			Sorting (/tag/sorting)			

	#	Title	Tags	Acceptance	Difficulty	Frec
	679	24 Game (/problems/24-game)	Array (/tag/array) Math (/tag/math)  Backtracking (/tag/backtracking)	47.5%	Hard	
~	636	Exclusive Time of Functions (/	Array (/tag/array) Stack (/tag/stack)	56.0%	Medium	
~	1087	Brace Expansion (/problems/b	String (/tag/string) Backtracking (/tag/backtracking)  Breadth-First Search (/tag/breadth-first-search)	63.4%	Medium	
•	226	Invert Binary Tree (/problems/i	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	68.1%	Easy	
~	1027	Longest Arithmetic Subsequen	Binary Tree (/tag/binary-tree)  Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	49.2%	Medium	
•	731	My Calendar II (/problems/my	Design (/tag/design)  Segment Tree (/tag/segment-tree)  Ordered Set (/tag/ordered-set)	51.5%	Medium	
•	1782	Count Pairs Of Nodes (/proble	Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search) Graph (/tag/graph)	34.9%	Hard	
<b>~</b>	121	Best Time to Buy and Sell Stoc	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	52.1%	Easy	
•	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	
	726	Number of Atoms (/problems/	Hash Table (/tag/hash-table) String (/tag/string) Stack (/tag/stack)	51.1%	Hard	
<b>~</b>	1616	Split Two Strings to Make Palin	Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)	30.9%	Medium	
~	1697	Checking Existence of Edge Le	Array (/tag/array) Union Find (/tag/union-find)  Graph (/tag/graph) Sorting (/tag/sorting)	48.0%	Hard	
	1411	Number of Ways to Paint N ×	Dynamic Programming (/tag/dynamic-programming)	60.8%	Hard	
•	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	

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	353	Design Snake Game (/problem	Array (/tag/array) Design (/tag/design)  Queue (/tag/queue) Matrix (/tag/matrix)	36.7%	Medium	
<b>~</b>	1553	Minimum Number of Days to	Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization)	30.8%	Hard	
<b>~</b>	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>	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>	246	Strobogrammatic Number (/pr	Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) String (/tag/string)	46.8%	Easy	
~	239	Sliding Window Maximum (/pr	Array (/tag/array) Queue (/tag/queue)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue)  Monotonic Queue (/tag/monotonic-queue)	45.1%	Hard	
<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	
<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	
~	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	
	949	Largest Time for Given Digits (	String (/tag/string) Enumeration (/tag/enumeration)	36.0%	Medium	
~	504	Base 7 (/problems/base-7)	Math (/tag/math)	46.7%	Easy	
•	44	Wildcard Matching (/problems	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy) Recursion (/tag/recursion)	25.8%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	1187	Make Array Strictly Increasing	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	43.1%	Hard	
	174	Dungeon Game (/problems/d	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	33.7%	Hard	
	803	Bricks Falling When Hit (/probl	Array (/tag/array) Union Find (/tag/union-find)  Matrix (/tag/matrix)	32.2%	Hard	
	1055	Shortest Way to Form String (/	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	57.4%	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	
	609	Find Duplicate File in System (	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	63.0%	Medium	
•	1326	Minimum Number of Taps to	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	47.5%	Hard	
•	64	Minimum Path Sum (/problem	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	57.0%	Medium	
•	317	Shortest Distance from All Buil	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	43.4%	Hard	
•	212	Word Search II (/problems/wo	Array (/tag/array) String (/tag/string)  Backtracking (/tag/backtracking) Trie (/tag/trie)  Matrix (/tag/matrix)	37.8%	Hard	
	840	Magic Squares In Grid (/proble	Array (/tag/array) Math (/tag/math)  Matrix (/tag/matrix)	38.0%	Medium	
•	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	

