re(/explore/) Problems(/problemset/all/) Contest(/contest/) Discuss(/discuss/) Interview \checkmark Store \checkmark \circlearrowleft 0 (/problems waiting-time)

■ Google

Problems Discuss

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 247 / 548 problems.

✓ Show problem tags

31	low pro	biem tags		Select tille period.	,	
	#	Title	Tags	Acceptance	Difficulty	Fre
/	359	Logger Rate Limiter (/proble	Hash Table (/tag/hash-table) Design (/tag/design)	76.0%	Easy	
		₽	Data Stream (/tag/data-stream)			
?	715	Range Module (/problems/ra	Design (/tag/design)	44.0%	Hard	
			Segment Tree (/tag/segment-tree)			
			Ordered Set (/tag/ordered-set)			
/	2458	Height of Binary Tree After S	Array (/tag/array) Tree (/tag/tree)	40.5%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
/	2402	Meeting Rooms III (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	44.4%	Hard	
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Simulation (/tag/simulation)			
/	1110	Delete Nodes And Return For	Array (/tag/array) Hash Table (/tag/hash-table)	69.2%	Medium	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	2700	Differences Between Two Ob		76.8%	Medium	
/	939	Minimum Area Rectangle (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	54.0%	Medium	
			Math (/tag/math) Geometry (/tag/geometry)			
			Sorting (/tag/sorting)			
	1825	Finding MK Average (/proble	Design (/tag/design) Queue (/tag/queue)	37.3%	Hard	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Data Stream (/tag/data-stream)			
			Ordered Set (/tag/ordered-set)			
	2842	Count K-Subsequences of a	Hash Table (/tag/hash-table) Math (/tag/math)	29.3%	Hard	
			String (/tag/string) Greedy (/tag/greedy)			
			Combinatorics (/tag/combinatorics)			

1 year

Select time period:

	#	Title	Tags	Acceptance	Difficulty	Fr
~	1136	Parallel Courses (/problems/	Graph (/tag/graph)	61.4%	Medium	
		₽	Topological Sort (/tag/topological-sort)			
~	2101	Detonate the Maximum Bom	Array (/tag/array) Math (/tag/math)	48.7%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph) Geometry (/tag/geometry)			
	2713	Maximum Strictly Increasing	Array (/tag/array) Hash Table (/tag/hash-table)	30.6%	(Hard)	
			Binary Search (/tag/binary-search)			
			Dynamic Programming (/tag/dynamic-programming)			
			Memoization (/tag/memoization) Sorting (/tag/sorting)			
			Matrix (/tag/matrix) Ordered Set (/tag/ordered-set)			
~	975	Odd Even Jump (/problems/o	Array (/tag/array)	40.1%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
			Ordered Set (/tag/ordered-set)			
	2088	Count Fertile Pyramids in a L	Array (/tag/array)	64.7%	(Hard)	
		,	Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	2265	Count Nodes Equal to Avera	Tree (/tag/tree)	86.3%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	2013	Detect Squares (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table)	51.1%	Medium	
			Design (/tag/design) Counting (/tag/counting)			
	0000			74.40/		
~	2863	Maximum Length of Semi-De ■	Array (/tag/array) Hash Table (/tag/hash-table)	71.4%	(Medium)	
			Sorting (/tag/sorting)			
	2437	Number of Valid Clock Times	String (/tag/string) Enumeration (/tag/enumeration)	46.7%	Easy	
.,	759	Employee Free Time (/proble	(Assert the extreme) (Outline the extreme)	72.2%	(Hard)	
•	739	■ Cilipioyee Free Filine (/proble	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	72.270	Halu	
			Heap (Priority Queue) (/tag/neap-priority-queue)			
~	365	Water and Jug Problem (/pro	Math (/tag/math)	41.0%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
	2667	Create Hello World Function		81.3%	(Easy)	
~	85	Maximal Rectangle (/problem	Array (/tag/array)	51.0%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack) Matrix (/tag/matrix)			
			Monotonic Stack (/tag/monotonic-stack)			
~	2316	Count Unreachable Pairs of	Depth-First Search (/tag/depth-first-search)	49.3%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
	900	RLE Iterator (/problems/rle-it	Away (hardawa) Darim (h. 11.1)	59.6%	(Medium)	
		NEE RETAIL (/DIODIEIIIS/IIE-IL	Array (/tag/array) Design (/tag/design)	JJ.U/0	wedialii	

	#	Title	Tags	Acceptance	Difficulty	Fre
/	963	Minimum Area Rectangle II (/	Array (/tag/array) Math (/tag/math)	55.1%	Medium	
			Geometry (/tag/geometry)			
	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	53.0%	Easy	
,	489	Robot Room Cleaner (/proble	Backtracking (/tag/backtracking)	76.8%	(Hard)	
		■	Interactive (/tag/interactive)			
/	833	Find And Replace in String (/	Array (/tag/array) String (/tag/string)	52.4%	(Medium)	
			Sorting (/tag/sorting)			
,	2973	Find Number of Coins to Plac	Dynamic Programming (/tag/dynamic-programming)	36.6%	(Hard)	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
,	1101	The Earliest Moment When E	Array (/tag/array) Union Find (/tag/union-find)	65.3%	(Medium)	
		•	Sorting (/tag/sorting)			
	2184	Number of Ways to Build Stu	Array (/tag/array)	49.3%	(Medium)	
	2,0,	ŕ	Dynamic Programming (/tag/dynamic-programming)			
			Bit Manipulation (/tag/bit-manipulation)			
			Bitmask (/tag/bitmask)			
,	681	Next Closest Time (/problem	Hash Table (/tag/hash-table) String (/tag/string)	46.7%	(Medium)	
		₽	Backtracking (/tag/backtracking)			
			Enumeration (/tag/enumeration)			
,	253	Meeting Rooms II (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.4%	(Medium)	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Prefix Sum (/tag/prefix-sum)			
,	679	24 Game (/problems/24-gam	Array (/tag/array) Math (/tag/math)	49.4%	(Hard)	
			Backtracking (/tag/backtracking)			
,	690	Employee Importance (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	67.2%	(Medium)	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
•	1146	Snapshot Array (/problems/s	Array (/tag/array) Hash Table (/tag/hash-table)	36.9%	Medium	
			Binary Search (/tag/binary-search)			
			Design (/tag/design)			
•	655	Print Binary Tree (/problems/	Tree (/tag/tree)	64.2%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	2235	Add Two Integers (/problems	Math (/tag/math)	87.8%	(Easy)	
		3				

