4/26/22, 4:13 PM Google - LeetCode

Interview Contest --(/) Explore(/explore/) Problems(/problemset/all/)

Discuss

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8

■ Google

Problems

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 21 / 485 problems.

| \Box | Show | nroh | lem | tans |
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Select time period:

6 months

| # | Title | Acceptance | Difficulty | Frequency (|
|------|---|------------|------------|-------------|
| 2235 | Add Two Integers (/problems/add-two-integers) | 93.2% | Easy | |
| 1920 | Build Array from Permutation (/problems/build-array-from-permutation) | 91.6% | Easy | |
| 1929 | Concatenation of Array (/problems/concatenation-of-array) | 91.6% | Easy | |
| 1108 | Defanging an IP Address (/problems/defanging-an-ip-address) | 89.0% | Easy | |
| 1528 | Shuffle String (/problems/shuffle-string) | 85.7% | Easy | |
| 1859 | Sorting the Sentence (/problems/sorting-the-sentence) | 84.5% | Easy | |
| 2103 | Rings and Rods (/problems/rings-and-rods) | 81.7% | Easy | |
| 832 | Flipping an Image (/problems/flipping-an-image) | 79.7% | Easy | |
| 2089 | Find Target Indices After Sorting Array (/problems/find-target-indices-after-sorting-array) | 78.9% | Easy | |
| 595 | Big Countries (/problems/big-countries) | 77.0% | Easy | |
| 346 | Moving Average from Data Stream (/problems/moving-average-from-data-stream) | 76.3% | Easy | |
| 589 | N-ary Tree Preorder Traversal (/problems/n-ary-tree-preorder-traversal) | 76.1% | Easy | |
| 359 | Logger Rate Limiter (/problems/logger-rate-limiter) | 74.9% | Easy | |
| 905 | Sort Array By Parity (/problems/sort-array-by-parity) | 74.8% | Easy | |
| 461 | Hamming Distance (/problems/hamming-distance) | 74.5% | Easy | |
| 338 | Counting Bits (/problems/counting-bits) | 74.3% | Easy | |
| 876 | Middle of the Linked List (/problems/middle-of-the-linked-list) | 72.6% | Easy | |
| 1207 | Unique Number of Occurrences (/problems/unique-number-of-occurrences) | 71.9% | Easy | |
| 104 | Maximum Depth of Binary Tree (/problems/maximum-depth-of-binary-tree) | 71.8% | Easy | |
| 977 | Squares of a Sorted Array (/problems/squares-of-a-sorted-array) | 71.6% | Easy | |
| 226 | Invert Binary Tree (/problems/invert-binary-tree) | 71.5% | Easy | |
| 852 | Peak Index in a Mountain Array (/problems/peak-index-in-a-mountain-array) | 70.5% | Easy | |
| 206 | Reverse Linked List (/problems/reverse-linked-list) | 70.2% | Easy | |
| 175 | Combine Two Tables (/problems/combine-two-tables) | 70.1% | Easy | |
| 1200 | Minimum Absolute Difference (/problems/minimum-absolute-difference) | 69.8% | Easy | |
| 136 | Single Number (/problems/single-number) | 69.3% | Easy | |
| 349 | Intersection of Two Arrays (/problems/intersection-of-two-arrays) | 69.0% | (Easy) | |

| | # | Title | Acceptance | Difficulty | Frequency @ |
|---|------|---|------------|------------|-------------|
| | 463 | Island Perimeter (/problems/island-perimeter) | 68.9% | Easy | |
| | 1636 | Sort Array by Increasing Frequency (/problems/sort-array-by-increasing-frequency) | 68.4% | Easy | |
| | 509 | Fibonacci Number (/problems/fibonacci-number) | 68.2% | Easy | |
| | 169 | Majority Element (/problems/majority-element) | 62.9% | Easy | |
| | 2224 | Minimum Number of Operations to Convert Time (/problems/minimum-number-of-operations-to-convert-time) | 62.2% | Easy | |
| | 1446 | Consecutive Characters (/problems/consecutive-characters) | 62.0% | Easy | |
| | 242 | Valid Anagram (/problems/valid-anagram) | 61.4% | Easy | |
| | 217 | Contains Duplicate (/problems/contains-duplicate) | 60.8% | Easy | |
| | 171 | Excel Sheet Column Number (/problems/excel-sheet-column-number) | 60.6% | Easy | |
| | 389 | Find the Difference (/problems/find-the-difference) | 60.5% | Easy | |
| | 191 | Number of 1 Bits (/problems/number-of-1-bits) | 60.4% | Easy | |
| | 21 | Merge Two Sorted Lists (/problems/merge-two-sorted-lists) | 60.3% | Easy | |
| | 1624 | Largest Substring Between Two Equal Characters (/problems/largest-substring-between-two-equal-characters) | 59.3% | Easy | |
| | 1854 | Maximum Population Year (/problems/maximum-population-year) | 58.7% | Easy | |
| | 257 | Binary Tree Paths (/problems/binary-tree-paths) | 58.6% | Easy | |
| | 1331 | Rank Transform of an Array (/problems/rank-transform-of-an-array) | 58.6% | Easy | |
| | 232 | Implement Queue using Stacks (/problems/implement-queue-using-stacks) | 58.1% | Easy | |
| | 13 | Roman to Integer (/problems/roman-to-integer) | 57.9% | Easy | |
| | 387 | First Unique Character in a String (/problems/first-unique-character-in-a-string) | 57.1% | Easy | |
| | 235 | Lowest Common Ancestor of a Binary Search Tree (/problems/lowest-common-ancestor-of-a-binary-search-tree) | 57.0% | Easy | |
| | 252 | Meeting Rooms (/problems/meeting-rooms) ■ | 56.7% | Easy | |
| | 530 | Minimum Absolute Difference in BST (/problems/minimum-absolute-difference-in-bst) | 56.2% | Easy | |
| | 383 | Ransom Note (/problems/ransom-note) | 55.8% | Easy | |
| • | 100 | Same Tree (/problems/same-tree) | 55.5% | Easy | |
| | 704 | Binary Search (/problems/binary-search) | 55.3% | Easy | |
| | 485 | Max Consecutive Ones (/problems/max-consecutive-ones) | 55.1% | Easy | |
| | 703 | Kth Largest Element in a Stream (/problems/kth-largest-element-in-a-stream) | 54.8% | Easy | |
| | 1275 | Find Winner on a Tic Tac Toe Game (/problems/find-winner-on-a-tic-tac-toe-game) | 54.8% | Easy | |
| | 543 | Diameter of Binary Tree (/problems/diameter-of-binary-tree) | 54.2% | Easy | |
| | 121 | Best Time to Buy and Sell Stock (/problems/best-time-to-buy-and-sell-stock) | 54.0% | Easy | |
| | 202 | Happy Number (/problems/happy-number) | 53.2% | Easy | |
| | 9 | Palindrome Number (/problems/palindrome-number) | 52.4% | Easy | |
| | 415 | Add Strings (/problems/add-strings) | 52.1% | Easy | |
| | 724 | Find Pivot Index (/problems/find-pivot-index) | 51.6% | Easy | |
| ~ | 101 | Symmetric Tree (/problems/symmetric-tree) | 51.5% | Easy | |
| | 27 | Remove Element (/problems/remove-element) | 51.2% | Easy | |
| | 70 | Climbing Stairs (/problems/climbing-stairs) | 51.0% | Easy | |
| | 392 | Is Subsequence (/problems/is-subsequence) | 51.0% | Easy | |

| | # | Title | Acceptance | Difficulty Frequency | 0 |
|---|------|--|------------|----------------------|---|
| | 67 | Add Binary (/problems/add-binary) | 50.4% | Easy | |
| | 1971 | Find if Path Exists in Graph (/problems/find-if-path-exists-in-graph) | 50.2% | Easy | |
| | 155 | Min Stack (/problems/min-stack) | 50.1% | Easy | |
| | 997 | Find the Town Judge (/problems/find-the-town-judge) | 49.8% | Easy | |
| | 53 | Maximum Subarray (/problems/maximum-subarray) | 49.5% | Easy | |
| | 26 | Remove Duplicates from Sorted Array (/problems/remove-duplicates-from-sorted-array) | 48.8% | Easy | |
| | 190 | Reverse Bits (/problems/reverse-bits) | 48.8% | Easy | |
| | 1 | Two Sum (/problems/two-sum) | 48.5% | Easy | |
| | 551 | Student Attendance Record I (/problems/student-attendance-record-i) | 47.6% | Easy | |
| | 844 | Backspace String Compare (/problems/backspace-string-compare) | 47.3% | Easy | |
| | 501 | Find Mode in Binary Search Tree (/problems/find-mode-in-binary-search-tree) | 47.1% | Easy | |
| ~ | 110 | Balanced Binary Tree (/problems/balanced-binary-tree) | 46.7% | Easy | |
| | 228 | Summary Ranges (/problems/summary-ranges) | 46.4% | Easy | |
| | 141 | Linked List Cycle (/problems/linked-list-cycle) | 45.8% | Easy | |
| | 572 | Subtree of Another Tree (/problems/subtree-of-another-tree) | 45.3% | Easy | |
| | 231 | Power of Two (/problems/power-of-two) | 45.0% | Easy | |
| | 1592 | Rearrange Spaces Between Words (/problems/rearrange-spaces-between-words) | 44.0% | Easy | |
| | 367 | Valid Perfect Square (/problems/valid-perfect-square) | 43.0% | Easy | |
| | 66 | Plus One (/problems/plus-one) | 42.8% | Easy | |
| | 35 | Search Insert Position (/problems/search-insert-position) | 42.3% | Easy | |
| | 205 | Isomorphic Strings (/problems/isomorphic-strings) | 42.1% | Easy | |
| | 278 | First Bad Version (/problems/first-bad-version) | 41.6% | Easy | |
| | 20 | Valid Parentheses (/problems/valid-parentheses) | 40.9% | Easy | |
| | 219 | Contains Duplicate II (/problems/contains-duplicate-ii) | 40.7% | Easy | |
| | 14 | Longest Common Prefix (/problems/longest-common-prefix) | 39.4% | Easy | |
| | 69 | Sqrt(x) (/problems/sqrtx) | 36.5% | Easy | |
| | 28 | Implement strStr() (/problems/implement-strstr) | 35.8% | Easy | |
| | 408 | Valid Word Abbreviation (/problems/valid-word-abbreviation) ■ | 34.7% | Easy | |
| | 168 | Excel Sheet Column Title (/problems/excel-sheet-column-title) | 33.9% | Easy | |
| | 914 | X of a Kind in a Deck of Cards (/problems/x-of-a-kind-in-a-deck-of-cards) | 33.0% | Easy | |
| | 1570 | Dot Product of Two Sparse Vectors (/problems/dot-product-of-two-sparse-vectors) ■ | 90.3% | Medium | |
| | 807 | Max Increase to Keep City Skyline (/problems/max-increase-to-keep-city-skyline) | 85.5% | Medium | |
| | 797 | All Paths From Source to Target (/problems/all-paths-from-source-to-target) | 80.9% | Medium | |
| | 1877 | Minimize Maximum Pair Sum in Array (/problems/minimize-maximum-pair-sum-in-array) | 80.7% | Medium | |
| | 1305 | All Elements in Two Binary Search Trees (/problems/all-elements-in-two-binary-search-trees) | 79.6% | Medium | |
| | 763 | Partition Labels (/problems/partition-labels) | 79.5% | Medium | |
| | 894 | All Possible Full Binary Trees (/problems/all-possible-full-binary-trees) | 79.5% | Medium | |
| | 366 | Find Leaves of Binary Tree (/problems/find-leaves-of-binary-tree) | 78.5% | Medium | |
| | 1650 | Lowest Common Ancestor of a Binary Tree III (/problems/lowest-common-ancestor-of-a-binary-tree-iii) \blacksquare | 77.4% | Medium | |