	#	Title	Tags	Acceptance	Difficulty	Frec
~	72	Edit Distance (/problems/edit	String (/tag/string)	47.8%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	397	Integer Replacement (/proble	Dynamic Programming (/tag/dynamic-programming)	33.7%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
			Memoization (/tag/memoization)			
	1218	Longest Arithmetic Subsequen	Array (/tag/array) Hash Table (/tag/hash-table)	47.5%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	447	Number of Boomerangs (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	52.7%	(Medium)	
		2. VI	Math (/tag/math)			
			wati ( tag/ilati)			
<b>~</b>	127	Word Ladder (/problems/word  ★	Hash Table (/tag/hash-table) String (/tag/string)	32.7%	(Hard)	
		^	Breadth-First Search (/tag/breadth-first-search)			
~	480	Sliding Window Median (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	39.5%	Hard	
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	446	Arithmetic Slices II - Subseque	Array (/tag/array)	34.0%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
	992	Subarrays with K Different Inte		51.5%	(Harrel	
•	332	Subarrays with K Different lifte	Array (/tag/array) Hash Table (/tag/hash-table)	31.370	(Hard)	
			Sliding Window (/tag/sliding-window)  Counting (/tag/counting)			
			Counting (reag/counting)			
<b>~</b>	152	Maximum Product Subarray (/	Array (/tag/array)	33.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	337	House Robber III (/problems/h	Dynamic Programming (/tag/dynamic-programming)	52.1%	Medium	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	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)			
~	1514	Path with Maximum Probabilit	Graph (/tag/graph)	42.1%	Medium	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Shortest Path (/tag/shortest-path)			
	100	House Pohher (Inroblems/hou		43.6%	Madin	
•	198	House Robber (/problems/hou  ★	Array (/tag/array)	43.0%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	1292	Maximum Side Length of a Sq	Array (/tag/array) Binary Search (/tag/binary-search)  Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)	51.3%	Medium	
•	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	
•	403	Frog Jump (/problems/frog-ju	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	42.0%	Hard	
~	741	Cherry Pickup (/problems/cher	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	35.5%	Hard	
<b>~</b>	332	Reconstruct Itinerary (/proble	Matrix (/tag/matrix)  Depth-First Search (/tag/depth-first-search)  Graph (/tag/graph)	38.6%	Medium	
<b>~</b>	128	Longest Consecutive Sequenc	Eulerian Circuit (/tag/eulerian-circuit)  Array (/tag/array) Hash Table (/tag/hash-table)  Union Find (/tag/union-find)	47.3%	Medium	
	296	Best Meeting Point (/problems	Array (/tag/array) Math (/tag/math)  Sorting (/tag/sorting) Matrix (/tag/matrix)	58.4%	Hard	
~	312	Burst Balloons (/problems/bur	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	54.2%	Hard	
	1255	Maximum Score Words Forme	Array (/tag/array) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)	70.4%	Hard	
~	158	Read N Characters Given Read	String (/tag/string) Simulation (/tag/simulation)  Interactive (/tag/interactive)	38.2%	Hard	
~	560	Subarray Sum Equals K (/probl	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	43.7%	Medium	
	276	Paint Fence (/problems/paint-f	Dynamic Programming (/tag/dynamic-programming)	39.6%	Medium	
<b>~</b>	249	Group Shifted Strings (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	59.2%	Medium	
<b>~</b>	1417	Reformat The String (/problem	String (/tag/string)	56.6%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	384	Shuffle an Array (/problems/sh	Array (/tag/array) Math (/tag/math)	54.4%	Medium	
			Randomized (/tag/randomized)			
<b>~</b>	76	Minimum Window Substring (	Hash Table (/tag/hash-table) String (/tag/string)	36.6%	Hard	
			Sliding Window (/tag/sliding-window)			
<b>~</b>	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)			
•	493	Reverse Pairs (/problems/rever	American Constitution (American American	27.7%	(Hard)	
•	433	neverse runs y problems/rever	Array (/tag/array) Binary Search (/tag/binary-search)	21.170	Tialu	
			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)			
	388	Longest Absolute File Path (/p	String (/tag/string) Stack (/tag/stack)	43.6%	Medium	
			Depth-First Search (/tag/depth-first-search)			
	830	Desitions of Large Crowns //pr		50.7%		
	630	Positions of Large Groups (/pr	String (/tag/string)	30.7%	(Easy)	
~	1131	Maximum of Absolute Value E  ★	Array (/tag/array) Math (/tag/math)	51.4%	Medium	
~	769	Max Chunks To Make Sorted (/	Array (/tag/array) Stack (/tag/stack)	56.2%	(Medium)	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Monotonic Stack (/tag/monotonic-stack)			
			(			
<b>~</b>	1095	Find in Mountain Array (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	36.1%	Hard	
			Interactive (/tag/interactive)			
	1044	Longest Duplicate Substring (/	String (/tag/string) Binary Search (/tag/binary-search)	31.0%	(Hard)	
			Sliding Window (/tag/sliding-window)			
			Rolling Hash (/tag/rolling-hash)			
			Suffix Array (/tag/suffix-array)			
			Hash Function (/tag/hash-function)			
~	934	Shortest Bridge (/problems/sh	Array (/tag/array)	50.6%	(Medium)	
		<b>3 4</b> 1	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
			matrix ( tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty	Frec
	245	Shortest Word Distance III (/pr	Array (/tag/array) String (/tag/string)	56.4%	Medium	
	1314	Matrix Block Sum (/problems/	Array (/tag/array) Matrix (/tag/matrix)  Prefix Sum (/tag/prefix-sum)	74.0%	Medium	
•	501	Find Mode in Binary Search Tr	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	44.4%	Easy	
<b>~</b>	163	Missing Ranges (/problems/mi	Array (/tag/array)	28.2%	Easy	
<b>~</b>	524	Longest Word in Dictionary thr	Array (/tag/array) Two Pointers (/tag/two-pointers)  String (/tag/string) Sorting (/tag/sorting)	50.3%	Medium	
<b>~</b>	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>	1642	Furthest Building You Can Rea	Array (/tag/array) Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue)	43.4%	Medium	
<b>~</b>	115	Distinct Subsequences (/probl	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	40.4%	Hard	
~	4	Median of Two Sorted Arrays (	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)	32.0%	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	
	250	Count Univalue Subtrees (/pro	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	53.7%	Medium	
<b>~</b>	1283	Find the Smallest Divisor Give	Array (/tag/array) Binary Search (/tag/binary-search)	50.6%	Medium	