	#	Title	Tags	Acceptance	Difficulty	
/	528	Random Pick with Weight (/p	Array (/tag/array) Math (/tag/math)	47.0%	Medium	
			Binary Search (/tag/binary-search)			
			Prefix Sum (/tag/prefix-sum)			
			Randomized (/tag/randomized)			
/	2018	Check if Word Can Be Placed	Array (/tag/array) Matrix (/tag/matrix)	49.5%	Medium	
			Enumeration (/tag/enumeration)			
,	1834	Single-Threaded CPU (/probl	Array (/tag/array) Sorting (/tag/sorting)	45.6%	(Medium)	
		u.	Heap (Priority Queue) (/tag/heap-priority-queue)			
	2007	Find Original Array From Dou	Array (/tag/array) Hash Table (/tag/hash-table)	40.5%	(Medium)	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
	2407	Longest Increasing Subsequ	Array (/tag/array)	24.0%	(Hard)	
		3	Divide and Conquer (/tag/divide-and-conquer)			
			Dynamic Programming (/tag/dynamic-programming)			
			Binary Indexed Tree (/tag/binary-indexed-tree)			
			Segment Tree (/tag/segment-tree) Queue (/tag/queue)			
			Monotonic Queue (/tag/monotonic-queue)			
•	346	Moving Average from Data St	Array (/tag/array) Design (/tag/design)	78.6%	(Easy)	
		•	Queue (/tag/queue) Data Stream (/tag/data-stream)			
	1062	Longest Repeating Substring	String (/tag/string) Binary Search (/tag/binary-search)	60.9%	(Medium)	
		•	Dynamic Programming (/tag/dynamic-programming)			
			Rolling Hash (/tag/rolling-hash)			
			Suffix Array (/tag/suffix-array)			
			Hash Function (/tag/hash-function)			
				50.00 /		
	2366	Minimum Replacements to S	Array (/tag/array) Math (/tag/math)	53.6%	(Hard)	
			Greedy (/tag/greedy)			
	2116	Check if a Parentheses Strin	String (/tag/string) Stack (/tag/stack)	31.9%	Medium	
			Greedy (/tag/greedy)			
	366	Find Leaves of Binary Tree (/	Tree (/tag/tree)	80.6%	(Medium)	
		_	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1401	Circle and Rectangle Overlap	Math (/tag/math) Geometry (/tag/geometry)	46.5%	Medium	
	315	Count of Smaller Numbers Af	Array (/tag/array) Binary Search (/tag/binary-search)	42.5%	(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)			
,	200	Number of Islands (/problem	Array (/tag/array)	59.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty	Fre
	379	Design Phone Directory (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	51.8%	Medium	
		₽	Linked List (/tag/linked-list) Design (/tag/design)			
			Queue (/tag/queue)			
_	1386	Cinema Seat Allocation (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	42.1%	(Medium)	
Ť	1000	Ciriotha Gode / moodation (/pro		12.170		
			Greedy (/tag/greedy)			
			Bit Manipulation (/tag/bit-manipulation)			
	1601	Maximum Number of Achieva	Array (/tag/array) Backtracking (/tag/backtracking)	64.5%	Hard	
			Bit Manipulation (/tag/bit-manipulation)			
			Enumeration (/tag/enumeration)			
	2369	Check if There is a Valid Parti	Array (/tag/array)	51.8%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Byttamic Frogramming (raging) manic programming)			
~	2115	Find All Possible Recipes fro	Array (/tag/array) Hash Table (/tag/hash-table)	50.0%	Medium	
			String (/tag/string) Graph (/tag/graph)			
			Topological Sort (/tag/topological-sort)			
	146	LRU Cache (/problems/lru-ca	(1, 1, 7, 1), (6, 4, 1, 1, 1, 1)	42.8%	(Medium)	
•	140	LKO Cache (/problems/iru-ca	Hash Table (/tag/hash-table)	42.070	Wedidili	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list)			
?	418	Sentence Screen Fitting (/pr	Array (/tag/array) String (/tag/string)	36.2%	Medium	
		₽	Dynamic Programming (/tag/dynamic-programming)			
	808	Soup Servings (/problems/so	Moth (Itaalmoth)	53.9%	(Medium)	
	000	Godp Gervings (problems/30	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming)	00.070	(mediani)	
			Probability and Statistics (/tag/probability-and-statistics)			
			Trobability and Statistics (rag/probability and statistics)			
✓	1254	Number of Closed Islands (/p	Array (/tag/array)	66.4%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			
~	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string)	54.5%	(Medium)	
		g	Sliding Window (/tag/sliding-window)			
			ciding window (ragistianing window)			
~	1820	Maximum Number of Accept	Array (/tag/array) Backtracking (/tag/backtracking)	49.9%	Medium	
		•	Matrix (/tag/matrix)			
	388	Longest Absolute File Path (/	String (/tag/string) Stack (/tag/stack)	47.6%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Depth That action (regacepth mot action)			
~	88	Merge Sorted Array (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	50.2%	Easy	
			Sorting (/tag/sorting)			
	564	Find the Closest Palindrome	Math (/tag/math) String (/tag/string)	22.5%	(Hard)	
			(man (magnitum)) (camig (magnitum))			
~	1727	Largest Submatrix With Rear	Array (/tag/array) Greedy (/tag/greedy)	75.3%	(Medium)	
			Sorting (/tag/sorting) Matrix (/tag/matrix)			
	2029	Stone Game IX (/problems/st	Array (/tag/array) Math (/tag/math)	28.3%	(Medium)	
		. , , , , , , , , , , , , , , , , , , ,	Greedy (/tag/greedy) Counting (/tag/counting)			
			Game Theory (/tag/game-theory)			
			Same Theory (Rug/game-meory)			

	#	Title	Tags	Acceptance	Difficulty	Fr
	247	Strobogrammatic Number II (Array (/tag/array) String (/tag/string)	52.5%	Medium	
		₽	Recursion (/tag/recursion)			
.,	2290	Minimum Obstacle Removal t	(Assess (Baselones))	54.2%	(Hard)	
•	2290	Willimum Obstacle Removal t	Array (/tag/array)	54.2%	Hard	
			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)			
			Shortest Fath (rag/shortest-path)			
	1307	Verbal Arithmetic Puzzle (/pr	Array (/tag/array) Math (/tag/math)	34.6%	Hard	
			String (/tag/string) Backtracking (/tag/backtracking)			
	2188	Minimum Time to Finish the	Array (the clares)	41.6%	(Hard)	
	2 100	willimum time to i inish the	Array (/tag/array)	41.070	Tiaru	
			Dynamic Programming (/tag/dynamic-programming)			
~	2534	Time Taken to Cross the Doo	Array (/tag/array) Queue (/tag/queue)	49.7%	Hard	
		₽	Simulation (/tag/simulation)			
	450	Deposted Cubatring Dattern (46 10/	(5)	
	459	Repeated Substring Pattern (String (/tag/string)	46.1%	(Easy)	
			String Matching (/tag/string-matching)			
~	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)	62.4%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
	934	Chartast Dridge (Invahlemale		57.8%	Madiana	
	934	Shortest Bridge (/problems/s	Array (/tag/array)	37.0%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)			
			iviatrix (/tag/matrix)			
~	1381	Design a Stack With Increme	Array (/tag/array) Stack (/tag/stack)	77.1%	Medium	
			Design (/tag/design)			
	843	Guess the Word (/problems/	Array (/tag/array) Math (/tag/math)	39.0%	(Hard)	
	040	ouess the word (problems)	Array (/tag/array) Math (/tag/math) String (/tag/string) Interactive (/tag/interactive)	00.070	(Hara)	
			Game Theory (/tag/game-theory)			
			dame medry (rag/game theory)			
	1036	Escape a Large Maze (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	34.7%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
	1125	Smallest Sufficient Team (/pr	Array (/tag/array)	55.5%	(Hard)	
	1120	chance camelone ream (pr	Dynamic Programming (/tag/dynamic-programming)	00.070	()	
			Bit Manipulation (/tag/bit-manipulation)			
			Bitmask (/tag/bitmask)			
	1740	Find Distance in a Binary Tre	Hash Table (/tag/hash-table) Tree (/tag/tree)	71.5%	Medium	
		- ^	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1768	Merge Strings Alternately (/p	Two Dointore (Itaaltus pointers) String (Itaalatiing)	80.1%	(Easy)	
	1700	merge ourngs Atternately (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	00.170	Lusy	
				89.2%	(Easy)	