| 2012 Bernove All Chres With Row and Column Flips (problems/connected consessed) - 2024 Column Flips (problems/count-square-submatrices-with-al-ones) 74.216 (Inselin) | # | Title | Acceptance | Difficulty | Frequency @ |
|--|------|---|------------|------------|-------------|
| Asiliteships in a Board (problems/battleships-in-a-board) Maximum Difference Between Node and Ancestor (problems/maximum-difference-between-node-rad-and-accessor) Asilitum Difference Between Node and Ancestor (problems/search-an-array) Asilitum Difference Indiana In | 2128 | | 76.7% | Medium | |
| Maximum Difference Between Note and Ancestor (problems/maximum-difference-between-node-and-ancestor) 122 Find All Duplicates in an Array (problems/find-all-duplicates-in-an-array) 123 Modulum 124 Find All Duplicates in an Array (problems/distribute-cons-in-binary-tree) 125 Distribute Coins in Binary Tree (problems/distribute-coins-in-binary-tree) 126 Subsets (problems/subsets) 127 Search in a Sorted Array of Unknown Size (problems/search-in-a-sorted-array-of-unknown-size) 126 Queue Reconstruction by Height (problems/queue-reconstruction-by-height) 127 Generate Parentheses (problems/queue-reconstruction-by-height) 128 Generate Parentheses (problems/queue-reconstruction-by-height) 129 Generate Parentheses (problems/queue-reconstruction-by-height) 120 Delete Nodes And Cyrotherms/generate-parentheses) 120 Max Area of Island (problems/maximum-ere-of-stond) 1210 Delete Nodes And Return Forest (problems/delete-nodes-and-return-forest) 1210 Delete Nodes And Return Forest (problems/delete-nodes-and-return-forest) 1210 Substrings That Begin and End With the Same Letter (problems/dubstrings-that-begin-and-end-with the-same-lettury) 1214 Design A Leaderboard (problems/design-a-leaderboard) 122 Design Hil Counter (problems/design-a-leaderboard) 123 Binary Search Tree Iterator (problems/design-a-leaderboard) 124 Design A Leaderboard (problems/design-a-leaderboard) 125 Single Number III (problems/design-a-leaderboard) 126 Single Number III (problems/design-a-leaderboard) 127 Minimum Cost to Connect Sticks (problems/minimum-remove-to-connect-sticks) 128 Filip Equivalent Binary Trees (problems/minimum-remove-to-make-valid-parentheses) 128 Single Number III (problems/design-to-supplies) 129 Minimum Remove to Make Valid Parentheses (problems/minimum-remove-to-make-valid-parentheses) 129 Construct Quad Tree (problems/design-to-supplies) 120 Construct Quad Tree (problems/design-to-supplies) 121 The Earliest Moment When Everyone Become Friends (problems/time-arriest-moment-when-everyon-become-friends) 12 | 1277 | Count Square Submatrices with All Ones (/problems/count-square-submatrices-with-all-ones) | 74.2% | Medium | |
| and-ancestor) Find All Duplicates in an Array (problems/find-all-duplicates-in-an-array) Permutations (problems/permutations) Permutations (problems/permutations) Permutations (problems/permutations) Distribute Cours in Binary Tree (problems/distribute-coins-in-binary-tree) Subsets (problems/subsets) 71.494 (Madatum) 70.2 Search in a Sorted Array of Unknown Size (problems/search-in-a-sorted-array-ef-unknown-size) 70.994 (Medium) 400 Queue Reconstruction by Height (problems/queue-reconstruction-by-height) 70.194 (Madatum) 405 Queue Reconstruction by Height (problems/queue-reconstruction-by-height) 70.094 (Madatum) 406 Queue Reconstruction by Height (problems/queue-reconstruction-by-height) 70.094 (Madatum) 407 Queue Reconstruction by Height (problems/queue-reconstruction-by-height) 70.094 (Madatum) 408 Max Area of Island (problems/queue-reconstruction-by-height) 70.095 (Mactium) 409 Max Area of Island (problems/queue-reconstruction-by-height) 400 Queue Reconstruction by Height (problems/queue-reconstruction-by-height) 401 Delete Nodes And Return Foreat (problems/queue-reconstruction-by-height) 402 Substrings That Begin and End With the Same Letter (problems/substrings-that-begin-and-end-with-begin-and-end-w | 419 | Battleships in a Board (/problems/battleships-in-a-board) | 73.4% | Medium | |
| Permutations (problems/permutations) 72.2% (Medium) 73. Distribute Coins in Binary Tree (problems/distribute-coins-in-binary-tree) 74.6% (Medium) 75. Subsets (problems/subsets) 76.2% Subsets (problems/subsets) 77.1% (Medium) 76. Subsets (problems/subsets) 77.1% (Medium) 77.1% (Medium) 77.1% (Medium) 77.1% (Medium) 78. Subsets (problems/subsets) 79.2% (Generate Parentheses (problems/queue-reconstruction-by-height) 79.2% (Generate Parentheses (problems/queue-reconstruction-by-height) 79.2% (Generate Parentheses (problems/queue-reconstruction-by-height) 79.2% (Generate Parentheses (problems/queue-reconstruction-by-height) 79.2% (Generate Parentheses (problems/generate-parentheses) 70.0% (Medium) 79.2% (Medium) 79.2% (Medium) 79.2% (Medium) 79.2% (Medium) 79.2% (Medium) 79.3% (Me | 1026 | · · | 73.2% | Medium | |
| Distribute Cons in Binary Tree (problems/distribute-cons-in-binary-tree) 71.6% (medium) 72. Subsets (problems/subsets) 72.4% (sudium) 72. Search in a Sorted Array of Unknown Size (problems/search-in-a-sorted-array-of-unknown-size) 73.5% (wedium) 74.6% (sudium) 75. Search in a Sorted Array of Unknown Size (problems/search-in-a-sorted-array-of-unknown-size) 75. Search in a Sorted Array of Unknown Size (problems/search-in-a-sorted-array-of-unknown-size) 76. Queue Reconstruction by Height (problems/queue-reconstruction-by-height) 76. Queue Reconstruction by Height (problems/queue-reconstruction-by-height) 77. 13% (medium) 78. Macdium) 79. Mac Area of Island (problems/generate-parentheses) 70.0% (medium) 70.0% (med | 442 | Find All Duplicates in an Array (/problems/find-all-duplicates-in-an-array) | 72.4% | Medium | |
| Subsering That Begin and End With the Same Letter (problems/substrings-that-begin-and-end-ending) 10 Delete Nodes And Return Forest (problems/delete-nodes-and-eturn-forest) 110 Delete Nodes And Return Forest (problems/delete-nodes-and-eturn-forest) 1214 Begin A Leaderboard (problems/delete-nodes-and-eturn-forest) 1224 Design A Leaderboard (problems/design-a-leaderboard) 123 Substrings That Begin and End With the Same Letter (problems/substrings-that-begin-and-end-with-the-same-letter) 1244 Design A Leaderboard (problems/design-a-leaderboard) 125 Design Fit Counter (problems/design-a-leaderboard) 126 Design Fit Counter (problems/design-a-leaderboard) 127 Binary Search Tree Iterator (problems/design-a-leaderboard) 128 Single Number III (problems/design-a-leaderboard) 129 Single Number III (problems/design-a-leaderboard) 130 Minimum Falling Path Sum (problems/minimum-tailing-path-sum) 131 Minimum Cost to Connect Sticks (problems/minimum-cost-to-connect-sticks) 132 Minimum Cost to Connect Sticks (problems/minimum-cost-to-connect-sticks) 133 Minimum Cost to Connect Sticks (problems/minimum-cost-to-connect-sticks) 143 Minimum Cost to Connect Sticks (problems/minimum-cost-to-connect-sticks) 144 Minimum Remove to Make Valid Parentheses (problems/minimum-remove-to-make-valid-parentheses) 145 Meadium) 146 Minimum Remove to Make Valid Parentheses (problems/minimum-remove-to-make-valid-parentheses) 146 Search Suggestions System (problems/search-suggestions-system) 147 Construct Quad Tree (problems/search-suggestions-system) 148 Garden Life (problems/singare-of-life) 149 Group Anagrams (problems/grame-of-life) 140 Combination Sum III (problems/grame-of-life) 141 Group Anagrams (problems/grame-of-life) 142 Group Anagrams (problems/group-anagrams) 143 Group Anagrams (problems/group-anagrams) 144 Group Anagrams (problems/group-anagrams) 145 Group Anagrams (problems/group-anagrams) 146 Group Anagrams (problems/group-anagrams) 147 Group Anagrams (problems/group-anagrams) | 46 | Permutations (/problems/permutations) | 72.2% | Medium | |
| Search in a Sorted Array of Unknown Size (Iproblems/search-in-a-sorted-array-of-unknown-size) Queue Reconstruction by Height (Iproblems/queue-reconstruction-by-height) 70.1% (Medium) Queue Reconstruction by Height (Iproblems/queue-reconstruction-by-height) Recommendation of the state of Island (Iproblems/generate-parentheses) 70.0% (Medium) 89.5% (Medium) 1214 Remove All Ones With Row and Column Flips II (Iproblems/remove-all-ones-with-row-and-column-flips-ii) (Iproblems/remove-all-ones-with-row-and-column-flips-ii) (Iproblems/remove-all-ones-with-row-and-column-flips-ii) (Iproblems/remove-all-ones-with-row-and-column-flips-ii) (Iproblems/remove-all-ones-with-row-and-column-flips-ii) (Iproblems/remove-all-ones-with-row-and-column-flips-ii) (Iproblems/remove-all-ones-with-row-and-column-flips-ii) (Iproblems/remove-all-ones-with-row-and-column-flips-ii) (Iproblems/residesign-al-eaderboard) (Iproblems/residesign-al-eaderboard) (Iproblems/residesign-al-eaderboard) (Iproblems/residesign-al-eaderboard) (Iproblems/residesign-al-eaderboard) (Iproblems/residesign-al-eaderboard) (Iproblems/residesign-hit-counter) (Iproblems/residesign-al-eaderboard) (Iproblems/residesign-hit-counter) (Iprob | 979 | Distribute Coins in Binary Tree (/problems/distribute-coins-in-binary-tree) | 71.6% | Medium | |
| Queue Reconstruction by Height (/groblems/queue-reconstruction-by-height) 70.1% (Medium) 22 Generate Parentheses (/groblems/quenerate-parentheses) 70.0% (Medium) 695 Max Area of Island (/groblems/generate-parentheses) 70.0% (Medium) 2174 Remove All Ones With Row and Column Fligs II (/problems/remove-all-ones-with-row-and-column-flips-ii) (Medium) 2185 Substrings That Begin and End With the Same Letter (/problems/substrings-that-begin-and-end-with-the-same-letter) (Medium) 2083 Substrings That Begin and End With the Same Letter (/problems/substrings-that-begin-and-end-with-the-same-letter) (Medium) 2084 Design A Leaderboard (/groblems/design-a-leaderboard) (Medium) 310 Binary Search Tree Iterator (/problems/single-nhit-counter) (Minimum Falling Path Sum (/problems/single-nhite-ounter) (Medium) 311 Binary Search Tree Iterator (/problems/single-number-iii) 312 Single Number III (/problems/single-number-iii) 313 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) (Medium) 314 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) (Medium) 315 Flip Equivalent Binary Trees (/problems/k-closest-points-to-origin) 316 Where Will the Ball Fall (/problems/k-closest-points-to-origin) 3170 Where Will the Ball Fall (/problems/k-closest-points-to-origin) 318 K Closest Points to Origin (/problems/k-closest-points-to-origin) 319 Minimum Remove to Make Valld Parentheses (/problems/minimum-remove-to-make-valld-parentheses) 310 Minimum Remove to Make Valld Parentheses (/problems/minimum-remove-to-make-valld-parentheses) 311 Minimum Remove to Make Valld Parentheses (/problems/minimum-remove-to-make-valld-parentheses) 312 Minimum Remove to Make Valld Parentheses (/problems/minimum-remove-to-make-valld-parentheses) 313 Minimum Remove to Make Valld Parentheses (/problems/minimum-remove-to-make-valld-parentheses) 314 Top K Frequent Elements (/problems/top-k-frequent-elements) 315 Medium 316 Game of Life (/problems/minimum-cos-to-origin) 317 Medium 318 Minimum Remove to M | 78 | Subsets (/problems/subsets) | 71.4% | Medium | |
| Generate Parentheses (/problems/generate-parentheses) 70.0% (Medium) Max Area of Island (/problems/max-area-of-island) 2174 Remove All Ones With Row and Column Flips II (/problems/remove-all-ones-with-row-and-column-flips-ii) 110 Delete Nodes And Return Forest (/problems/delete-nodes-and-return-forest) 2083 Substrings That Begin and End With the Same Letter (/problems/substrings-that-begin-and-end-with-the-same-letter) 1244 Design A Leaderboard (/problems/design-a-leaderboard) 1254 Design Alt Ecounter (/problems/design-a-leaderboard) 1265 Design Hit Counter (/problems/design-a-leaderboard) 1275 Minimum Falling Path Sum (/problems/minimum-falling-path-sum) 1276 Single Number III (/problems/sinjen-number-iii) 1280 Single Number III (/problems/sinjen-number-iii) 1291 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) 1292 Medium 1393 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) 1394 Medium 1495 Flip Equivalent Binary Trees (/problems/filip-equivalent-binary-trees) 1496 Medium 1498 Rotate Image (/problems/rotate-image) 1499 Minimum Remove to Make Valid Parentheses (/problems/k-closest-points-to-origin) 1499 Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1490 Game of Life (/problems/search-suggestions-system) 150 K Closest Points to Origin (/problems/search-suggestions-system) 150 K Closest Points to Origin (/problems/search-suggestions-system) 150 K Closest Points (Varioblems/search-suggestions-system) 150 K Closest Points (Varioblems/search-suggestions-system) 150 Medium 151 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-when-everyone-become-friends) 151 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-when-everyone-become-friends) 151 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-when-everyone-become-friends) 152 Employee Importance (/problems/temportance) | 702 | | 70.9% | Medium | |
| Max Area of Island (/problems/max-area-of-island) 2174 Remove All Ones With Row and Column Flips II (/problems/remove-all-ones-with-row-and-column-flips-ii) 2184 Remove All Ones With Row and Column Flips II (/problems/remove-all-ones-with-row-and-column-flips-ii) 2083 Substrings That Begin and End With the Same Letter (/problems/substrings-that-begin-and-end-with-the-same-letter) 2084 Design A Leaderboard (/problems/design-a-leaderboard) 2085 Minimum Falling Path Sum (/problems/design-a-leaderboard) 368 Design Hit Counter (/problems/design-a-leaderboard) 369 Design Hit Counter (/problems/design-a-leaderboard) 360 Design Hit Counter (/problems/design-a-leaderboard) 361 Minimum Falling Path Sum (/problems/design-a-leaderboard) 362 Design Hit Counter (/problems/design-a-leaderboard) 363 Minimum Falling Path Sum (/problems/design-a-leaderboard) 364 Medium 365 Design Hit Counter (/problems/design-a-leaderboard) 365 Medium 366 Design Hit Counter (/problems/design-a-leaderboard) 366 Medium 367 Medium 367 Medium 367 Medium 368 Medium 369 Single Number III (/problems/sinjany-search-free-iterator) 369 Single Number III (/problems/sinjany-search-free-iterator) 360 Single Number III (/problems/sinjany-search-free-iterator) 361 Medium 361 Minimum Cost to Connect Sticks (/problems/flip-equivalent-binary-trees) 361 Medium 362 Medium 363 Medium 365 Medium 366 Medium 365 Medium 366 Medium 367 Medium 367 Medium 368 Medium 369 Medium 369 Medium 369 Medium 360 Medium 360 Medium 360 Medium 360 Medium 361 Medium 361 Medium 362 Medium 363 Medium 364 Medium 365 Medium 365 Medium 366 Medium 367 Medium 367 Medium 368 Medium 369 Medium 369 Medium 360 Me | 406 | Queue Reconstruction by Height (/problems/queue-reconstruction-by-height) | 70.1% | Medium | |
| 2174 Remove All Ones With Row and Column Flips II (/problems/remove-all-ones-with-row-and-column-flips-ii) | 22 | Generate Parentheses (/problems/generate-parentheses) | 70.0% | Medium | |
| flips-ii) | 695 | Max Area of Island (/problems/max-area-of-island) | 69.6% | Medium | |
| Substrings That Begin and End With the Same Letter (/problems/substrings-that-begin-and-end-with-the-same-letter) 1244 Design A Leaderboard (/problems/design-a-leaderboard) 1249 Design Hit Counter (/problems/design-hit-counter) 1240 Design Hit Counter (/problems/design-hit-counter) 1250 Design Hit Counter (/problems/sidesign-hit-counter) 1261 Minimum Falling Path Sum (/problems/minimum-falling-path-sum) 1273 Binary Search Tree Iterator (/problems/binary-search-tree-iterator) 1260 Single Number III (/problems/single-number-iii) 1260 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) 1261 Filip Equivalent Binary Trees (/problems/minimum-cost-to-connect-sticks) 1262 Mondium 1263 Minimum Remove to Crigin (/problems/k-closest-points-to-origin) 1264 Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1265 Search Suggestions System (/problems/search-suggestions-system) 1266 Search Suggestions System (/problems/search-suggestions-system) 1267 Construct Quad Tree (/problems/game-of-life) 1268 Search Suggestions System (/problems/sop-k-frequent-elements) 1269 Game of Life (/problems/game-of-life) 127 Top K Frequent Elements (/problems/top-k-frequent-elements) 1280 Game of Life (/problems/game-of-life) 129 Group Anagrams (/problems/group-anagrams) 120 Combination Sum III (/problems/combination-sum-iii) 120 Group Anagrams (/problems/group-anagrams) 121 Combination Sum III (/problems/combination-sum-iii) 122 Employee Importance (/problems/employee-importance) 123 Employee Importance (/problems/employee-importance) | 2174 | | 69.5% | Medium | |
| with-the-same-letter) 1244 Design A Leaderboard (/problems/design-a-leaderboard) 125 Design Hit Counter (/problems/design-hit-counter) 126 Design Hit Counter (/problems/design-hit-counter) 127 Minimum Falling Path Sum (/problems/minimum-falling-path-sum) 128 Binary Search Tree Iterator (/problems/binary-search-tree-iterator) 129 Single Number III (/problems/single-number-iii) 120 Single Number III (/problems/single-number-iii) 120 Single Number III (/problems/single-number-iii) 121 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) 122 Filip Equivalent Binary Trees (/problems/filip-equivalent-binary-trees) 123 Medium 124 Morer Will the Ball Fall (/problems/filip-equivalent-binary-trees) 124 Morer Will the Ball Fall (/problems/minimum-cost-to-origin) 125 Medium 126 Search Suggestions Points to Origin (/problems/k-closest-points-to-origin) 126 Search Suggestions System (/problems/search-suggestions-system) 126 Search Suggestions System (/problems/search-suggestions-system) 127 Construct Quad Tree (/problems/construct-quad-tree) 128 Game of Life (/problems/game-of-life) 129 Group Anagrams (/problems/group-anagrams) 120 Group Anagrams (/problems/group-anagrams) 121 Combination Sum III (/problems/combination-sum-iii) 122 Combination Sum III (/problems/combination-sum-iii) 123 Employee Importance (/problems/combination-sum-iii) | 1110 | Delete Nodes And Return Forest (/problems/delete-nodes-and-return-forest) | 69.3% | Medium | |
| Design Hit Counter (/problems/design-hit-counter) | 2083 | | 68.4% | Medium | |
| Minimum Falling Path Sum (/problems/minimum-falling-path-sum) 87.3% Medium 173 Binary Search Tree Iterator (/problems/binary-search-tree-iterator) 87.2% Medium 185 Single Number III (/problems/single-number-iii) 187 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) 88 Flip Equivalent Binary Trees (/problems/flip-equivalent-binary-trees) 89 66.7% Medium 1706 Where Will the Ball Fall (/problems/where-will-the-ball-fall) 89 Rotate Image (/problems/rotate-image) 80 K Closest Points to Origin (/problems/k-closest-points-to-origin) 188 Rotate Image (/problems/rotate-image) 973 K Closest Points to Origin (/problems/k-closest-points-to-origin) 189 Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 189 Search Suggestions System (/problems/search-suggestions-system) 40 Construct Quad Tree (/problems/construct-quad-tree) 41 Top K Frequent Elements (/problems/top-k-frequent-elements) 42 Top K Frequent Elements (/problems/top-k-frequent-elements) 43 Top K Frequent Elements (/problems/top-k-frequent-elements) 44 Group Anagrams (/problems/group-anagrams) 45 Group Anagrams (/problems/group-anagrams) 46 Group Anagrams (/problems/group-anagrams) 47 Combination Sum III (/problems/combination-sum-iii) 48 Group Inagrams (/problems/combination-sum-iii) 49 Employee Importance (/problems/combination-sum-iii) | 1244 | Design A Leaderboard (/problems/design-a-leaderboard) ■ | 68.1% | Medium | |
| Binary Search Tree Iterator (/problems/binary-search-tree-iterator) Single Number III (/problems/single-number-iii) 167.2% Medium Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) 67.1% (Medium) P51 Flip Equivalent Binary Trees (/problems/flip-equivalent-binary-trees) 66.7% Medium 1706 Where Will the Ball Fall (/problems/where-will-the-ball-fall) 48 Rotate Image (/problems/rotate-image) 66.5% (Medium) 973 K Closest Points to Origin (/problems/k-closest-points-to-origin) 1249 Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1268 Search Suggestions System (/problems/search-suggestions-system) 65.4% (Medium) 427 Construct Quad Tree (/problems/construct-quad-tree) 65.3% (Medium) 428 Game of Life (/problems/game-of-life) 65.2% (Medium) 47 Top K Frequent Elements (/problems/top-k-frequent-elements) 101 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-wheneveryone-become-friends) 49 Group Anagrams (/problems/group-anagrams) 64.4% (Medium) 216 Combination Sum III (/problems/combination-sum-iii) 64.0% (Medium) Employee Importance (/problems/combination-sum-iii) | 362 | Design Hit Counter (/problems/design-hit-counter) ■ | 67.4% | Medium | |
| Single Number III (/problems/single-number-iii) 1167 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) 67.1% | 931 | Minimum Falling Path Sum (/problems/minimum-falling-path-sum) | 67.3% | Medium | |
| 1167 Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) 67.1% Medium 951 Flip Equivalent Binary Trees (/problems/flip-equivalent-binary-trees) 66.7% Medium 1706 Where Will the Ball Fall (/problems/where-will-the-ball-fall) 66.6% Medium 48 Rotate Image (/problems/rotate-image) 66.5% Medium 973 K Closest Points to Origin (/problems/k-closest-points-to-origin) 66.0% Medium 1249 Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1268 Search Suggestions System (/problems/search-suggestions-system) 65.4% Medium 427 Construct Quad Tree (/problems/construct-quad-tree) 65.3% Medium 289 Game of Life (/problems/game-of-life) 65.2% Medium 101 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-wheneveryone-become-friends) 64.4% Medium 49 Group Anagrams (/problems/group-anagrams) 64.1% Medium 216 Combination Sum III (/problems/combination-sum-iii) 64.0% Medium Employee Importance (/problems/combination-sum-iii) 64.0% Medium | 173 | Binary Search Tree Iterator (/problems/binary-search-tree-iterator) | 67.2% | Medium | |
| Flip Equivalent Binary Trees (/problems/flip-equivalent-binary-trees) 66.7% Medium Where Will the Ball Fall (/problems/where-will-the-ball-fall) 66.6% Medium Rotate Image (/problems/rotate-image) 66.5% Medium 73 K Closest Points to Origin (/problems/k-closest-points-to-origin) 66.0% Medium Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1268 Search Suggestions System (/problems/search-suggestions-system) 65.4% Medium Construct Quad Tree (/problems/construct-quad-tree) 65.3% Medium 74 Top K Frequent Elements (/problems/top-k-frequent-elements) 101 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-wheneveryone-become-friends) 67 Group Anagrams (/problems/group-anagrams) 68 Employee Importance (/problems/combination-sum-iii) 69 Employee Importance (/problems/employee-importance) 60 6.7% Medium 60 6.6% Medium 60 6.6% Medium 60 6.6% Medium 60 6.0% Medium | 260 | Single Number III (/problems/single-number-iii) | 67.1% | Medium | |
| Where Will the Ball Fall (/problems/where-will-the-ball-fall) Rotate Image (/problems/rotate-image) 66.6% Medium 73 K Closest Points to Origin (/problems/k-closest-points-to-origin) 1249 Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1268 Search Suggestions System (/problems/search-suggestions-system) 65.4% Medium 427 Construct Quad Tree (/problems/construct-quad-tree) 65.3% Medium 428 Game of Life (/problems/game-of-life) 7 Top K Frequent Elements (/problems/top-k-frequent-elements) 7 Top K Frequent Elements (/problems/top-k-frequent-elements) 7 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-wheneveryone-become-friends) 8 Group Anagrams (/problems/group-anagrams) 6 Group Anagrams (/problems/group-anagrams) 6 Group Employee Importance (/problems/combination-sum-iii) 6 Employee Importance (/problems/employee-importance) | 1167 | Minimum Cost to Connect Sticks (/problems/minimum-cost-to-connect-sticks) ■ | 67.1% | Medium | |
| A8 Rotate Image (/problems/rotate-image) 973 K Closest Points to Origin (/problems/k-closest-points-to-origin) 1249 Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1268 Search Suggestions System (/problems/search-suggestions-system) 427 Construct Quad Tree (/problems/construct-quad-tree) 428 Game of Life (/problems/game-of-life) 437 Top K Frequent Elements (/problems/top-k-frequent-elements) 101 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-when-everyone-become-friends) 49 Group Anagrams (/problems/group-anagrams) 64.4% Medium 49 Group Anagrams (/problems/group-anagrams) 64.0% Medium 65.5% Medium 66.0% Medium 66.0% Medium 66.0% Medium 66.0% Medium | 951 | Flip Equivalent Binary Trees (/problems/flip-equivalent-binary-trees) | 66.7% | Medium | |
| 973 K Closest Points to Origin (/problems/k-closest-points-to-origin) 1249 Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1268 Search Suggestions System (/problems/search-suggestions-system) 427 Construct Quad Tree (/problems/construct-quad-tree) 428 Game of Life (/problems/game-of-life) 437 Top K Frequent Elements (/problems/top-k-frequent-elements) 437 Top K Frequent When Everyone Become Friends (/problems/the-earliest-moment-when-everyone-become-friends) 49 Group Anagrams (/problems/group-anagrams) 40 Group Anagrams (/problems/group-anagrams) 610 Employee Importance (/problems/employee-importance) 611 Medium | 1706 | Where Will the Ball Fall (/problems/where-will-the-ball-fall) | 66.6% | Medium | |
| Minimum Remove to Make Valid Parentheses (/problems/minimum-remove-to-make-valid-parentheses) 1268 Search Suggestions System (/problems/search-suggestions-system) 427 Construct Quad Tree (/problems/construct-quad-tree) 4289 Game of Life (/problems/game-of-life) 437 Top K Frequent Elements (/problems/top-k-frequent-elements) 437 Top K Frequent Elements (/problems/top-k-frequent-elements) 438 Group Anagrams (/problems/game-of-life) 49 Group Anagrams (/problems/group-anagrams) 40 Group Anagrams (/problems/group-anagrams) 410 Combination Sum III (/problems/combination-sum-iii) 421 Combination Sum III (/problems/employee-importance) 43 Employee Importance (/problems/employee-importance) | 48 | Rotate Image (/problems/rotate-image) | 66.5% | Medium | |
| parentheses) 1268 Search Suggestions System (/problems/search-suggestions-system) 427 Construct Quad Tree (/problems/construct-quad-tree) 428 Game of Life (/problems/game-of-life) 437 Top K Frequent Elements (/problems/top-k-frequent-elements) 437 Top K Frequent Elements (/problems/top-k-frequent-elements) 438 Group Anagrams (/problems/group-anagrams) 439 Group Anagrams (/problems/group-anagrams) 430 Combination Sum III (/problems/combination-sum-iii) 430 Employee Importance (/problems/employee-importance) 440 Medium 450 Medium 650 Medium 660 Employee Importance (/problems/employee-importance) | 973 | K Closest Points to Origin (/problems/k-closest-points-to-origin) | 66.0% | Medium | |
| 427 Construct Quad Tree (/problems/construct-quad-tree) 65.3% Medium 289 Game of Life (/problems/game-of-life) 7 Top K Frequent Elements (/problems/top-k-frequent-elements) 101 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-when-everyone-become-friends) 49 Group Anagrams (/problems/group-anagrams) 64.1% Medium 216 Combination Sum III (/problems/combination-sum-iii) 690 Employee Importance (/problems/employee-importance) 65.3% Medium 65.2% Medium 64.4% Medium 64.4% Medium | 1249 | • | 65.7% | Medium | |
| Game of Life (/problems/game-of-life) 347 Top K Frequent Elements (/problems/top-k-frequent-elements) 55.1% Medium 1101 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-wheneveryone-become-friends) Group Anagrams (/problems/group-anagrams) 49 Group Anagrams (/problems/group-anagrams) 64.1% Medium 65.2% Medium 64.4% Medium 65.2% Medium 64.4% Medium 64.4% Medium 64.0% Medium 690 Employee Importance (/problems/employee-importance) 64.0% Medium | 1268 | Search Suggestions System (/problems/search-suggestions-system) | 65.4% | Medium | |
| ✓ 347 Top K Frequent Elements (/problems/top-k-frequent-elements) 65.1% Medium 1101 The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-wheneveryone-become-friends) 64.4% Medium 49 Group Anagrams (/problems/group-anagrams) 64.1% Medium 216 Combination Sum III (/problems/combination-sum-iii) 64.0% Medium 690 Employee Importance (/problems/employee-importance) 64.0% Medium | 427 | Construct Quad Tree (/problems/construct-quad-tree) | 65.3% | Medium | |
| The Earliest Moment When Everyone Become Friends (/problems/the-earliest-moment-wheneveryone-become-friends) Group Anagrams (/problems/group-anagrams) Combination Sum III (/problems/combination-sum-iii) Employee Importance (/problems/employee-importance) 64.4% Medium 64.0% Medium | 289 | Game of Life (/problems/game-of-life) | 65.2% | Medium | |
| everyone-become-friends) Group Anagrams (/problems/group-anagrams) Combination Sum III (/problems/combination-sum-iii) Employee Importance (/problems/employee-importance) 64.0% Medium Medium | 347 | Top K Frequent Elements (/problems/top-k-frequent-elements) | 65.1% | Medium | |
| 216 Combination Sum III (/problems/combination-sum-iii) 690 Employee Importance (/problems/employee-importance) 64.0% Medium 64.0% Medium | 1101 | · · · · · · · · · · · · · · · · · · · | 64.4% | Medium | |
| 690 Employee Importance (/problems/employee-importance) 64.0% Medium | 49 | Group Anagrams (/problems/group-anagrams) | 64.1% | Medium | |
| | 216 | Combination Sum III (/problems/combination-sum-iii) | 64.0% | Medium | |
| 77 Combinations (/problems/combinations) 63.9% Medium | 690 | Employee Importance (/problems/employee-importance) | 64.0% | Medium | |
| | 77 | Combinations (/problems/combinations) | 63.9% | Medium | |