	#	Title	Tags	Acceptance	Difficulty Frec
~	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
<b>~</b>	1834	Single-Threaded CPU (/proble	Array (/tag/array) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	34.1%	Medium
	306	Additive Number (/problems/	String (/tag/string) Backtracking (/tag/backtracking)	29.9%	Medium
<b>~</b>	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	48.9%	Medium
	1007	Minimum Domino Rotations F	Array (/tag/array) Greedy (/tag/greedy)	50.9%	Medium
~	297	Serialize and Deserialize Binary	String (/tag/string) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Design (/tag/design) Binary Tree (/tag/binary-tree)	51.0%	Hard
~	334	Increasing Triplet Subsequenc	Array (/tag/array) Greedy (/tag/greedy)	41.0%	Medium
<b>~</b>	1866	Number of Ways to Rearrange	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Combinatorics (/tag/combinatorics)	54.2%	Hard
	368	Largest Divisible Subset (/prob	Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	38.6%	Medium
<b>~</b>	396	Rotate Function (/problems/ro	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	37.0%	Medium
	1170	Compare Strings by Frequency	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	60.5%	Medium
	393	UTF-8 Validation (/problems/u	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	38.4%	Medium
~	162	Find Peak Element (/problems	Array (/tag/array) Binary Search (/tag/binary-search)	44.3%	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

	#	Title	Tags	Acceptance	Difficulty	Frec
~	1463	Cherry Pickup II (/problems/ch	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	68.6%	Hard	
			Matrix (/tag/matrix)			
<b>~</b>	17	Letter Combinations of a Phon	Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	50.6%	Medium	
•	279	Perfect Squares (/problems/pe	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	49.7%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
	363	Max Sum of Rectangle No Lar	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix) Ordered Set (/tag/ordered-set)	38.8%	Hard	
<b>~</b>	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)	55.1%	Medium	
~	1576	Replace All ?'s to Avoid Conse	Shortest Path (/tag/shortest-path)  String (/tag/string)	50.4%	Easy	
•	986	Interval List Intersections (/pro	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.9%	Medium	
	1312	Minimum Insertion Steps to M	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	60.8%	Hard	
•	208	Implement Trie (Prefix Tree) (/	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	53.5%	Medium	
	616	Add Bold Tag in String (/probl	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Trie (/tag/trie)  String Matching (/tag/string-matching)	45.3%	Medium	
<b>~</b>	134	Gas Station (/problems/gas-st	Array (/tag/array) Greedy (/tag/greedy)	42.1%	Medium	
	432	All O`one Data Structure (/pro	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list) Design (/tag/design)	33.7%	Hard	
<b>~</b>	490	The Maze (/problems/the-maze)	Doubly-Linked List (/tag/doubly-linked-list)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)	53.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frec
	535	Encode and Decode TinyURL (	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design)  Hash Function (/tag/hash-function)	82.7%	Medium	
	794	Valid Tic-Tac-Toe State (/probl	Array (/tag/array) String (/tag/string)	34.4%	Medium	
•	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	
~	34	Find First and Last Position of	Array (/tag/array) Binary Search (/tag/binary-search)	38.1%	Medium	
•	140	Word Break II (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking) Trie (/tag/trie)  Memoization (/tag/memoization)	36.7%	Hard	
•	91	Decode Ways (/problems/dec	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	27.5%	Medium	
~	216	Combination Sum III (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	61.4%	Medium	
	1265	Print Immutable Linked List in	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  Recursion (/tag/recursion)	94.1%	Medium	
	1145	Binary Tree Coloring Game (/p	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	51.1%	Medium	
<b>~</b>	361	Bomb Enemy (/problems/bom	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	47.5%	Medium	
•	300	Longest Increasing Subsequen	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	45.3%	Medium	
<b>~</b>	84	Largest Rectangle in Histogra	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	38.0%	Hard	
<b>~</b>	187	Repeated DNA Sequences (/pr	Hash Table (/tag/hash-table) String (/tag/string)  Bit Manipulation (/tag/bit-manipulation)  Sliding Window (/tag/sliding-window)  Rolling Hash (/tag/rolling-hash)  Hash Function (/tag/hash-function)	42.1%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frec
~	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	28.7%	Medium	
			Sorting (/tag/sorting)			
	1031	031 Maximum Sum of Two Non-O	Array (/tag/array)	59.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Sliding Window (/tag/sliding-window)			
~	862	Shortest Subarray with Sum at	Array (/tag/array) Binary Search (/tag/binary-search)	25.3%	Hard	
			Queue (/tag/queue)			
		Sliding Window (/tag/sliding-window)				
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Prefix Sum (/tag/prefix-sum)			
			Monotonic Queue (/tag/monotonic-queue)			
~	827	Making A Large Island (/probl	Array (/tag/array)	46.7%	(Hard)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
~	173	Binary Search Tree Iterator (/pr	Stack (/tag/stack) Tree (/tag/tree)	61.5%	Medium	
			Design (/tag/design)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree) Iterator (/tag/iterator)			
~	137	Single Number II (/problems/s	Array (/tag/array)	54.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
	632	Smallest Range Covering Elem	Array (/tag/array) Hash Table (/tag/hash-table)	55.3%	Hard	
			Greedy (/tag/greedy)			
			Sliding Window (/tag/sliding-window)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
<b>~</b>	286	Walls and Gates (/problems/w	Array (/tag/array)	57.3%	Medium	
		<b>₽</b>	Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
•	698	Partition to K Equal Sum Subs	Array (/tag/array)	45.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
			Memoization (/tag/memoization)			
			Bitmask (/tag/bitmask)			