	#	Title	Tags	Acceptance	Difficulty	Frec
	444	Caguanas Decemetrustian (In		20.20/	Madium	
	444	Sequence Reconstruction (/p	Array (/tag/array) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	28.3%	(Medium)	
	2896	Apply Operations to Make T	String (/tag/string)	26.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
•	128	Longest Consecutive Sequen	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	Medium	
	588	Design In-Memory File Syste	Hash Table (/tag/hash-table) String (/tag/string) Design (/tag/design) Trie (/tag/trie)	48.1%	Hard	
	1007	Minimum Domino Rotations F	Array (/tag/array) Greedy (/tag/greedy)	52.2%	Medium	
	68	Text Justification (/problems/	Array (/tag/array) String (/tag/string) Simulation (/tag/simulation)	44.2%	Hard	
	818	Race Car (/problems/race-car)	Dynamic Programming (/tag/dynamic-programming)	43.8%	Hard	
	362	Design Hit Counter (/proble	Array (/tag/array) Binary Search (/tag/binary-search) Design (/tag/design) Queue (/tag/queue)	68.7%	Medium	
	2258	Escape the Spreading Fire (/	Data Stream (/tag/data-stream) Array (/tag/array) Binary Search (/tag/binary-search) Breadth-First Search (/tag/breadth-first-search)	35.1%	Hard	
•	56	Merge Intervals (/problems/	Matrix (/tag/matrix) Array (/tag/array) Sorting (/tag/sorting)	47.6%	Medium	
	962	Maximum Width Ramp (/prob	Array (/tag/array) Stack (/tag/stack) Monotonic Stack (/tag/monotonic-stack)	50.3%	Medium	
	1032	Stream of Characters (/probl	Array (/tag/array) String (/tag/string) Design (/tag/design) Trie (/tag/trie) Data Stream (/tag/data-stream)	52.1%	Hard	
•	1756	Design Most Recently Used	Array (/tag/array) Hash Table (/tag/hash-table) Stack (/tag/stack) Design (/tag/design) Binary Indexed Tree (/tag/binary-indexed-tree) Ordered Set (/tag/ordered-set)	75.8%	Medium	
•	5	Longest Palindromic Substrin	Two Pointers (/tag/two-pointers) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	34.1%	Medium	
	1218	Longest Arithmetic Subsequ	Array (/tag/array) Hash Table (/tag/hash-table) Dynamic Programming (/tag/dynamic-programming)	54.7%	Medium	
	792	Number of Matching Subseq	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Trie (/tag/trie) Sorting (/tag/sorting)	50.9%	Medium	
•	979	Distribute Coins in Binary Tre	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)	77.1%	Medium	
	878	Nth Magical Number (/proble	Math (/tag/math) Binary Search (/tag/binary-search)	35.4%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Fre
	2982	Find Longest Special Substri	Hash Table (/tag/hash-table) String (/tag/string)	33.9%	Medium	
			Binary Search (/tag/binary-search)			
			Sliding Window (/tag/sliding-window)			
			Counting (/tag/counting)			
	14	Longest Common Prefix (/pr	String (/tag/string) Trie (/tag/trie)	43.2%	Easy	
~	4	Median of Two Sorted Arrays	Array (/tag/array) Binary Search (/tag/binary-search)	40.6%	Hard	
			Divide and Conquer (/tag/divide-and-conquer)			
~	446	Arithmetic Slices II - Subseq	Array (/tag/array)	54.6%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
	1219	Path with Maximum Gold (/pr	Array (/tag/array) Backtracking (/tag/backtracking)	68.0%	Medium	
			Matrix (/tag/matrix)			
	862	Shortest Subarray with Sum	Array (/tag/array) Binary Search (/tag/binary-search)	26.1%	(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)			
	1168	Optimize Water Distribution i	Union Find (/tag/union-find) Graph (/tag/graph)	64.8%	Hard	
		₽	Heap (Priority Queue) (/tag/heap-priority-queue)			
			Minimum Spanning Tree (/tag/minimum-spanning-tree)			
?	417	Pacific Atlantic Water Flow (/	Array (/tag/array)	55.5%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
	767	Reorganize String (/problems	Hash Table (/tag/hash-table) String (/tag/string)	54.8%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Counting (/tag/counting)			
	652	Find Duplicate Subtrees (/pr	Hash Table (/tag/hash-table) Tree (/tag/tree)	59.5%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	875	Koko Eating Bananas (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	48.5%	Medium	
~	2	Add Two Numbers (/problem	Linked List (/tag/linked-list) Math (/tag/math)	43.4%	Medium	
			Recursion (/tag/recursion)			
	806	Number of Lines To Write Str	Array (/tag/array) String (/tag/string)	68.7%	Easy	
~	2812	Find the Safest Path in a Grid	Array (/tag/array) Binary Search (/tag/binary-search)	49.1%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Matrix (/tag/matrix)			

	#	Title	Tags	Acceptance	Difficulty
	329	Longest Increasing Path in a	Array (/tag/array)	53.8%	Hard
			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) Matrix (/tag/matrix)		
/	1106	Parsing A Boolean Expressio	String (/tag/string) Stack (/tag/stack)	59.5%	Hard
			Recursion (/tag/recursion)		
,	1930	Unique Length-3 Palindromic	Hash Table (/tag/hash-table) String (/tag/string)	66.1%	Medium
			Bit Manipulation (/tag/bit-manipulation)		-
			Prefix Sum (/tag/prefix-sum)		
	282	Expression Add Operators (/	Math (/tag/math) String (/tag/string)	40.0%	(Hard)
			Backtracking (/tag/backtracking)		
. .	70	Climbing Stairs (/problems/cl		53.0%	Eagu
	70	Climbing Stairs (/problems/cl	Math (/tag/math)	53.0%	(Easy)
			Dynamic Programming (/tag/dynamic-programming)		
			Memoization (/tag/memoization)		
	2945	Find Maximum Non-decreasi	Array (/tag/array) Binary Search (/tag/binary-search)	15.9%	Hard
			Dynamic Programming (/tag/dynamic-programming)		
			Stack (/tag/stack) Queue (/tag/queue)		
			Monotonic Stack (/tag/monotonic-stack)		
			Monotonic Queue (/tag/monotonic-queue)		
•	380	Insert Delete GetRandom O(Array (/tag/array) Hash Table (/tag/hash-table)	54.5%	Medium
			Math (/tag/math) Design (/tag/design)		
			Randomized (/tag/randomized)		
/	210	Course Schedule II (/problem	Depth-First Search (/tag/depth-first-search)	50.9%	(Medium)
			Breadth-First Search (/tag/breadth-first-search)		
			Graph (/tag/graph)		
			Topological Sort (/tag/topological-sort)		
	1730	Shortest Path to Get Food (/	Array (/tag/array)	54.9%	(Medium)
	00	₽	Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
			Matrix (regiments)		
/	560	Subarray Sum Equals K (/pro	Array (/tag/array) Hash Table (/tag/hash-table)	43.8%	Medium
			Prefix Sum (/tag/prefix-sum)		
	337	House Robber III (/problems/	Dynamic Programming (/tag/dynamic-programming)	54.3%	Medium
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	834	Sum of Distances in Tree (/pr	Dynamic Programming (/tag/dynamic-programming)	65.3%	(Hard)
			Tree (/tag/tree)	= = : = / =	
			Depth-First Search (/tag/depth-first-search)		
			Graph (/tag/graph)		