| | # | Title | Acceptance | Difficulty | Frequency ② |
|---|------|--|------------|------------|--------------------|
| | 238 | Product of Array Except Self (/problems/product-of-array-except-self) | 63.9% | Medium | |
| | 398 | Random Pick Index (/problems/random-pick-index) | 63.8% | Medium | |
| | 249 | Group Shifted Strings (/problems/group-shifted-strings) | 63.5% | Medium | |
| ~ | 215 | Kth Largest Element in an Array (/problems/kth-largest-element-in-an-array) | 63.4% | Medium | |
| | 1254 | Number of Closed Islands (/problems/number-of-closed-islands) | 63.4% | Medium | |
| | 1004 | Max Consecutive Ones III (/problems/max-consecutive-ones-iii) | 62.9% | Medium | |
| ~ | 122 | Best Time to Buy and Sell Stock II (/problems/best-time-to-buy-and-sell-stock-ii) | 62.0% | Medium | |
| | 241 | Different Ways to Add Parentheses (/problems/different-ways-to-add-parentheses) | 61.6% | Medium | |
| | 1272 | Remove Interval (/problems/remove-interval) | 61.2% | Medium | |
| | 323 | Number of Connected Components in an Undirected Graph (/problems/number-of-connected-components-in-an-undirected-graph) \blacksquare | 61.1% | Medium | |
| ~ | 102 | Binary Tree Level Order Traversal (/problems/binary-tree-level-order-traversal) | 60.9% | Medium | |
| | 636 | Exclusive Time of Functions (/problems/exclusive-time-of-functions) | 60.2% | Medium | |
| | 62 | Unique Paths (/problems/unique-paths) | 60.0% | Medium | |
| | 378 | Kth Smallest Element in a Sorted Matrix (/problems/kth-smallest-element-in-a-sorted-matrix) | 59.6% | Medium | |
| | 12 | Integer to Roman (/problems/integer-to-roman) | 59.4% | Medium | |
| | 131 | Palindrome Partitioning (/problems/palindrome-partitioning) | 59.4% | Medium | |
| | 64 | Minimum Path Sum (/problems/minimum-path-sum) | 59.3% | Medium | |
| | 286 | Walls and Gates (/problems/walls-and-gates) ■ | 59.3% | Medium | |
| | 430 | Flatten a Multilevel Doubly Linked List (/problems/flatten-a-multilevel-doubly-linked-list) | 58.9% | Medium | |
| | 287 | Find the Duplicate Number (/problems/find-the-duplicate-number) | 58.8% | Medium | |
| | 167 | Two Sum II - Input Array Is Sorted (/problems/two-sum-ii-input-array-is-sorted) | 58.7% | Medium | |
| | 540 | Single Element in a Sorted Array (/problems/single-element-in-a-sorted-array) | 58.7% | Medium | |
| | 900 | RLE Iterator (/problems/rle-iterator) | 58.7% | Medium | |
| | 1366 | Rank Teams by Votes (/problems/rank-teams-by-votes) | 58.6% | Medium | |
| | 1504 | Count Submatrices With All Ones (/problems/count-submatrices-with-all-ones) | 58.6% | Medium | |
| | 1055 | Shortest Way to Form String (/problems/shortest-way-to-form-string) | 58.3% | Medium | |
| | 1094 | Car Pooling (/problems/car-pooling) | 58.2% | Medium | |
| | 208 | Implement Trie (Prefix Tree) (/problems/implement-trie-prefix-tree) | 58.1% | Medium | |
| | 1376 | Time Needed to Inform All Employees (/problems/time-needed-to-inform-all-employees) | 58.0% | Medium | |
| | 1048 | Longest String Chain (/problems/longest-string-chain) | 57.8% | Medium | |
| ~ | 105 | Construct Binary Tree from Preorder and Inorder Traversal (/problems/construct-binary-tree-from-preorder-and-inorder-traversal) | 57.6% | Medium | |
| | 284 | Peeking Iterator (/problems/peeking-iterator) | 57.4% | Medium | |
| | 518 | Coin Change 2 (/problems/coin-change-2) | 57.4% | Medium | |
| | 740 | Delete and Earn (/problems/delete-and-earn) | 57.3% | Medium | |
| | 348 | Design Tic-Tac-Toe (/problems/design-tic-tac-toe) ■ | 57.2% | Medium | |
| | 788 | Rotated Digits (/problems/rotated-digits) | 57.2% | Medium | |
| | 399 | Evaluate Division (/problems/evaluate-division) | 57.1% | Medium | |
| | 384 | Shuffle an Array (/problems/shuffle-an-array) | 57.0% | Medium | |