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	139	Word Break (/problems/word	Hash Table (/tag/hash-table) String (/tag/string)	42.4%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Trie (/tag/trie)			
	435	Non-overlapping Intervals (/pr	Array (/tag/array)	44.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
~	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list)	43.7%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Merge Sort (/tag/merge-sort)			
~	759	Employee Free Time (/proble	Array (/tag/array) Sorting (/tag/sorting)	69.1%	(Hard)	
		•	Heap (Priority Queue) (/tag/heap-priority-queue)			
				10.00/		
<b>✓</b>	415	Add Strings (/problems/add-st	Math (/tag/math) String (/tag/string)	49.2%	(Easy)	
			Simulation (/tag/simulation)			
~	257 Binary Ti	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)			
<b>~</b>	5	Longest Palindromic Substring	String (/tag/string)	30.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	340	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string)	46.1%	Medium	
		•	Sliding Window (/tag/sliding-window)			
~	857	Minimum Cost to Hire K Work	Array (/tag/array) Greedy (/tag/greedy)	50.9%	(Hard)	
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	450	A4: 1		FO 10/		
•	452	Minimum Number of Arrows t	Array (/tag/array) Greedy (/tag/greedy)	50.1%	Medium	
			Sorting (/tag/sorting)			
	559	Maximum Depth of N-ary Tree	Tree (/tag/tree)	69.9%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
•	1229	Meeting Scheduler (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	54.6%	Medium	
		<b>₽</b>	Sorting (/tag/sorting)			
	686	Repeated String Match (/probl	String (/tag/string)	33.0%	(Medium)	
		. 5 .,	String Matching (/tag/string-matching)			
			Jamy Matching (/ tag/string-matching)			

	#	Title	Tags	Acceptance	Difficulty	Frec
<b>~</b>	71	Simplify Path (/problems/simp	String (/tag/string) Stack (/tag/stack)	35.4%	Medium	
<b>~</b>	588	Design In-Memory File System  ★ ■	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	46.9%	Hard	
<b>~</b>	836	Rectangle Overlap (/problems/	Math (/tag/math) Geometry (/tag/geometry)	42.7%	Easy	
~	215	Kth Largest Element in an Arra	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Quickselect (/tag/quickselect)	59.8%	Medium	
<b>~</b>	132	Palindrome Partitioning II (/pr	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	31.6%	Hard	
•	323	Number of Connected Compo	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Graph (/tag/graph)	58.7%	Medium	
•	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	52.3%	Hard	
•	1135	Connecting Cities With Minim	Union Find (/tag/union-find) Graph (/tag/graph)  Heap (Priority Queue) (/tag/heap-priority-queue)  Minimum Spanning Tree (/tag/minimum-spanning-tree)	60.0%	Medium	
	706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design) Hash Function (/tag/hash-function)	63.9%	Easy	
•	977	Squares of a Sorted Array (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	71.6%	Easy	
•	395	Longest Substring with At Lea	Hash Table (/tag/hash-table) String (/tag/string)  Divide and Conquer (/tag/divide-and-conquer)  Sliding Window (/tag/sliding-window)	43.9%	Medium	
<b>~</b>	3	Longest Substring Without Re	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	31.8%	Medium	
~	989	Add to Array-Form of Integer (	Array (/tag/array) Math (/tag/math)	45.0%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frec
<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	
	969	Pancake Sorting (/problems/p	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)	69.0%	Medium	
~	658	Find K Closest Elements (/prob	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)	42.8%	Medium	
			Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)			
	38	Count and Say (/problems/cou	String (/tag/string)	46.7%	Medium	
<b>~</b>	459	Repeated Substring Pattern (/	String (/tag/string)	43.4%	Easy	
			String Matching (/tag/string-matching)			
	975	Odd Even Jump (/problems/o  ★	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	41.2%	(Hard)	
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
			Ordered Set (/tag/ordered-set)			
<b>~</b>	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	42.1%	Easy	
	343	Integer Break (/problems/inte	Math (/tag/math)	51.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	817	Linked List Components (/pro	Hash Table (/tag/hash-table)	57.8%	Medium	
			Linked List (/tag/linked-list)			
	1870	Minimum Speed to Arrive on T	Array (/tag/array) Binary Search (/tag/binary-search)	32.4%	Medium	
<b>~</b>	788	Rotated Digits (/problems/rot	Math (/tag/math)	57.5%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
<b>~</b>	10	Regular Expression Matching (	String (/tag/string)	27.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
~	150	Evaluate Reverse Polish Notati	Array (/tag/array) Math (/tag/math)	39.6%	Medium	
			Stack (/tag/stack)			
<b>~</b>	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)			

	#	Title	Tags	Acceptance	Difficulty	Frec
	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)			
	889	Construct Binary Tree from Pre	Array (/tag/array) Hash Table (/tag/hash-table)	68.3%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)			
~	350	Intersection of Two Arrays II (/	Array (/tag/array) Hash Table (/tag/hash-table)	52.5%	Easy	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
	177	Nth Highest Salary (/problems	Database (/tag/database)	34.0%	Medium	
~	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)			
~	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	39.3%	Easy	
			Sliding Window (/tag/sliding-window)			
	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)			
	131	Palindrome Partitioning (/prob	String (/tag/string)	53.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
<b>~</b>	1658	Minimum Operations to Redu	Array (/tag/array) Hash Table (/tag/hash-table)	33.3%	Medium	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Prefix Sum (/tag/prefix-sum)			
~	994	Rotting Oranges (/problems/r	Array (/tag/array)	49.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	904	Fruit Into Baskets (/problems/f	Array (/tag/array) Hash Table (/tag/hash-table)	43.2%	Medium	
		*	Sliding Window (/tag/sliding-window)			

