

## ► Heap

### **Pattern 1: Top K Elements**

- Kth Largest Element in a Stream
- Top K Frequent Elements
- K Closest Points to Origin
- Last Stone Weight
- Task Scheduler

### **Pattern 2: Merge K Sorted Structures**

- Merge K Sorted Lists
- Smallest Range Covering K Lists
- Find K Pairs with Smallest Sums
- Merge K Sorted Arrays
- Merge Stones

### **Pattern 3: Two Heaps for Medians**

- Find Median from Data Stream
- Sliding Window Median
- Continuous Median
- Median of Two Sorted Arrays
- Sliding Window Median II

### **Pattern 4: Sliding Window Heaps**

- Sliding Window Maximum
- Jump Game VI
- Sliding Window Cost
- Sliding Window Median (CSES)
- Cheapest Flights Within K Stops

### **Pattern 5: Greedy Heap Applications**

- Minimum Cost to Connect Sticks
- Maximum Performance Team
- Reorganize String
- Course Schedule III
- IPO

### **Pattern 6: Heap-Based Game Theory**

- Stone Game VI
- Minimum Initial Energy to Finish Tasks
- Another Game (CSES)
- Grundy's Game
- Game of Stones