| | # | Title | Acceptance | Difficulty | Frequency 2 |
|---|------|--|------------|------------|-------------|
| | 2184 | Number of Ways to Build Sturdy Brick Wall (/problems/number-of-ways-to-build-sturdy-brick-wall) | 57.0% | Medium | |
| | 498 | Diagonal Traverse (/problems/diagonal-traverse) | 56.7% | Medium | |
| | 1554 | Strings Differ by One Character (/problems/strings-differ-by-one-character) | 56.7% | Medium | |
| | 676 | Implement Magic Dictionary (/problems/implement-magic-dictionary) | 56.6% | Medium | |
| | 1296 | Divide Array in Sets of K Consecutive Numbers (/problems/divide-array-in-sets-of-k-consecutive-numbers) | 56.5% | Medium | |
| ? | 394 | Decode String (/problems/decode-string) | 56.3% | Medium | |
| | 947 | $\label{thm:most-stones-removed-with-same-row-or-column} \begin{tabular}{ll} Most Stones Removed with Same Row or Column (/problems/most-stones-removed-with-same-row-or-column) \\ \end{tabular}$ | 56.3% | Medium | |
| | 846 | Hand of Straights (/problems/hand-of-straights) | 56.2% | Medium | |
| | 652 | Find Duplicate Subtrees (/problems/find-duplicate-subtrees) | 55.8% | Medium | |
| | 721 | Accounts Merge (/problems/accounts-merge) | 55.8% | Medium | |
| | 109 | Convert Sorted List to Binary Search Tree (/problems/convert-sorted-list-to-binary-search-tree) | 55.5% | Medium | |
| | 1509 | Minimum Difference Between Largest and Smallest Value in Three Moves (/problems/minimum-difference-between-largest-and-smallest-value-in-three-moves) | 55.5% | Medium | |
| | 2178 | Maximum Split of Positive Even Integers (/problems/maximum-split-of-positive-even-integers) | 55.5% | Medium | |
| ~ | 106 | Construct Binary Tree from Inorder and Postorder Traversal (/problems/construct-binary-tree-from-inorder-and-postorder-traversal) | 55.3% | Medium | |
| | 236 | Lowest Common Ancestor of a Binary Tree (/problems/lowest-common-ancestor-of-a-binary-tree) | 55.3% | Medium | |
| | 752 | Open the Lock (/problems/open-the-lock) | 55.3% | Medium | |
| | 222 | Count Complete Tree Nodes (/problems/count-complete-tree-nodes) | 55.2% | Medium | |
| | 729 | My Calendar I (/problems/my-calendar-i) | 55.1% | Medium | |
| | 36 | Valid Sudoku (/problems/valid-sudoku) | 55.0% | Medium | |
| | 250 | Count Univalue Subtrees (/problems/count-univalue-subtrees) | 54.8% | Medium | |
| | 539 | Minimum Time Difference (/problems/minimum-time-difference) | 54.8% | Medium | |
| | 490 | The Maze (/problems/the-maze) ■ | 54.7% | Medium | |
| | 1229 | Meeting Scheduler (/problems/meeting-scheduler) ■ | 54.7% | Medium | |
| | 621 | Task Scheduler (/problems/task-scheduler) | 54.5% | Medium | |
| | 1730 | Shortest Path to Get Food (/problems/shortest-path-to-get-food) | 54.4% | Medium | |
| | 692 | Top K Frequent Words (/problems/top-k-frequent-words) | 54.3% | Medium | |
| | 833 | Find And Replace in String (/problems/find-and-replace-in-string) | 54.3% | Medium | |
| | 447 | Number of Boomerangs (/problems/number-of-boomerangs) | 54.2% | Medium | |
| ~ | 113 | Path Sum II (/problems/path-sum-ii) | 54.0% | Medium | |
| ~ | 11 | Container With Most Water (/problems/container-with-most-water) | 53.9% | Medium | |
| | 200 | Number of Islands (/problems/number-of-islands) | 53.9% | Medium | |
| | 17 | Letter Combinations of a Phone Number (/problems/letter-combinations-of-a-phone-number) | 53.6% | Medium | |
| ~ | 103 | Binary Tree Zigzag Level Order Traversal (/problems/binary-tree-zigzag-level-order-traversal) | 53.6% | Medium | |
| | 337 | House Robber III (/problems/house-robber-iii) | 53.5% | Medium | |
| | 360 | Sort Transformed Array (/problems/sort-transformed-array) | 53.5% | Medium | |
| | 939 | Minimum Area Rectangle (/problems/minimum-area-rectangle) | 53.5% | Medium | |
| | 731 | My Calendar II (/problems/my-calendar-ii) | 53.4% | Medium | |