	#	Title	Tags	Acceptance	Difficulty	Fre
	428	Serialize and Deserialize N-a	String (/tag/string) Tree (/tag/tree)	67.4%	Hard	
		₽	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
	400	Out of Branch and the built		70.00/		
~	406	Queue Reconstruction by Hei	Array (/tag/array)	73.6%	(Medium)	
			Binary Indexed Tree (/tag/binary-indexed-tree)			
			Segment Tree (/tag/segment-tree)			
			Sorting (/tag/sorting)			
~	22	Generate Parentheses (/prob	String (/tag/string)	75.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
	220	Cliding Window Maximum (In		46 70/	Hard	
•	239	Sliding Window Maximum (/p	Array (/tag/array) Queue (/tag/queue)	46.7%	(Hard)	
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Monotonic Queue (/tag/monotonic-queue)			
	2770	Maximum Number of Jumps	Array (/tag/array)	31.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	704			57.50 <i>(</i>		
~	721	Accounts Merge (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	57.5%	(Medium)	
			String (/tag/string)			
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Sorting (/tag/sorting)			
	942	DI String Match (/problems/d	Array (/tag/array) Two Pointers (/tag/two-pointers)	78.9%	(Easy)	
			String (/tag/string) Greedy (/tag/greedy)			
				00.40/		
	832	Flipping an Image (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	82.1%	(Easy)	
			Bit Manipulation (/tag/bit-manipulation)			
			Matrix (/tag/matrix) Simulation (/tag/simulation)			
	1377	Frog Position After T Second	Tree (/tag/tree)	35.4%	Hard	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
	4007	M : N I (B:		05.70/		
	1937	Maximum Number of Points	Array (/tag/array)	35.7%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
~	1004	Max Consecutive Ones III (/p	Array (/tag/array) Binary Search (/tag/binary-search)	63.5%	Medium	
			Sliding Window (/tag/sliding-window)			
			Prefix Sum (/tag/prefix-sum)			
	470	Implement Rand10() Using R	Math (/tag/math)	45.9%	(Medium)	
			Rejection Sampling (/tag/rejection-sampling)			
			Randomized (/tag/randomized)			
			Probability and Statistics (/tag/probability-and-statistics)			
~	1793	Maximum Score of a Good S	Array (/tag/array) Two Pointers (/tag/two-pointers)	64.3%	(Hard)	
		·	Binary Search (/tag/binary-search) Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			

	#	Title	Tags	Acceptance	Difficulty	Free
	7	Reverse Integer (/problems/r	Math (/tag/math)	28.8%	Medium	
	1002	Find Common Characters (/p	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	74.5%	Easy	
	522	Longest Uncommon Subseq	Array (/tag/array) Hash Table (/tag/hash-table) Two Pointers (/tag/two-pointers) String (/tag/string) Sorting (/tag/sorting)	41.8%	Medium	
	692	Top K Frequent Words (/prob	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)	58.2%	Medium	
~	15	3Sum (/problems/3sum)	Counting (/tag/counting) Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	34.9%	Medium	
	41	First Missing Positive (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	39.7%	Hard	
	409	Longest Palindrome (/proble	Hash Table (/tag/hash-table) String (/tag/string) Greedy (/tag/greedy)	55.3%	Easy	
	2401	Longest Nice Subarray (/pro	Array (/tag/array) Bit Manipulation (/tag/bit-manipulation)	51.5%	Medium	
	3068	Find the Maximum Sum of N	Sliding Window (/tag/sliding-window) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	67.2%	Hard	
			Greedy (/tag/greedy) Bit Manipulation (/tag/bit-manipulation) Tree (/tag/tree) Sorting (/tag/sorting)			
	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design) Trie (/tag/trie) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	49.0%	Hard	
	269	Alien Dictionary (/problems/a	Array (/tag/array) String (/tag/string) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph)	35.9%	Hard	
	2251	Number of Flowers in Full Blo	Topological Sort (/tag/topological-sort) Array (/tag/array)	56.8%	Hard	
	413	Arithmetic Slices (/problems/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	65.1%	Medium	
	9	Palindrome Number (/proble	Math (/tag/math)	56.9%	Easy	
	2091	Removing Minimum and Maxi	Array (/tag/array) Greedy (/tag/greedy)	54.9%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Fre
	506	Relative Ranks (/problems/rel	Array (/tag/array) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue)	71.8%	Easy	
~	3	Longest Substring Without R	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	35.0%	Medium	
•	207	Course Schedule (/problems/	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	47.1%	Medium	
~	300	Longest Increasing Subsequ	Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming)	55.8%	Medium	
	777	Swap Adjacent in LR String (/	Two Pointers (/tag/two-pointers) String (/tag/string)	36.8%	Medium	
~	48	Rotate Image (/problems/rota	Array (/tag/array) Math (/tag/math) Matrix (/tag/matrix)	75.0%	Medium	
~	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers) Greedy (/tag/greedy)	55.6%	Medium	
	485	Max Consecutive Ones (/pro	Array (/tag/array)	59.7%	Easy	
	454	4Sum II (/problems/4sum-ii)	Array (/tag/array) Hash Table (/tag/hash-table)	57.3%	Medium	
~	17	Letter Combinations of a Pho	Hash Table (/tag/hash-table) String (/tag/string) Backtracking (/tag/backtracking)	61.0%	Medium	
~	1293	Shortest Path in a Grid with	Array (/tag/array) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	45.3%	Hard	
	1425	Constrained Subsequence S	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Queue (/tag/queue) Sliding Window (/tag/sliding-window) Heap (Priority Queue) (/tag/heap-priority-queue) Monotonic Queue (/tag/monotonic-queue)	56.7%	Hard	
	37	Sudoku Solver (/problems/su	Array (/tag/array) Hash Table (/tag/hash-table) Backtracking (/tag/backtracking) Matrix (/tag/matrix)	61.9%	Hard	
	2816	Double a Number Represent	Linked List (/tag/linked-list) Math (/tag/math) Stack (/tag/stack)	61.6%	Medium	
~	2709	Greatest Common Divisor Tr	Array (/tag/array) Math (/tag/math) Union Find (/tag/union-find) Number Theory (/tag/number-theory)	42.6%	Hard	
•	295	Find Median from Data Strea	Two Pointers (/tag/two-pointers) Design (/tag/design) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Data Stream (/tag/data-stream)	52.1%	Hard	