	#	Title	Tags	Acceptance	Difficulty	Frec
~	188	Best Time to Buy and Sell Stoc	Array (/tag/array)	30.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	31.3%	Medium	
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking)	66.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
~	101	Symmetric Tree (/problems/sy	Tree (/tag/tree)	49.1%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	62	Unique Paths (/problems/uniq	Math (/tag/math)	56.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Combinatorics (/tag/combinatorics)			
~	41	First Missing Positive (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	34.5%	Hard	
<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)			
•	100	Same Tree (/problems/same-tr	Tree (/tag/tree)	54.5%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	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)			
~	419	Battleships in a Board (/proble	Array (/tag/array)	71.7%	Medium	
		*	Depth-First Search (/tag/depth-first-search)			
			Matrix (/tag/matrix)			
	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	
•	301	Remove Invalid Parentheses (/	String (/tag/string) Backtracking (/tag/backtracking)	45.3%	Hard	
			Breadth-First Search (/tag/breadth-first-search)			

	#	Title	Tags	Acceptance	Difficulty	Frec
~	22	Generate Parentheses (/proble	String (/tag/string)  Dunamic Programming (/tag/dunamic programming)	66.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)			
~	1049	Last Stone Weight II (/problem	Array (/tag/array)	47.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
<b>✓</b>	979	Distribute Coins in Binary Tree	Tree (/tag/tree)	70.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
<b>~</b>	63	Unique Paths II (/problems/uni	Array (/tag/array)	36.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
<b>~</b>	941	Valid Mountain Array (/proble	Array (/tag/array)	32.7%	Easy	
<b>✓</b>	179	Largest Number (/problems/la	String (/tag/string) Greedy (/tag/greedy)	31.2%	Medium	
			Sorting (/tag/sorting)			
<b>~</b>	380	Insert Delete GetRandom O(1)	Array (/tag/array) Hash Table (/tag/hash-table)	49.5%	Medium	
			Math (/tag/math) Design (/tag/design)			
			Randomized (/tag/randomized)			
<b>~</b>	114	Flatten Binary Tree to Linked Li	Linked List (/tag/linked-list) Stack (/tag/stack)	53.9%	Medium	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
<b>~</b>	20	Valid Parentheses (/problems/	String (/tag/string) Stack (/tag/stack)	40.2%	Easy	
~	647	Palindromic Substrings (/probl	String (/tag/string)	63.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
~	1209	Remove All Adjacent Duplicate	String (/tag/string) Stack (/tag/stack)	57.0%	(Medium)	
<b>~</b>	9	Palindrome Number (/proble	Math (/tag/math)	50.6%	(Easy)	
<b>~</b>	1539	Kth Missing Positive Number (	Array (/tag/array) Binary Search (/tag/binary-search)	54.7%	Easy	
<b>~</b>	242	Valid Anagram (/problems/vali	Hash Table (/tag/hash-table) String (/tag/string)	59.3%	Easy	
			Sorting (/tag/sorting)			
~	856	Score of Parentheses (/proble	String (/tag/string) Stack (/tag/stack)	65.1%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frec
~	234	Palindrome Linked List (/probl	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  Stack (/tag/stack)  Recursion (/tag/recursion)	43.0%	Easy	
	282	Expression Add Operators (/pr	Math (/tag/math) String (/tag/string)  Backtracking (/tag/backtracking)	37.2%	Hard	
	886	Possible Bipartition (/problems	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Lipion Find (/tag/union find)  Craph (/tag/graph)	45.8%	Medium	
•	973	K Closest Points to Origin (/pr ★	Union Find (/tag/union-find) Graph (/tag/graph)  Array (/tag/array) Math (/tag/math)  Divide and Conquer (/tag/divide-and-conquer)  Geometry (/tag/geometry) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	65.0%	Medium	
	1026	Maximum Difference Between	Quickselect (/tag/quickselect)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	70.2%	Medium	
~	739	Daily Temperatures (/problem	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	65.3%	Medium	
~	443	String Compression (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	45.0%	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>	70	Climbing Stairs (/problems/cli	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization)	49.0%	Easy	
•	14	Longest Common Prefix (/pro	String (/tag/string)	36.8%	Easy	
	159	Longest Substring with At Mos	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	51.1%	Medium	
•	348	Design Tic-Tac-Toe (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  Design (/tag/design) Matrix (/tag/matrix)	56.3%	Medium	
<b>~</b>	303	Range Sum Query - Immutabl	Array (/tag/array) Design (/tag/design)  Prefix Sum (/tag/prefix-sum)	49.5%	Easy	
•	392	Is Subsequence (/problems/is	Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	49.8%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frec
	37	Sudoku Solver (/problems/sud	Array (/tag/array) Backtracking (/tag/backtracking)  Matrix (/tag/matrix)	48.3%	Hard	
~	345	Reverse Vowels of a String (/pr	Two Pointers (/tag/two-pointers) String (/tag/string)	45.6%	Easy	
	518	Coin Change 2 (/problems/coi	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	53.0%	Medium	
<b>~</b>	398	Random Pick Index (/problems	Hash Table (/tag/hash-table) Math (/tag/math)  Reservoir Sampling (/tag/reservoir-sampling)	59.3%	Medium	
	1329	Sort the Matrix Diagonally (/pr	Randomized (/tag/randomized)  Array (/tag/array) Sorting (/tag/sorting)  Matrix (/tag/matrix)	81.4%	Medium	
	717	1-bit and 2-bit Characters (/pr	Array (/tag/array)	46.3%	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)	65.1%	Medium	
	1155	Number of Dice Rolls With Tar	Counting (/tag/counting)  Dynamic Programming (/tag/dynamic-programming)	47.7%	Medium	
	310	Minimum Height Trees (/probl	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Topological Sort (/tag/topological-sort)	35.2%	Medium	
	766	Toeplitz Matrix (/problems/toe	Array (/tag/array) Matrix (/tag/matrix)	65.9%	Easy	
~	328	Odd Even Linked List (/proble	Linked List (/tag/linked-list)	57.6%	Medium	
•	682	Baseball Game (/problems/bas	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	67.9%	Easy	
~	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	56.1%	Easy	
~	1603	Design Parking System (/probl	Design (/tag/design) Simulation (/tag/simulation)  Counting (/tag/counting)	86.5%	Easy	