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|---|------|--|------------|------------|-----------|
| | # | Title | Acceptance | Difficulty | Frequency |
| | 1102 | Path With Maximum Minimum Value (/problems/path-with-maximum-minimum-value) | 53.0% | Medium | |
| | 452 | Minimum Number of Arrows to Burst Balloons (/problems/minimum-number-of-arrows-to-burst-balloons) | 52.9% | Medium | |
| | 934 | Shortest Bridge (/problems/shortest-bridge) | 52.7% | Medium | |
| | 981 | Time Based Key-Value Store (/problems/time-based-key-value-store) | 52.7% | Medium | |
| | 1202 | Smallest String With Swaps (/problems/smallest-string-with-swaps) | 52.7% | Medium | |
| | 1007 | Minimum Domino Rotations For Equal Row (/problems/minimum-domino-rotations-for-equal-row) | 52.6% | Medium | |
| | 1428 | Leftmost Column with at Least a One (/problems/leftmost-column-with-at-least-a-one) | 52.5% | Medium | |
| | 767 | Reorganize String (/problems/reorganize-string) | 52.0% | Medium | |
| | 1631 | Path With Minimum Effort (/problems/path-with-minimum-effort) | 52.0% | Medium | |
| | 279 | Perfect Squares (/problems/perfect-squares) | 51.8% | Medium | |
| | 1218 | Longest Arithmetic Subsequence of Given Difference (/problems/longest-arithmetic-subsequence-of-given-difference) | 51.4% | Medium | |
| | 380 | Insert Delete GetRandom O(1) (/problems/insert-delete-getrandom-o1) | 51.3% | Medium | |
| | 505 | The Maze II (/problems/the-maze-ii) | 51.3% | Medium | |
| | 298 | Binary Tree Longest Consecutive Sequence (/problems/binary-tree-longest-consecutive-sequence) | 51.2% | Medium | |
| | 247 | Strobogrammatic Number II (/problems/strobogrammatic-number-ii) | 51.0% | Medium | |
| | 720 | Longest Word in Dictionary (/problems/longest-word-in-dictionary) | 51.0% | Medium | |
| | 524 | Longest Word in Dictionary through Deleting (/problems/longest-word-in-dictionary-through-deleting) | 50.9% | Medium | |
| • | 424 | Longest Repeating Character Replacement (/problems/longest-repeating-character-replacement) | 50.8% | Medium | |
| | 792 | Number of Matching Subsequences (/problems/number-of-matching-subsequences) | 50.5% | Medium | |
| | 785 | Is Graph Bipartite? (/problems/is-graph-bipartite) | 50.4% | Medium | |
| | 1855 | Maximum Distance Between a Pair of Values (/problems/maximum-distance-between-a-pair-of-values) | 50.3% | Medium | |
| | 486 | Predict the Winner (/problems/predict-the-winner) | 50.2% | Medium | |
| | 437 | Path Sum III (/problems/path-sum-iii) | 50.1% | Medium | |
| | 1423 | Maximum Points You Can Obtain from Cards (/problems/maximum-points-you-can-obtain-from-cards) | 50.1% | Medium | |
| | 990 | Satisfiability of Equality Equations (/problems/satisfiability-of-equality-equations) | 50.0% | Medium | |
| | 1042 | Flower Planting With No Adjacent (/problems/flower-planting-with-no-adjacent) | 49.9% | Medium | |
| | 253 | Meeting Rooms II (/problems/meeting-rooms-ii) ■ | 49.7% | Medium | |
| | 377 | Combination Sum IV (/problems/combination-sum-iv) | 49.4% | Medium | |
| | 300 | Longest Increasing Subsequence (/problems/longest-increasing-subsequence) | 49.2% | Medium | |
| | 417 | Pacific Atlantic Water Flow (/problems/pacific-atlantic-water-flow) | 49.1% | Medium | |
| | 562 | $\textbf{Longest Line of Consecutive One in Matrix (/problems/longest-line-of-consecutive-one-in-matrix)} \blacksquare \\$ | 49.1% | Medium | |
| | 450 | Delete Node in a BST (/problems/delete-node-in-a-bst) | 49.0% | Medium | |
| | 147 | Insertion Sort List (/problems/insertion-sort-list) | 48.8% | Medium | |
| | 930 | Binary Subarrays With Sum (/problems/binary-subarrays-with-sum) | 48.8% | Medium | |
| | 128 | Longest Consecutive Sequence (/problems/longest-consecutive-sequence) | 48.7% | Medium | |
| | 38 | Count and Say (/problems/count-and-say) | 48.6% | Medium | |
| | 99 | Recover Binary Search Tree (/problems/recover-binary-search-tree) | 48.6% | Medium | |