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	#	Title	Tags	Acceptance	Difficulty	Frec
	2131	Longest Palindrome by Conc	Array (/tag/array) Hash Table (/tag/hash-table)	48.1%	Medium	
			String (/tag/string) Greedy (/tag/greedy)			
			Counting (/tag/counting)			
				44.007		
•	57	Insert Interval (/problems/ins	Array (/tag/array)	41.8%	(Medium)	
	89	Gray Code (/problems/gray-c	Math (/tag/math) Backtracking (/tag/backtracking)	59.6%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
	407	Trapping Rain Water II (/probl	Array (/tag/array)	48.0%	(Hard)	
			Breadth-First Search (/tag/breadth-first-search)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Matrix (/tag/matrix)			
	1074	Number of Submatrices That	Array (/tag/array) Hash Table (/tag/hash-table)	74.4%	Hard	
			Matrix (/tag/matrix) Prefix Sum (/tag/prefix-sum)			
	1070			00.004		
	1376	Time Needed to Inform All E	Tree (/tag/tree)	60.0%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
~	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)	33.7%	Medium	
			Greedy (/tag/greedy)			
			Monotonic Stack (/tag/monotonic-stack)			
	150	Evaluate Reverse Polish Nota		E2 00/	Madium	
•	150	Evaluate Reverse Polisii Nota	Array (/tag/array) Math (/tag/math)	52.0%	(Medium)	
			Stack (/tag/stack)			
	394	Decode String (/problems/de	String (/tag/string) Stack (/tag/stack)	59.4%	Medium	
			Recursion (/tag/recursion)			
	13	Roman to Integer (/problems/	Heath Table (/tag/bach table) Math (/tag/math)	61.8%	(Easy)	
	10	Troman to integer (problems,	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	01.070		
			oung (lagisung)			
	1608	Special Array With X Element	Array (/tag/array) Binary Search (/tag/binary-search)	66.9%	Easy	
			Sorting (/tag/sorting)			
_	514	Freedom Trail (/problems/fre	String (/tag/string)	59.0%	(Hard)	
		()	Dynamic Programming (/tag/dynamic-programming)			
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
~	1438	Longest Continuous Subarra	Array (/tag/array) Queue (/tag/queue)	56.6%	(Medium)	
			Sliding Window (/tag/sliding-window)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Ordered Set (/tag/ordered-set)			
			Monotonic Queue (/tag/monotonic-queue)			
~	399	Evaluate Division (/problems/	Array (/tag/array) String (/tag/string)	61.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
			Shortest Path (/tag/shortest-path)			
	118	Pascal's Triangle (/problems/	Array (Itaalarray)	74.8%	(Easy)	
	. 10	. 250ar o mangio (problema)	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	7-1.070		
			Synamic Frogramming (Itagraymanic-programming)			

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	#	Title	Tags	Acceptance	Difficulty	Frec
	400	Nth Digit (/problems/nth-digit)	Math (/tag/math) Binary Search (/tag/binary-search)	35.0%	Medium	
	945	Minimum Increment to Make	(1) (1) (1) (1) (1) (1) (1)	60.0%	(Medium)	
	945	Willimidin increment to Make	Array (/tag/array) Greedy (/tag/greedy) Sorting (/tag/sorting) Counting (/tag/counting)	00.070	Wedidiii	
			Counting (reagreement)			
~	1630	Arithmetic Subarrays (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	83.8%	Medium	
			Sorting (/tag/sorting)			
•	39	Combination Sum (/problems	Array (/tag/array) Backtracking (/tag/backtracking)	72.0%	Medium	
	1642	Furthest Building You Can Re	Array (/tag/array) Greedy (/tag/greedy)	49.8%	(Medium)	
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	648	Replace Words (/problems/re	Array (/tag/array) Hash Table (/tag/hash-table)	68.0%	Medium	
			String (/tag/string) Trie (/tag/trie)			
~	344	Reverse String (/problems/re	Two Pointers (/tag/two-pointers) String (/tag/string)	78.7%	(Easy)	
			(, ()			
	729	My Calendar I (/problems/my	Array (/tag/array) Binary Search (/tag/binary-search)	56.6%	(Medium)	
			Design (/tag/design)			
			Segment Tree (/tag/segment-tree) Ordered Set (/tag/ordered-set)			
			Ordered Set (regyordered-set)			
	1042	Flower Planting With No Adja	Depth-First Search (/tag/depth-first-search)	51.4%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
	1442	Count Triplets That Can For	Array (/tag/array) Hash Table (/tag/hash-table)	85.0%	Medium	
			Math (/tag/math)			
			Bit Manipulation (/tag/bit-manipulation)			
			Prefix Sum (/tag/prefix-sum)			
	593	Valid Square (/problems/valid	Math (/tag/math) Geometry (/tag/geometry)	44.1%	Medium	
•	410	Split Array Largest Sum (/pro	Array (/tag/array) Binary Search (/tag/binary-search)	55.8%	(Hard)	
		, , , , , , , , , , , , , , , , , , , ,	Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy) Prefix Sum (/tag/prefix-sum)			
	215	Kth Largest Element in an Arr	Away (haglaway)	66.9%	(Medium)	
•	210	Kiii Laigest Liement iii an Air	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer)	00.970	Medium	
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
,	685	Redundant Connection II (/pr	Depth-First Search (/tag/depth-first-search)	34.5%	(Hard)	
	-	WI	Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
	1326	Minimum Number of Taps to	Arroy (Haglarray)	50.9%	(Hard)	
•	1320	www.mann.raumber of Tabs to	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	JU.J/0	(Talu)	
			Greedy (/tag/greedy)			
	00	Wallah Daward W		40.70/		
•	20	Valid Parentheses (/problems	String (/tag/string) Stack (/tag/stack)	40.7%	(Easy)	
	1235	Maximum Profit in Job Sched	Array (/tag/array) Binary Search (/tag/binary-search)	54.4%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Sorting (/tag/sorting)			

			_	_		_
	#	Title	Tags	Acceptance	Difficulty	Fre
	1352	Product of the Last K Numbe	Array (/tag/array) Math (/tag/math)	51.6%	Medium	
			Design (/tag/design) Queue (/tag/queue)			
			Data Stream (/tag/data-stream)			
	1404	Number of Steps to Reduce	String (/tag/string)	61.5%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
	21	Merge Two Sorted Lists (/pro	Linked List (/tag/linked-list) Recursion (/tag/recursion)	64.7%	Easy	
~	1361	Validate Binary Tree Nodes (/	Tree (/tag/tree)	43.8%	(Medium)	
		*	Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
			Binary Tree (/tag/binary-tree)			
	54	Spiral Matrix (Iprobleme/spir		50.2%	(Medium)	
•	54	Spiral Matrix (/problems/spir	Array (/tag/array) Matrix (/tag/matrix)	50.2%	Wedium	
			Simulation (/tag/simulation)			
	719	Find K-th Smallest Pair Dista	Array (/tag/array) Two Pointers (/tag/two-pointers)	38.2%	Hard	
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
	718	Maximum Length of Repeate	Array (/tag/array) Binary Search (/tag/binary-search)	50.9%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Sliding Window (/tag/sliding-window)			
			Rolling Hash (/tag/rolling-hash)			
			Hash Function (/tag/hash-function)			
			mash function (reginash function)			
~	121	Best Time to Buy and Sell St	Array (/tag/array)	53.9%	(Easy)	
			Dynamic Programming (/tag/dynamic-programming)			
	523	Continuous Subarray Sum (/	Array (/tag/array) Hash Table (/tag/hash-table)	30.3%	Medium	
			Math (/tag/math) Prefix Sum (/tag/prefix-sum)			
	163	Missing Danges (Inroblems)		34.0%	Face	
	103	Missing Ranges (/problems/	Array (/tag/array)	34.0%	(Easy)	
~	332	Reconstruct Itinerary (/probl	Depth-First Search (/tag/depth-first-search)	43.3%	(Hard)	
			Graph (/tag/graph)			
			Eulerian Circuit (/tag/eulerian-circuit)			
	100	House Debber (Inroblems/ho		E1 20/	Madium	
•	198	House Robber (/problems/ho	Array (/tag/array)	51.2%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)			
~	403	Frog Jump (/problems/frog-j	Array (/tag/array)	46.1%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
~	208	Implement Trie (Prefix Tree) (Hash Table (/tag/hash-table) String (/tag/string)	65.7%	(Medium)	
			Design (/tag/design) Trie (/tag/trie)			
•	71	Simplify Path (/problems/sim	String (/tag/string) Stack (/tag/stack)	43.2%	Medium	
	1000	Find Hainey Bires College		74.00/		
~	1980	Find Unique Binary String (/p	Array (/tag/array) Hash Table (/tag/hash-table)	74.6%	(Medium)	
			String (/tag/string) Backtracking (/tag/backtracking)			