96 Unique Binary Search Trees (/p Math (/tag/math) 55.2% Mediu Dynamic Programming (/tag/dynamic-programming) Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/tag/staring) Fish Two Pointers (/tag/tag/string) Fish Asteroid Collision (/problems/ Array (/tag/array) Two Pointers (/tag/two-pointers) Fish Shortest Unsorted Continuous Array (/tag/array) Two Pointers (/tag/two-pointers) Fish Stack (/tag/stack) Fish Pascal's Triangle (/problems/ Math (/tag/math) String (/tag/string) Fish Pascal's Triangle (/problems/p Array (/tag/array) String (/tag/string) Fish Pascal's Triangle (/problems/p Dynamic Programming (/tag/dynamic-programming)  Fish (/tag/stack) Fish Pascal's Triangle (/problems/p Biconnected Component (/tag/dynamic-programming) Fish (/tag/graph) Biconnected Component (/tag/gionnentoric-component) Fish (/tag/math) Fish Search (/tag/dynamth) Fish (/tag/math) Fish Search (/ta	y Frec
Tree (/tag/tree) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)  791 Custom Sort String (/problems Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/string)  792 283 Move Zeroes (/problems/mov Array (/tag/array) Two Pointers (/tag/two-pointers)  793 String to Integer (atoi) (/problem.  794 String to Integer (atoi) (/problem.  795 Asteroid Collision (/problems/ Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)  796 Asteroid Collision (/problems/ Array (/tag/array) Two Pointers (/tag/two-pointers) Stack (/tag/stack)  797 Asteroid Collision (/problems/ Array (/tag/array) Two Pointers (/tag/two-pointers) Stack (/tag/stack)  798 Asteroid Collision (/problems/ Array (/tag/array) Two Pointers (/tag/two-pointers) Stack (/tag/stack)  799 Basic Calculator II (/problems/ Math (/tag/math) String (/tag/string) Stack (/tag/stack)  799 Basic Calculator II (/problems/ Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)  799 Critical Connections in a Netw Depth-First Search (/tag/depth-first-search) Biconnected Component (/tag/biconnected-component)	•
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✓ 227       Basic Calculator II (/problems/       Math (/tag/math) String (/tag/string)       39.2%         ✓ 118       Pascal's Triangle (/problems/p       Array (/tag/array)       57.3%       Easy         Dynamic Programming (/tag/dynamic-programming)       51.6%       Hard         Graph (/tag/graph)       Biconnected Component (/tag/biconnected-component)       57.3%       Easy	
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Dynamic Programming (/tag/dynamic-programming)  V 1192 Critical Connections in a Netw  Depth-First Search (/tag/depth-first-search)  Graph (/tag/graph)  Biconnected Component (/tag/biconnected-component)  Fig. 67. 67.	
✓ 1192 Critical Connections in a Netw Depth-First Search (/tag/depth-first-search)  Graph (/tag/graph)  Biconnected Component (/tag/biconnected-component)	
Graph (/tag/graph)  Biconnected Component (/tag/biconnected-component)	
Biconnected Component (/tag/biconnected-component)	
✓ 509 Fibonacci Number (/problems Math (/tag/math) 67.8% Easy)	
Dynamic Programming (/tag/dynamic-programming)	
Recursion (/tag/recursion)	
Memoization (/tag/memoization)	
110 Balanced Binary Tree (/proble Tree (/tag/tree) 45.2% Easy	
Depth-First Search (/tag/depth-first-search)	
Binary Tree (/tag/binary-tree)	