| # | Title | Acceptance | Difficulty | Frequency |
|------|---|------------|------------|-----------|
| 549 | Binary Tree Longest Consecutive Sequence II (/problems/binary-tree-longest-consecutive-sequence-ii) | 48.6% | Medium | |
| 743 | Network Delay Time (/problems/network-delay-time) | 48.5% | Medium | |
| 1673 | Find the Most Competitive Subsequence (/problems/find-the-most-competitive-subsequence) | 48.4% | Medium | |
| 2096 | Step-By-Step Directions From a Binary Tree Node to Another (/problems/step-by-step-directions-from-a-binary-tree-node-to-another) | 48.4% | Medium | |
| 438 | Find All Anagrams in a String (/problems/find-all-anagrams-in-a-string) | 48.2% | Medium | |
| 2018 | Check if Word Can Be Placed In Crossword (/problems/check-if-word-can-be-placed-in-crossword) | 48.2% | Medium | |
| 138 | Copy List with Random Pointer (/problems/copy-list-with-random-pointer) | 48.1% | Medium | |
| 853 | Car Fleet (/problems/car-fleet) | 48.1% | Medium | |
| 1352 | Product of the Last K Numbers (/problems/product-of-the-last-k-numbers) | 47.8% | Medium | |
| 304 | Range Sum Query 2D - Immutable (/problems/range-sum-query-2d-immutable) | 47.7% | Medium | |
| 1155 | Number of Dice Rolls With Target Sum (/problems/number-of-dice-rolls-with-target-sum) | 47.7% | Medium | |
| 2034 | Stock Price Fluctuation (/problems/stock-price-fluctuation) | 47.7% | Medium | |
| 133 | Clone Graph (/problems/clone-graph) | 47.6% | Medium | |
| 849 | Maximize Distance to Closest Person (/problems/maximize-distance-to-closest-person) | 47.4% | Medium | |
| 340 | Longest Substring with At Most K Distinct Characters (/problems/longest-substring-with-at-most-k-distinct-characters) | 47.3% | Medium | |
| 886 | Possible Bipartition (/problems/possible-bipartition) | 47.3% | Medium | |
| 299 | Bulls and Cows (/problems/bulls-and-cows) | 47.2% | Medium | |
| 1820 | | 47.2% | Medium | |
| 16 | 3Sum Closest (/problems/3sum-closest) | 47.1% | Medium | |
| 198 | House Robber (/problems/house-robber) | 47.1% | Medium | |
| 285 | Inorder Successor in BST (/problems/inorder-successor-in-bst) | 47.1% | Medium | |
| 210 | Course Schedule II (/problems/course-schedule-ii) | 46.5% | Medium | |
| 1514 | Path with Maximum Probability (/problems/path-with-maximum-probability) | 46.5% | Medium | |
| 2013 | Detect Squares (/problems/detect-squares) | 46.5% | Medium | |
| 416 | Partition Equal Subset Sum (/problems/partition-equal-subset-sum) | 46.4% | Medium | |
| 809 | Expressive Words (/problems/expressive-words) | 46.4% | Medium | |
| 525 | Contiguous Array (/problems/contiguous-array) | 46.3% | Medium | |
| 1438 | Longest Continuous Subarray With Absolute Diff Less Than or Equal to Limit (/problems/longest-continuous-subarray-with-absolute-diff-less-than-or-equal-to-limit) | 46.3% | Medium | |
| 528 | Random Pick with Weight (/problems/random-pick-with-weight) | 46.1% | Medium | |
| 162 | Find Peak Element (/problems/find-peak-element) | 45.9% | Medium | |
| 388 | Longest Absolute File Path (/problems/longest-absolute-file-path) | 45.9% | Medium | |
| 261 | Graph Valid Tree (/problems/graph-valid-tree) ■ | 45.8% | Medium | |
| 313 | Super Ugly Number (/problems/super-ugly-number) | 45.7% | Medium | |
| 659 | Split Array into Consecutive Subsequences (/problems/split-array-into-consecutive-subsequences) | 45.7% | Medium | |
| 375 | Guess Number Higher or Lower II (/problems/guess-number-higher-or-lower-ii) | 45.4% | Medium | |
| 207 | Course Schedule (/problems/course-schedule) | 45.1% | Medium | |
| 1642 | Furthest Building You Can Reach (/problems/furthest-building-you-can-reach) | 45.1% | Medium | |