	#	Title	Tags	Acceptance	Difficulty	Fred
	853	Car Fleet (/problems/car-fleet)	Array (/tag/array) Stack (/tag/stack)	51.4%	Medium	
			Sorting (/tag/sorting) Monotonic Stack (/tag/monotonic-stack)			
~	49	Group Anagrams (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	68.9%	Medium	
	786	K-th Smallest Prime Fraction	Array (/tag/array) Two Pointers (/tag/two-pointers)	68.1%	Medium	
			Binary Search (/tag/binary-search) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	623	Add One Row to Tree (/probl	Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	64.0%	Medium	
			Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
	1552	Magnetic Force Between Tw	Array (/tag/array) Binary Search (/tag/binary-search)	71.1%	Medium	
,	50	Pow(x, n) (/problems/powx-n)	Sorting (/tag/sorting) Math (/tag/math) Recursion (/tag/recursion)	35.1%	(Medium)	
•	50	Tow(x, 11) ((problems/powx 11)	Matil (/tag/matil)	33.170		
	202	Happy Number (/problems/h	Hash Table (/tag/hash-table) Math (/tag/math) Two Pointers (/tag/two-pointers)	56.4%	(Easy)	
	420	Strong Password Checker (/p	String (/tag/string) Greedy (/tag/greedy) Heap (Priority Queue) (/tag/heap-priority-queue)	13.8%	Hard	
	1255	Maximum Score Words Form	Array (/tag/array) String (/tag/string)	82.1%	(Hard)	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
			Bitmask (/tag/bitmask)			
	1512	Number of Good Pairs (/prob	Array (/tag/array) Hash Table (/tag/hash-table) Math (/tag/math) Counting (/tag/counting)	89.1%	Easy	
	1472	Design Browser History (/pro	Array (/tag/array) Linked List (/tag/linked-list)	77.6%	(Medium)	
			Stack (/tag/stack) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list) Data Stream (/tag/data-stream)			
			Duta Stream (ragyanta Stream)			
	857	Minimum Cost to Hire K Wor	Array (/tag/array) Greedy (/tag/greedy)	63.4%	(Hard)	
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
~	33	Search in Rotated Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	41.1%	Medium	
	1854	Maximum Population Year (/p	Array (/tag/array) Counting (/tag/counting) Prefix Sum (/tag/prefix-sum)	60.9%	Easy	
	3196	Maximize Total Cost of Altern	Array (/tag/array)	27.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			

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	#	Title	Tags	Acceptance	Difficulty	Frec
	264	Ugly Number II (/problems/u	Hash Table (/tag/hash-table) Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Heap (Priority Queue) (/tag/heap-priority-queue)	46.3%	Medium	
	861	Score After Flipping Matrix (/	Array (/tag/array) Greedy (/tag/greedy) Bit Manipulation (/tag/bit-manipulation) Matrix (/tag/matrix)	80.4%	Medium	
•	316	Remove Duplicate Letters (/p	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy) Monotonic Stack (/tag/monotonic-stack)	49.9%	Medium	
	670	Maximum Swap (/problems/	Math (/tag/math) Greedy (/tag/greedy)	48.9%	Medium	
	741	Cherry Pickup (/problems/ch	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	37.0%	Hard	
	490	The Maze (/problems/the-ma	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Matrix (/tag/matrix)	58.2%	Medium	
	3152	Special Array II (/problems/s	Array (/tag/array) Binary Search (/tag/binary-search) Prefix Sum (/tag/prefix-sum)	29.6%	Medium	
	981	Time Based Key-Value Store	Hash Table (/tag/hash-table) String (/tag/string) Binary Search (/tag/binary-search) Design (/tag/design)	49.3%	Medium	
	241	Different Ways to Add Parent	Math (/tag/math) String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion) Memoization (/tag/memoization)	65.7%	Medium	
	336	Palindrome Pairs (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Trie (/tag/trie)	35.4%	Hard	
	217	Contains Duplicate (/problem	Array (/tag/array) Hash Table (/tag/hash-table) Sorting (/tag/sorting)	61.9%	Easy	
~	60	Permutation Sequence (/pro	Math (/tag/math) Recursion (/tag/recursion)	47.6%	Hard	
	330	Patching Array (/problems/pa	Array (/tag/array) Greedy (/tag/greedy)	53.1%	Hard	
~	115	Distinct Subsequences (/pro	String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	47.6%	Hard	
~	322	Coin Change (/problems/coin	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	44.3%	Medium	
~	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	64.8%	Medium	

,	542	04 Matrix (fourth and 104 and 1			
		01 Matrix (/problems/01-mat	Array (/tag/array)	48.9%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Breadth-First Search (/tag/breadth-first-search)		
			Matrix (/tag/matrix)		
			Matrix (ragificativ)		
	650	2 Keys Keyboard (/problems/	Math (/tag/math)	54.2%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
•	72	Edit Distance (/problems/edit	String (/tag/string)	56.9%	(Medium)
			Dynamic Programming (/tag/dynamic-programming)		
	384	Shuffle an Array (/problems/s	Assess (the esterone) Adeath (the esteronth)	58.4%	(Medium)
	304	Shume an Array (/problems/s	Array (/tag/array) Math (/tag/math)	38.470	Wedidiii
			Randomized (/tag/randomized)		
	980	Unique Paths III (/problems/u	Array (/tag/array) Backtracking (/tag/backtracking)	81.9%	(Hard)
			Bit Manipulation (/tag/bit-manipulation)		
			Matrix (/tag/matrix)		
			matin (taginatin)		
•	621	Task Scheduler (/problems/ta	Array (/tag/array) Hash Table (/tag/hash-table)	60.1%	Medium
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
			Heap (Priority Queue) (/tag/heap-priority-queue)		
			Counting (/tag/counting)		
	881	Boats to Save People (/probl	Array (/tag/array) Two Pointers (/tag/two-pointers)	59.4%	Medium
			Greedy (/tag/greedy) Sorting (/tag/sorting)		
	143	Doordor List (Inroblematroor		59.3%	Madium
	143	Reorder List (/problems/reor	Linked List (/tag/linked-list)	59.5%	(Medium)
			Two Pointers (/tag/two-pointers) Stack (/tag/stack)		
			Recursion (/tag/recursion)		
	778	Swim in Rising Water (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	61.1%	(Hard)
			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)		
			Matrix (/tag/matrix)		
	45	Jump Game II (/problems/ju	Array (/tag/array)	40.6%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
	429	N-ary Tree Level Order Trave	Tree (/tag/tree)	70.9%	Medium
			Breadth-First Search (/tag/breadth-first-search)		
	968	Binary Tree Cameras (/proble		46.8%	Hard
	900	biliary free Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)	40.0%	(Hard)
			Tree (/tag/tree)		
			Depth-First Search (/tag/depth-first-search)		
			Binary Tree (/tag/binary-tree)		
	1094	Car Pooling (/problems/car-p	Array (/tag/array) Sorting (/tag/sorting)	56.0%	(Medium)
		We carred our but	Heap (Priority Queue) (/tag/heap-priority-queue)		
			Simulation (/tag/simulation)		