	#	Title	Tags	Acceptance	Difficulty	Frec
	438	Find All Anagrams in a String (	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	45.6%	Medium	
~	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	
•	21	Merge Two Sorted Lists (/prob	Linked List (/tag/linked-list) Recursion (/tag/recursion)	57.0%	Easy	
<b>~</b>	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy)	53.1%	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	
	814	Binary Tree Pruning (/problem	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	71.6%	Medium	
	1019	Next Greater Node In Linked L	Array (/tag/array) Linked List (/tag/linked-list)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	58.4%	Medium	
~	326	Power of Three (/problems/po	Math (/tag/math) Recursion (/tag/recursion)	42.5%	Easy	
	671	Second Minimum Node In a Bi	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	42.9%	Easy	
~	228	Summary Ranges (/problems/	Array (/tag/array)	43.2%	Easy	
<b>~</b>	108	Convert Sorted Array to Binary	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	61.9%	Easy	
<b>~</b>	54	Spiral Matrix (/problems/spiral	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	37.3%	Medium	
•	103	Binary Tree Zigzag Level Order	Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	51.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty Frec
<b>~</b>	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
	95	Unique Binary Search Trees II (	Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking) Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)	43.9%	Medium
	430	Flatten a Multilevel Doubly Lin	Binary Tree (/tag/binary-tree)  Linked List (/tag/linked-list)  Depth-First Search (/tag/depth-first-search)	57.2%	Medium
<b>~</b>	126	Word Ladder II (/problems/wo	Doubly-Linked List (/tag/doubly-linked-list)  Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	24.3%	Hard
•	43	Multiply Strings (/problems/m	Breadth-First Search (/tag/breadth-first-search)  Math (/tag/math) String (/tag/string)  Simulation (/tag/simulation)	35.5%	Medium
	1041	Robot Bounded In Circle (/pro	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	54.8%	Medium
	622	Design Circular Queue (/probl	Array (/tag/array) Linked List (/tag/linked-list)  Design (/tag/design) Queue (/tag/queue)	47.8%	Medium
<b>~</b>	316	Remove Duplicate Letters (/pr	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)  Magazania Stack (/tag/greenatonia stack)	39.8%	Medium
<b>~</b>	1011	Capacity To Ship Packages Wit	Monotonic Stack (/tag/monotonic-stack)  Array (/tag/array) Binary Search (/tag/binary-search)	60.5%	Medium
<b>~</b>	543	Diameter of Binary Tree (/prob	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	50.3%	Easy
	1882	Process Tasks Using Servers (/	Array (/tag/array)  Heap (Priority Queue) (/tag/heap-priority-queue)	30.6%	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
	1650	Lowest Common Ancestor of a	Hash Table (/tag/hash-table) Tree (/tag/tree) Binary Tree (/tag/binary-tree)	76.9%	Medium

	#	Title	Tags	Acceptance	Difficulty Frec
	1021	Remove Outermost Parenthes	String (/tag/string) Stack (/tag/stack)	79.3%	Easy
<b>~</b>	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)	28.8%	Medium
			Monotonic Stack (/tag/monotonic-stack)		
	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
~	136	Single Number (/problems/sin	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	67.1%	Easy
	59	Spiral Matrix II (/problems/spir	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	58.9%	Medium
	252	Meeting Rooms (/problems/m	Array (/tag/array) Sorting (/tag/sorting)	55.8%	Easy
~	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
	718	Maximum Length of Repeated	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Sliding Window (/tag/sliding-window)  Rolling Hash (/tag/rolling-hash)  Hash Function (/tag/hash-function)	50.9%	Medium
~	7	Reverse Integer (/problems/re	Math (/tag/math)	26.1%	Easy
•	426	Convert Binary Search Tree to	Linked List (/tag/linked-list) Stack (/tag/stack)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	62.2%	Medium
			Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)  Doubly-Linked List (/tag/doubly-linked-list)		
~	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

	#	Title	Tags	Acceptance	Difficulty Frec
<b>~</b>	236	Lowest Common Ancestor of a	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	50.4%	Medium
~	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	35.7%	Easy
<b>~</b>	905	Sort Array By Parity (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	75.1%	Easy
	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)	51.3%	Easy
	743	Network Delay Time (/proble	Data Stream (/tag/data-stream)  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)	46.1%	Medium
<b>~</b>	48	Rotate Image (/problems/rotat	Array (/tag/array) Math (/tag/math)  Matrix (/tag/matrix)	62.0%	Medium
<b>~</b>	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	57.3%	Easy
	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
	929	Unique Email Addresses (/pro ★	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	67.2%	Easy
	1588	Sum of All Odd Length Subarr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	81.8%	Easy
•	12	Integer to Roman (/problems/i	Hash Table (/tag/hash-table) Math (/tag/math)  String (/tag/string)	57.6%	Medium
	701	Insert into a Binary Search Tre	Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	75.1%	Medium