| | # | Title | Acceptance | Difficulty | Frequency (|
|---|------|---|------------|------------|-------------|
| ~ | 56 | Merge Intervals (/problems/merge-intervals) | 44.9% | Medium | |
| | 567 | Permutation in String (/problems/permutation-in-string) | 44.8% | Medium | |
| ~ | 139 | Word Break (/problems/word-break) | 44.5% | Medium | |
| | 658 | Find K Closest Elements (/problems/find-k-closest-elements) | 44.5% | Medium | |
| | 74 | Search a 2D Matrix (/problems/search-a-2d-matrix) | 44.3% | Medium | |
| | 560 | Subarray Sum Equals K (/problems/subarray-sum-equals-k) | 44.2% | Medium | |
| | 211 | Design Add and Search Words Data Structure (/problems/design-add-and-search-words-data-structure) | 44.0% | Medium | |
| | 698 | Partition to K Equal Sum Subsets (/problems/partition-to-k-equal-sum-subsets) | 44.0% | Medium | |
| | 542 | 01 Matrix (/problems/01-matrix) | 43.8% | Medium | |
| | 593 | Valid Square (/problems/valid-square) | 43.8% | Medium | |
| | 92 | Reverse Linked List II (/problems/reverse-linked-list-ii) | 43.4% | Medium | |
| | 221 | Maximal Square (/problems/maximal-square) | 43.4% | Medium | |
| | 2115 | Find All Possible Recipes from Given Supplies (/problems/find-all-possible-recipes-from-given-supplies) | 43.4% | Medium | |
| | 209 | Minimum Size Subarray Sum (/problems/minimum-size-subarray-sum) | 43.3% | Medium | |
| | 1091 | Shortest Path in Binary Matrix (/problems/shortest-path-in-binary-matrix) | 42.7% | Medium | |
| | 150 | Evaluate Reverse Polish Notation (/problems/evaluate-reverse-polish-notation) | 42.5% | Medium | |
| | 334 | Increasing Triplet Subsequence (/problems/increasing-triplet-subsequence) | 41.5% | Medium | |
| ~ | 54 | Spiral Matrix (/problems/spiral-matrix) | 41.3% | Medium | |
| | 1834 | Single-Threaded CPU (/problems/single-threaded-cpu) | 41.0% | Medium | |
| | 673 | Number of Longest Increasing Subsequence (/problems/number-of-longest-increasing-subsequence) | 40.8% | Medium | |
| | 368 | Largest Divisible Subset (/problems/largest-divisible-subset) | 40.5% | Medium | |
| | 662 | Maximum Width of Binary Tree (/problems/maximum-width-of-binary-tree) | 40.2% | Medium | |
| | 322 | Coin Change (/problems/coin-change) | 40.1% | Medium | |
| ? | 34 | Find First and Last Position of Element in Sorted Array (/problems/find-first-and-last-position-of-element-in-sorted-array) | 40.0% | Medium | |
| | 146 | LRU Cache (/problems/lru-cache) | 39.8% | Medium | |
| | 213 | House Robber II (/problems/house-robber-ii) | 39.8% | Medium | |
| | 845 | Longest Mountain in Array (/problems/longest-mountain-in-array) | 39.8% | Medium | |
| | 79 | Word Search (/problems/word-search) | 39.6% | Medium | |
| | 267 | Palindrome Permutation II (/problems/palindrome-permutation-ii) | 39.6% | Medium | |
| | 1197 | Minimum Knight Moves (/problems/minimum-knight-moves) | 39.6% | Medium | |
| | 1864 | Minimum Number of Swaps to Make the Binary String Alternating (/problems/minimum-number-of-swaps-to-make-the-binary-string-alternating) | 38.9% | Medium | |
| | 71 | Simplify Path (/problems/simplify-path) | 38.8% | Medium | |
| | 373 | Find K Pairs with Smallest Sums (/problems/find-k-pairs-with-smallest-sums) | 38.8% | Medium | |
| | 307 | Range Sum Query - Mutable (/problems/range-sum-query-mutable) | 38.7% | Medium | |
| | 954 | Array of Doubled Pairs (/problems/array-of-doubled-pairs) | 38.7% | Medium | |
| | 2 | Add Two Numbers (/problems/add-two-numbers) | 38.6% | Medium | |
| | 189 | Rotate Array (/problems/rotate-array) | 38.6% | (Medium) | |

| | # | Title | Acceptance | Difficulty | Frequency 9 |
|---|------|---|------------|------------|--------------------|
| | 2135 | Count Words Obtained After Adding a Letter (/problems/count-words-obtained-after-adding-a-letter) | 38.6% | Medium | |
| | 2131 | Longest Palindrome by Concatenating Two Letter Words (/problems/longest-palindrome-by-concatenating-two-letter-words) | 38.4% | Medium | |
| | 19 | Remove Nth Node From End of List (/problems/remove-nth-node-from-end-of-list) | 38.3% | Medium | |
| | 353 | Design Snake Game (/problems/design-snake-game) ■ | 38.1% | Medium | |
| | 2007 | Find Original Array From Doubled Array (/problems/find-original-array-from-doubled-array) | 38.0% | Medium | |
| | 33 | Search in Rotated Sorted Array (/problems/search-in-rotated-sorted-array) | 37.8% | Medium | |
| | 55 | Jump Game (/problems/jump-game) | 37.8% | Medium | |
| | 43 | Multiply Strings (/problems/multiply-strings) | 37.7% | Medium | |
| | 274 | H-Index (/problems/h-index) | 37.6% | Medium | |
| | 63 | Unique Paths II (/problems/unique-paths-ii) | 37.5% | Medium | |
| | 57 | Insert Interval (/problems/insert-interval) | 37.4% | Medium | |
| | 722 | Remove Comments (/problems/remove-comments) | 37.4% | Medium | |
| | 1882 | Process Tasks Using Servers (/problems/process-tasks-using-servers) | 37.4% | Medium | |
| | 18 | 4Sum (/problems/4sum) | 37.3% | Medium | |
| | 45 | Jump Game II (/problems/jump-game-ii) | 37.1% | Medium | |
| | 918 | Maximum Sum Circular Subarray (/problems/maximum-sum-circular-subarray) | 37.1% | Medium | |
| | 1888 | Minimum Number of Flips to Make the Binary String Alternating (/problems/minimum-number-of-flips-to-make-the-binary-string-alternating) | 37.1% | Medium | |
| | 1146 | Snapshot Array (/problems/snapshot-array) | 36.9% | Medium | |
| | 1477 | Find Two Non-overlapping Sub-arrays Each With Target Sum (/problems/find-two-non-overlapping-sub-arrays-each-with-target-sum) | 36.7% | Medium | |
| ? | 31 | Next Permutation (/problems/next-permutation) | 36.4% | Medium | |
| | 777 | Swap Adjacent in LR String (/problems/swap-adjacent-in-lr-string) | 36.4% | Medium | |
| | 787 | Cheapest Flights Within K Stops (/problems/cheapest-flights-within-k-stops) | 36.0% | Medium | |
| | 837 | New 21 Game (/problems/new-21-game) | 36.0% | Medium | |
| | 1770 | Maximum Score from Performing Multiplication Operations (/problems/maximum-score-from-performing-multiplication-operations) | 35.6% | Medium | |
| | 418 | Sentence Screen Fitting (/problems/sentence-screen-fitting) | 35.4% | Medium | |
| | 1937 | Maximum Number of Points with Cost (/problems/maximum-number-of-points-with-cost) | 35.4% | Medium | |
| | 176 | Second Highest Salary (/problems/second-highest-salary) | 35.3% | Medium | |
| | 794 | Valid Tic-Tac-Toe State (/problems/valid-tic-tac-toe-state) | 35.2% | Medium | |
| | 97 | Interleaving String (/problems/interleaving-string) | 34.7% | Medium | |
| | 152 | Maximum Product Subarray (/problems/maximum-product-subarray) | 34.5% | Medium | |
| | 355 | Design Twitter (/problems/design-twitter) | 34.5% | Medium | |
| | 708 | Insert into a Sorted Circular Linked List (/problems/insert-into-a-sorted-circular-linked-list) | 34.4% | Medium | |
| | 130 | Surrounded Regions (/problems/surrounded-regions) | 34.0% | Medium | |
| | 161 | One Edit Distance (/problems/one-edit-distance) | 33.9% | Medium | |
| | 2162 | Minimum Cost to Set Cooking Time (/problems/minimum-cost-to-set-cooking-time) | 33.8% | Medium | |
| | 400 | Nth Digit (/problems/nth-digit) | 33.5% | Medium | |
| | 686 | Repeated String Match (/problems/repeated-string-match) | 33.5% | Medium | |
| | | | | | |

| | # | Title | Acceptance | Difficulty | Frequency 9 |
|---|------|---|------------|------------|-------------|
| | 678 | Valid Parenthesis String (/problems/valid-parenthesis-string) | 33.2% | Medium | |
| | 1996 | The Number of Weak Characters in the Game (/problems/the-number-of-weak-characters-in-the-game) | 33.1% | Medium | |
| • | 3 | Longest Substring Without Repeating Characters (/problems/longest-substring-without-repeating-characters) | 33.0% | Medium | |
| | 50 | Pow(x, n) (/problems/powx-n) | 32.4% | Medium | |
| | 5 | Longest Palindromic Substring (/problems/longest-palindromic-substring) | 31.8% | Medium | |
| | 15 | 3Sum (/problems/3sum) | 31.0% | Medium | |
| | 402 | Remove K Digits (/problems/remove-k-digits) | 30.5% | Medium | |
| | 91 | Decode Ways (/problems/decode-ways) | 30.2% | Medium | |
| | 2187 | Minimum Time to Complete Trips (/problems/minimum-time-to-complete-trips) | 29.8% | Medium | |
| | 151 | Reverse Words in a String (/problems/reverse-words-in-a-string) | 28.4% | Medium | |
| | 523 | Continuous Subarray Sum (/problems/continuous-subarray-sum) | 27.2% | Medium | |
| | 707 | Design Linked List (/problems/design-linked-list) | 27.0% | Medium | |
| | 7 | Reverse Integer (/problems/reverse-integer) | 26.7% | Medium | |
| | 444 | Sequence Reconstruction (/problems/sequence-reconstruction) | 25.0% | Medium | |
| | 220 | Contains Duplicate III (/problems/contains-duplicate-iii) | 21.7% | Medium | |
| | 29 | Divide Two Integers (/problems/divide-two-integers) | 17.0% | Medium | |
| | 8 | String to Integer (atoi) (/problems/string-to-integer-atoi) | 16.5% | Medium | |
| | 980 | Unique Paths III (/problems/unique-paths-iii) | 79.4% | Hard | |
| | 489 | Robot Room Cleaner (/problems/robot-room-cleaner) ■ | 75.7% | Hard | |
| | 1284 | Minimum Number of Flips to Convert Binary Matrix to Zero Matrix (/problems/minimum-number-of-flips-to-convert-binary-matrix-to-zero-matrix) | 72.1% | Hard | |
| | 759 | Employee Free Time (/problems/employee-free-time) ● | 71.0% | Hard | |
| | 732 | My Calendar III (/problems/my-calendar-iii) | 66.5% | Hard | |
| | 1074 | Number of Submatrices That Sum to Target (/problems/number-of-submatrices-that-sum-to-target) | 66.3% | Hard | |
| | 428 | Serialize and Deserialize N-ary Tree (/problems/serialize-and-deserialize-n-ary-tree) | 64.3% | Hard | |
| | 1096 | Brace Expansion II (/problems/brace-expansion-ii) | 62.6% | Hard | |
| | 847 | Shortest Path Visiting All Nodes (/problems/shortest-path-visiting-all-nodes) | 61.2% | Hard | |
| | 2158 | Amount of New Area Painted Each Day (/problems/amount-of-new-area-painted-each-day) | 60.5% | Hard | |
| | 1597 | Build Binary Expression Tree From Infix Expression (/problems/build-binary-expression-tree-from-infix-expression) \blacksquare | 60.3% | Hard | |
| | 778 | Swim in Rising Water (/problems/swim-in-rising-water) | 58.7% | Hard | |
| | 632 | Smallest Range Covering Elements from K Lists (/problems/smallest-range-covering-elements-from-k-lists) | 58.5% | Hard | |
| | 1948 | Delete Duplicate Folders in System (/problems/delete-duplicate-folders-in-system) | 58.5% | Hard | |
| | 51 | N-Queens (/problems/n-queens) | 57.3% | Hard | |
| | 302 | Smallest Rectangle Enclosing Black Pixels (/problems/smallest-rectangle-enclosing-black-pixels) | 56.8% | Hard | |
| | 42 | Trapping Rain Water (/problems/trapping-rain-water) | 56.4% | Hard | |
| | 312 | Burst Balloons (/problems/burst-balloons) | 56.3% | Hard | |
| | 660 | Remove 9 (/problems/remove-9) | 55.8% | Hard | |
| | 37 | Sudoku Solver (/problems/sudoku-solver) | 53.9% | Hard | |