	#	Title	Tags	Acceptance	Difficulty	F
,	221	Maximal Square (/problems/	Array (/tag/array)	46.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
			0.37			
	84	Largest Rectangle in Histogr	Array (/tag/array) Stack (/tag/stack)	44.9%	Hard	
			Monotonic Stack (/tag/monotonic-stack)			
	0005	Doubliking Assess Indo Toro Asses		00.40/		
•	2035	Partition Array Into Two Arra	Array (/tag/array) Two Pointers (/tag/two-pointers)	20.4%	(Hard)	
			Binary Search (/tag/binary-search)			
			Dynamic Programming (/tag/dynamic-programming)			
			Bit Manipulation (/tag/bit-manipulation)			
			Ordered Set (/tag/ordered-set) Bitmask (/tag/bitmask)			
,	416	Partition Equal Subset Sum (/	Array (/tag/array)	46.5%	(Medium)	
		, and an equal calcoor carri (in	Dynamic Programming (/tag/dynamic-programming)			
			Dynamic Programming (/tag/dynamic-programming)			
	233	Number of Digit One (/proble	Math (/tag/math)	34.7%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Recursion (/tag/recursion)			
	169	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	65.0%	(Easy)	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting) Counting (/tag/counting)			
	941	Valid Mountain Array (/proble	Array (/tag/array)	33.5%	Easy	
	007	In annuacione Ouden Counch Tree		70.00/		
	897	Increasing Order Search Tree	Stack (/tag/stack) Tree (/tag/tree)	78.3%	(Easy)	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
,	79	Word Search (/problems/wor	Array (/tag/array) String (/tag/string)	43.1%	Medium	
			Backtracking (/tag/backtracking) Matrix (/tag/matrix)			
	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	61.9%	Easy	
	1313	Decompress Run-Length Enc	Array (/tag/array)	85.8%	(Easy)	
		, ,	(may (maganay)			
	633	Sum of Square Numbers (/pr	Math (/tag/math) Two Pointers (/tag/two-pointers)	36.6%	Medium	
			Binary Search (/tag/binary-search)			
	440	Dettle dia a in a Decod (Invelo		75 50/		
	419	Battleships in a Board (/probl	Array (/tag/array)	75.5%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Matrix (/tag/matrix)			
	904	Fruit Into Baskets (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	44.5%	(Medium)	
		V.	Sliding Window (/tag/sliding-window)			
			(
/	896	Monotonic Array (/problems/	Array (/tag/array)	61.2%	Easy	
/	785	Is Graph Bipartite? (/problem	Depth-First Search (/tag/depth-first-search)	56.0%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
	149	Max Points on a Line (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	27.1%	(Hard)	
			Math (/tag/math) Geometry (/tag/geometry)			

	#	Title	Tags	Acceptance	Difficulty	ı
,	1192	Critical Connections in a Net	Depth-First Search (/tag/depth-first-search)	56.0%	Hard	
			Graph (/tag/graph)			
			Biconnected Component (/tag/biconnected-component)			
	000	Newshar of Osman stad Osman		00.00/		
	323	Number of Connected Comp	Depth-First Search (/tag/depth-first-search)	63.0%	(Medium)	
		_	Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
•	31	Next Permutation (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	40.4%	Medium	
	2958	Length of Longest Subarray	Array (/tag/array) Hash Table (/tag/hash-table)	55.8%	(Medium)	
			Sliding Window (/tag/sliding-window)			
,	62	Unique Paths (/problems/uni	Math (/tag/math)	64.5%	(Medium)	
	02	omque rame ((presieme/amm	Dynamic Programming (/tag/dynamic-programming)	0 11070		
			Combinatorics (/tag/combinatorics)			
			combinatories (reagicombinatories)			
•	1838	Frequency of the Most Frequ	Array (/tag/array) Binary Search (/tag/binary-search)	44.6%	Medium	
			Greedy (/tag/greedy)			
			Sliding Window (/tag/sliding-window)			
			Sorting (/tag/sorting) Prefix Sum (/tag/prefix-sum)			
,	213	House Robber II (/problems/h	Array (/tag/array)	42.2%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
,	25	Reverse Nodes in k-Group (/	Linked List (/tag/linked-list) Recursion (/tag/recursion)	59.4%	Hard	
,	74	Search a 2D Matrix (/proble	Array (/tag/array) Binary Search (/tag/binary-search)	50.5%	(Medium)	
		Court of 22 man in (prosion)	Matrix (/tag/matrix)			
			(, ()			
	2877	Create a DataFrame from Lis		81.0%	(Easy)	
	463	Island Perimeter (/problems/i	Array (/tag/array)	72.9%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
,	518	Coin Change II (/problems/co	Array (/tag/array)	64.3%	(Medium)	
		,	Dynamic Programming (/tag/dynamic-programming)			
	1572	Matrix Diagonal Sum (/proble	Array (/tag/array) Matrix (/tag/matrix)	83.1%	(Easy)	
	1268	Search Suggestions System	Array (/tag/array) String (/tag/string)	65.1%	Medium	
			Binary Search (/tag/binary-search) Trie (/tag/trie)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	140	Word Break II (/problems/wor	Array (/tag/array) Hash Table (/tag/hash-table)	51.2%	(Hard)	
	140	word break if (/problems/wor		31.270	(Hard)	
			String (/tag/string) Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking) Trie (/tag/trie)			
			Memoization (/tag/memoization)			
,	1482	Minimum Number of Days to	Array (/tag/array) Binary Search (/tag/binary-search)	56.2%	(Medium)	