	#	Title	Tags	Acceptance	Difficulty	Frec
	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	
	36	Valid Sudoku (/problems/valid	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	51.4%	Medium	
<b>~</b>	787	Cheapest Flights Within K Sto	Dynamic Programming (/tag/dynamic-programming)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Heap (Priority Queue) (/tag/heap-priority-queue)	38.6%	Medium	
•	258	Add Digits (/problems/add-di	Shortest Path (/tag/shortest-path)  Math (/tag/math) Simulation (/tag/simulation)  Number Theory (/tag/number-theory)	59.1%	Easy	
•	322	Coin Change (/problems/coin	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Proadth First Search (/tag/broadth first search)	38.2%	Medium	
~	49	Group Anagrams (/problems/	Breadth-First Search (/tag/breadth-first-search)  Hash Table (/tag/hash-table) String (/tag/string)  Sorting (/tag/sorting)	60.5%	Medium	
	204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math)  Enumeration (/tag/enumeration)  Number Theory (/tag/number-theory)	32.8%	Easy	
•	45	Jump Game II (/problems/jum	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	33.1%	Medium	
~	542	01 Matrix (/problems/01-matrix)	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Breadth-First Search (/tag/breadth-first-search)	41.5%	Medium	
•	16	3Sum Closest (/problems/3su	Matrix (/tag/matrix)  Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	46.4%	Medium	
<b>~</b>	120	Triangle (/problems/triangle)	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	47.4%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frec
~	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	
~	503	Next Greater Element II (/prob	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	59.3%	Medium	
•	374	Guess Number Higher or Low	Binary Search (/tag/binary-search)  Interactive (/tag/interactive)	45.7%	Easy	
~	203	Remove Linked List Elements (	Linked List (/tag/linked-list) Recursion (/tag/recursion)	40.0%	Easy	
	58	Length of Last Word (/proble	String (/tag/string)	33.6%	Easy	
<b>~</b>	175	Combine Two Tables (/proble	Database (/tag/database)	65.8%	Easy	
<b>~</b>	937	Reorder Data in Log Files (/pro	Array (/tag/array) String (/tag/string)  Sorting (/tag/sorting)	55.1%	Easy	
•	278	First Bad Version (/problems/fi	Binary Search (/tag/binary-search)  Interactive (/tag/interactive)	38.4%	Easy	
<b>~</b>	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	
<b>~</b>	117	Populating Next Right Pointers	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	43.1%	Medium	
	129	Sum Root to Leaf Numbers (/p	Binary Tree (/tag/binary-tree)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	52.1%	Medium	
	81	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	33.9%	Medium	
•	1313	Decompress Run-Length Enco	Array (/tag/array)	85.5%	Easy	
•	206	Reverse Linked List (/problems	Linked List (/tag/linked-list) Recursion (/tag/recursion)	66.6%	Easy	
<b>~</b>	79	Word Search (/problems/word	Array (/tag/array) Backtracking (/tag/backtracking)  Matrix (/tag/matrix)	37.8%	Medium	
	190	Reverse Bits (/problems/revers	Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	43.6%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frec
	51	N-Queens (/problems/n-quee	Array (/tag/array) Backtracking (/tag/backtracking)	52.4%	Hard	
<b>~</b>	123	Best Time to Buy and Sell Stoc	Array (/tag/array)	40.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	106	Construct Binary Tree from Ino	Array (/tag/array) Hash Table (/tag/hash-table)	51.1%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)			
~	33	Search in Rotated Sorted Array	Array (/tag/array) Binary Search (/tag/binary-search)	36.4%	Medium	
<b>~</b>	39	Combination Sum (/problems/	Array (/tag/array) Backtracking (/tag/backtracking)	60.7%	Medium	
~	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)			
	105	Construct Binary Tree from Pre	Array (/tag/array) Hash Table (/tag/hash-table)	53.9%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)			
•	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)			
~	205	Isomorphic Strings (/problems	Hash Table (/tag/hash-table) String (/tag/string)	40.9%	Easy	
	494	Target Sum (/problems/target	Array (/tag/array)	45.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
•	256	Paint House (/problems/paint	Array (/tag/array)	55.2%	Medium	
		<b>₽</b>	Dynamic Programming (/tag/dynamic-programming)			
~	485	Max Consecutive Ones (/probl	Array (/tag/array)	53.1%	Easy	
	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium	
~	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)			
~	169	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	60.7%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting) Counting (/tag/counting)			

	#	Title	Tags	Acceptance	Difficulty	Frec
	25	Reverse Nodes in k-Group (/pr	Linked List (/tag/linked-list) Recursion (/tag/recursion)	46.3%	Hard	
<b>~</b>	416	Partition Equal Subset Sum (/p	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	45.2%	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	
•	238	Product of Array Except Self (/	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	61.7%	Medium	
<b>~</b>	1089	Duplicate Zeros (/problems/d	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.5%	Easy	
<b>~</b>	1143	Longest Common Subsequenc	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	58.8%	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	
	412	Fizz Buzz (/problems/fizz-buzz)	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	64.3%	Easy	
•	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	
	680	Valid Palindrome II (/problems	Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)	37.3%	Easy	
•	26	Remove Duplicates from Sorte	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.2%	Easy	
~	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	
<b>~</b>	74	Search a 2D Matrix (/problems	Array (/tag/array) Binary Search (/tag/binary-search)  Matrix (/tag/matrix)	38.9%	Medium	
	176	Second Highest Salary (/probl	Database (/tag/database)	34.0%	<b>Easy</b>	
	1108	Defanging an IP Address (/pro	String (/tag/string)	88.5%	Easy	
<b>~</b>	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	54.3%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Fred
	318	Maximum Product of Word Le	Array (/tag/array) String (/tag/string)	55.4%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
	336	Palindrome Pairs (/problems/p	Array (/tag/array) Hash Table (/tag/hash-table)	36.0%	Hard	
			String (/tag/string) Trie (/tag/trie)			
/	155	Min Stack (/problems/min-sta	Stack (/tag/stack) Design (/tag/design)	47.4%	Easy	
	1470	Shuffle the Array (/problems/s	Array (/tag/array)	88.1%	Easy	
	144	Binary Tree Preorder Traversal	Stack (/tag/stack) Tree (/tag/tree)	58.6%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
,	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	36.9%	Medium	
			Two Pointers (/tag/two-pointers)			
	75	Sort Colors (/problems/sort-co	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.7%	Medium	
			Sorting (/tag/sorting)			
	28	Implement strStr() (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	35.6%	Easy	
			String Matching (/tag/string-matching)			
	92	Reverse Linked List II (/proble	Linked List (/tag/linked-list)	41.8%	Medium	
•	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	88.8%	Easy	
•	88	Merge Sorted Array (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)	41.2%	Easy	
			Sorting (/tag/sorting)			
	746	Min Cost Climbing Stairs (/pro	Array (/tag/array)	53.5%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
	97	Interleaving String (/problems	String (/tag/string)	33.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
•	141	Linked List Cycle (/problems/li	Hash Table (/tag/hash-table)	43.5%	(Easy)	
			Linked List (/tag/linked-list)			
			Two Pointers (/tag/two-pointers)			

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