| # | Title | Acceptance | Difficulty | Frequency @ |
|------|---|------------|------------|-------------|
| 1240 | Tiling a Rectangle with the Fewest Squares (/problems/tiling-a-rectangle-with-the-fewest-squares) | 53.8% | Hard | |
| 297 | Serialize and Deserialize Binary Tree (/problems/serialize-and-deserialize-binary-tree) | 53.7% | Hard | |
| 1691 | Maximum Height by Stacking Cuboids (/problems/maximum-height-by-stacking-cuboids) | 53.6% | Hard | |
| 425 | Word Squares (/problems/word-squares) ■ | 52.2% | Hard | |
| 410 | Split Array Largest Sum (/problems/split-array-largest-sum) | 52.0% | Hard | |
| 726 | Number of Atoms (/problems/number-of-atoms) | 51.7% | Hard | |
| 1032 | Stream of Characters (/problems/stream-of-characters) | 51.4% | Hard | |
| 25 | Reverse Nodes in k-Group (/problems/reverse-nodes-in-k-group) | 51.0% | Hard | |
| 1235 | Maximum Profit in Job Scheduling (/problems/maximum-profit-in-job-scheduling) | 50.9% | Hard | |
| 72 | Edit Distance (/problems/edit-distance) | 50.8% | Hard | |
| 471 | Encode String with Shortest Length (/problems/encode-string-with-shortest-length) | 50.6% | Hard | |
| 295 | Find Median from Data Stream (/problems/find-median-from-data-stream) | 50.3% | Hard | |
| 882 | Reachable Nodes In Subdivided Graph (/problems/reachable-nodes-in-subdivided-graph) | 49.9% | Hard | |
| 920 | Number of Music Playlists (/problems/number-of-music-playlists) | 49.9% | Hard | |
| 329 | Longest Increasing Path in a Matrix (/problems/longest-increasing-path-in-a-matrix) | 49.7% | Hard | |
| 465 | Optimal Account Balancing (/problems/optimal-account-balancing) | 48.9% | Hard | |
| 679 | 24 Game (/problems/24-game) | 48.8% | Hard | |
| 588 | Design In-Memory File System (/problems/design-in-memory-file-system) ■ | 48.3% | Hard | |
| 642 | Design Search Autocomplete System (/problems/design-search-autocomplete-system) ■ | 48.2% | Hard | |
| 772 | Basic Calculator III (/problems/basic-calculator-iii) ■ | 47.5% | Hard | |
| 23 | Merge k Sorted Lists (/problems/merge-k-sorted-lists) | 47.0% | Hard | |
| 107 | Trapping Rain Water II (/problems/trapping-rain-water-ii) | 47.0% | Hard | |
| 499 | Max Value of Equation (/problems/max-value-of-equation) | 46.9% | Hard | |
| L088 | Confusing Number II (/problems/confusing-number-ii) | 46.4% | Hard | |
| 239 | Sliding Window Maximum (/problems/sliding-window-maximum) | 46.2% | Hard | |
| 664 | Strange Printer (/problems/strange-printer) | 46.2% | Hard | |
| 199 | The Maze III (/problems/the-maze-iii) ■ | 45.3% | Hard | |
| 815 | Bus Routes (/problems/bus-routes) | 45.3% | Hard | |
| 327 | Making A Large Island (/problems/making-a-large-island) | 44.8% | Hard | |
| 1345 | Jump Game IV (/problems/jump-game-iv) | 44.4% | Hard | |
| 715 | Range Module (/problems/range-module) | 43.6% | Hard | |
| 1293 | Shortest Path in a Grid with Obstacles Elimination (/problems/shortest-path-in-a-grid-with-obstacles-elimination) | 43.6% | Hard | |
| 154 | Find Minimum in Rotated Sorted Array II (/problems/find-minimum-in-rotated-sorted-array-ii) | 43.3% | Hard | |
| 317 | Shortest Distance from All Buildings (/problems/shortest-distance-from-all-buildings) | 43.3% | Hard | |
| 843 | Guess the Word (/problems/guess-the-word) | 43.0% | Hard | |
| 403 | Frog Jump (/problems/frog-jump) | 42.9% | Hard | |
| 727 | Minimum Window Subsequence (/problems/minimum-window-subsequence) ■ | 42.9% | Hard | |
| 85 | Maximal Rectangle (/problems/maximal-rectangle) | 42.7% | Hard | |
| 818 | Race Car (/problems/race-car) | 42.7% | Hard | |

| | # | Title | Acceptance | Difficulty Freque | ency 🛭 |
|---|------|--|------------|-------------------|--------|
| ~ | 140 | Word Break II (/problems/word-break-ii) | 42.1% | Hard | |
| | 315 | Count of Smaller Numbers After Self (/problems/count-of-smaller-numbers-after-self) | 42.0% | Hard | |
| | 968 | Binary Tree Cameras (/problems/binary-tree-cameras) | 41.9% | Hard | |
| | 631 | Design Excel Sum Formula (/problems/design-excel-sum-formula) ■ | 41.8% | Hard | |
| | 1397 | Find All Good Strings (/problems/find-all-good-strings) | 41.0% | Hard | |
| | 1606 | Find Servers That Handled Most Number of Requests (/problems/find-servers-that-handled-most-number-of-requests) | 40.9% | Hard | |
| | 158 | Read N Characters Given read4 II - Call Multiple Times (/problems/read-n-characters-given-read4-ii-call-multiple-times) | 40.8% | Hard | |
| | 1632 | Rank Transform of a Matrix (/problems/rank-transform-of-a-matrix) | 40.7% | Hard | |
| | 552 | Student Attendance Record II (/problems/student-attendance-record-ii) | 40.6% | Hard | |
| | 224 | Basic Calculator (/problems/basic-calculator) | 40.5% | Hard | |
| | 2188 | Minimum Time to Finish the Race (/problems/minimum-time-to-finish-the-race) | 40.5% | Hard | |
| ? | 332 | Reconstruct Itinerary (/problems/reconstruct-itinerary) | 40.1% | Hard | |
| | 305 | Number of Islands II (/problems/number-of-islands-ii) | 39.4% | Hard | |
| | 460 | LFU Cache (/problems/lfu-cache) | 39.4% | Hard | |
| ~ | 76 | Minimum Window Substring (/problems/minimum-window-substring) | 39.0% | Hard | |
| | 354 | Russian Doll Envelopes (/problems/russian-doll-envelopes) | 38.9% | Hard | |
| | 975 | Odd Even Jump (/problems/odd-even-jump) | 38.9% | Hard | |
| | 218 | The Skyline Problem (/problems/the-skyline-problem) | 38.7% | Hard | |
| | 212 | Word Search II (/problems/word-search-ii) | 38.0% | Hard | |
| | 1531 | String Compression II (/problems/string-compression-ii) | 38.0% | Hard | |
| | 124 | Binary Tree Maximum Path Sum (/problems/binary-tree-maximum-path-sum) | 37.6% | Hard | |
| | 358 | Rearrange String k Distance Apart (/problems/rearrange-string-k-distance-apart) | 37.0% | Hard | |
| | 1610 | Maximum Number of Visible Points (/problems/maximum-number-of-visible-points) | 36.7% | Hard | |
| | 745 | Prefix and Suffix Search (/problems/prefix-and-suffix-search) | 36.5% | Hard | |
| | 41 | First Missing Positive (/problems/first-missing-positive) | 35.9% | Hard | |
| | 1095 | Find in Mountain Array (/problems/find-in-mountain-array) | 35.9% | Hard | |
| | 336 | Palindrome Pairs (/problems/palindrome-pairs) | 35.8% | Hard | |
| | 871 | Minimum Number of Refueling Stops (/problems/minimum-number-of-refueling-stops) | 35.7% | Hard | |
| | 1153 | String Transforms Into Another String (/problems/string-transforms-into-another-string) $\ \ \ \ \ \ \ \ \ \ \ \ \ $ | 35.5% | Hard | |
| | 127 | Word Ladder (/problems/word-ladder) | 35.4% | Hard | |
| | 68 | Text Justification (/problems/text-justification) | 35.1% | Hard | |
| | 269 | Alien Dictionary (/problems/alien-dictionary) | 34.8% | Hard | |
| | 4 | Median of Two Sorted Arrays (/problems/median-of-two-sorted-arrays) | 34.1% | Hard | |
| | 803 | Bricks Falling When Hit (/problems/bricks-falling-when-hit) | 33.8% | Hard | |
| | 188 | Best Time to Buy and Sell Stock IV (/problems/best-time-to-buy-and-sell-stock-iv) | 33.6% | Hard | |
| | 233 | Number of Digit One (/problems/number-of-digit-one) | 33.6% | Hard | |
| | 710 | Random Pick with Blacklist (/problems/random-pick-with-blacklist) | 33.2% | Hard | |
| | 2092 | Find All People With Secret (/problems/find-all-people-with-secret) | 33.2% | Hard | |

| # | Title | Acceptance | Difficulty I | Frequency @ |
|------|---|------------|--------------|--------------------|
| 1044 | Longest Duplicate Substring (/problems/longest-duplicate-substring) | 31.2% | Hard | |
| 2242 | Maximum Score of a Node Sequence (/problems/maximum-score-of-a-node-sequence) | 30.2% | Hard | |
| 2132 | Stamping the Grid (/problems/stamping-the-grid) | 28.5% | Hard | |
| 10 | Regular Expression Matching (/problems/regular-expression-matching) | 28.2% | Hard | |
| 30 | Substring with Concatenation of All Words (/problems/substring-with-concatenation-of-all-words) | 28.1% | Hard | |
| 44 | Wildcard Matching (/problems/wildcard-matching) | 26.5% | Hard | |
| 564 | Find the Closest Palindrome (/problems/find-the-closest-palindrome) | 21.3% | Hard | |
| 149 | Max Points on a Line (/problems/max-points-on-a-line) | 20.4% | Hard | |
| 420 | Strong Password Checker (/problems/strong-password-checker) | 14.2% | Hard | |

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