	#	Title	Tags	Acceptance	Difficulty	F
~	947	Most Stones Removed with S	Hash Table (/tag/hash-table)	58.9%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			
	691	Stickers to Spell Word (/probl	Array (/tag/array) String (/tag/string)	48.9%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
			Bit Manipulation (/tag/bit-manipulation)			
			Bitmask (/tag/bitmask)			
	349	Intersection of Two Arrays (/	Array (/tag/array) Hash Table (/tag/hash-table)	74.8%	Easy	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
~	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	86.8%	Easy	
	2722	Join Two Arrays by ID (/probl		54.1%	Medium	
	212	Word Search II (/problems/w	Array (/tag/array) String (/tag/string)	36.4%	Hard	
			Backtracking (/tag/backtracking) Trie (/tag/trie)			
			Matrix (/tag/matrix)			
~	18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)	36.4%	Medium	
			Sorting (/tag/sorting)			
	441	Arranging Coins (/problems/	Math (/tag/math) Binary Search (/tag/binary-search)	46.7%	Easy	
	427	Construct Quad Tree (/probl	Array (/tag/array)	75.6%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Tree (/tag/tree) Matrix (/tag/matrix)			
~	1048	Longest String Chain (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	61.2%	Medium	
			Two Pointers (/tag/two-pointers) String (/tag/string)			
			Dynamic Programming (/tag/dynamic-programming)			
			Sorting (/tag/sorting)			
	214	Shortest Palindrome (/proble	String (/tag/string) Rolling Hash (/tag/rolling-hash)	33.7%	Hard	
			String Matching (/tag/string-matching)			
			Hash Function (/tag/hash-function)			
	51	N-Queens (/problems/n-que	Array (/tag/array) Backtracking (/tag/backtracking)	69.0%	Hard	
~	515	Find Largest Value in Each Tr	Tree (/tag/tree)	65.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1436	Destination City (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table)	79.5%	(Easy)	
			String (/tag/string)			
~	846	Hand of Straights (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	56.7%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
	1052	Grumpy Bookstore Owner (/p	Array (/tag/array)	64.4%	(Medium)	
		- ··· (/p····	Sliding Window (/tag/sliding-window)			

	#	Title	Tags	Acceptance	Difficulty	Fre
	1509	Minimum Difference Betwee	Array (/tag/array) Greedy (/tag/greedy)	59.2%	Medium	
			Sorting (/tag/sorting)			
~	174	Dungeon Game (/problems/d	Array (/tag/array)	38.3%	Hard	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
~	501	Find Mode in Binary Search T	Tree (/tag/tree)	56.3%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	707	Design Linked List (/problem	Linked List (/tag/linked-list) Design (/tag/design)	28.3%	Medium	
	2367	Number of Arithmetic Triplet	Array (/tag/array) Hash Table (/tag/hash-table)	84.2%	(Easy)	
		·	Two Pointers (/tag/two-pointers)			
			Enumeration (/tag/enumeration)			
.,	312	Burst Balloons (/problems/bu	Arroy (Haglarray)	59.2%	(Hard)	
•	312	burst balloons (/problems/bu	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)	33.270	(Haru)	
			Dynamic Programming (rag/aymamic programming)			
~	525	Contiguous Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	49.0%	(Medium)	
			Prefix Sum (/tag/prefix-sum)			
	2704	To Be Or Not To Be (/proble		62.2%	Easy	
~	226	Invert Binary Tree (/problems	Tree (/tag/tree)	77.3%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	2373	Largest Local Values in a Mat	Array (/tag/array) Matrix (/tag/matrix)	88.1%	Easy	
	2619	Array Prototype Last (/proble		73.3%	Easy	
	556	Next Greater Element III (/pro	Math (/tag/math) Two Pointers (/tag/two-pointers)	34.1%	Medium	
			String (/tag/string)			
	2331	Evaluate Boolean Binary Tree	Tree (/tag/tree)	82.9%	(Easy)	
	2001	Evaluate Boolean Binary Troom	Depth-First Search (/tag/depth-first-search)	02.070	(===,)	
			Binary Tree (/tag/binary-tree)			
	27	Domovo Element (Inrobleme)		E7 40/	Facul	
	27	Remove Element (/problems/	Array (/tag/array) Two Pointers (/tag/two-pointers)	57.4%	(Easy)	
~	19	Remove Nth Node From End	Linked List (/tag/linked-list)	45.9%	Medium	
			Two Pointers (/tag/two-pointers)			
	95	Unique Binary Search Trees I	Dynamic Programming (/tag/dynamic-programming)	58.2%	Medium	
			Backtracking (/tag/backtracking) Tree (/tag/tree)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
	271	Encode and Decode Strings (Array (/tag/array) String (/tag/string)	47.1%	Medium	
		•	Design (/tag/design)			
	69	Sqrt(x) (/problems/sqrtx)	Moth (/tog/moth)	39.0%	(Easy)	
	U J	odit(v) (/bionicilis/sditx)	Math (/tag/math) Binary Search (/tag/binary-search)	J3.U /0	Lasy	

	#	Title	Tags	Acceptance	Difficulty	Frec
~	347	Top K Frequent Elements (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	63.0%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Bucket Sort (/tag/bucket-sort)			
			Counting (/tag/counting)			
			Quickselect (/tag/quickselect)			
•	739	Daily Temperatures (/proble	Array (/tag/array) Stack (/tag/stack)	66.1%	Medium	
			Monotonic Stack (/tag/monotonic-stack)			
	205	Isomorphic Strings (/problem	Hash Table (/tag/hash-table) String (/tag/string)	45.4%	Easy	
	187	Repeated DNA Sequences (/	Hash Table (/tag/hash-table) String (/tag/string)	49.2%	(Medium)	
			Bit Manipulation (/tag/bit-manipulation)			
			Sliding Window (/tag/sliding-window)			
			Rolling Hash (/tag/rolling-hash)			
			Hash Function (/tag/hash-function)			
			Trastit unction (reginast function)			
	93	Restore IP Addresses (/probl	String (/tag/string) Backtracking (/tag/backtracking)	50.4%	Medium	
~	35	Search Insert Position (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	46.5%	Easy	
~	189	Rotate Array (/problems/rotat	Array (/tag/array) Math (/tag/math)	41.0%	Medium	
		*	Two Pointers (/tag/two-pointers)			
	395	Longest Substring with At Le	Hash Table (/tag/hash-table) String (/tag/string)	45.0%	Medium	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sliding Window (/tag/sliding-window)			
	2259	Remove Digit From Number t	String (/tag/string) Greedy (/tag/greedy)	45.5%	(Easy)	
	2200	Nomero Bigit From Hamber till	Enumeration (/tag/enumeration)	10.070		
			Endineration (reagienumeration)			
~	227	Basic Calculator II (/problems	Math (/tag/math) String (/tag/string)	43.9%	Medium	
			Stack (/tag/stack)			
	1463	Cherry Pickup II (/problems/c	America (the reference)	71.9%	(Hard)	
	1403	Cherry Fickup II (/problems/c	Array (/tag/array)	71.970	Halu	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
	58	Length of Last Word (/proble	String (/tag/string)	52.6%	Easy	
~	1277	Count Square Submatrices w	Array (/tag/array)	75.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
	26	Remove Duplicates from Sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.5%	Easy	
	1579	Remove Max Number of Edg	Union Find (/tag/union-find) Graph (/tag/graph)	71.2%	Hard	
	705	Design HashSet (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	67.1%	(Easy)	
		G	Linked List (/tag/linked-list) Design (/tag/design)			
			Hash Function (/tag/hash-function)			
	3110	Score of a String (/problems/	String (/tag/string)	93.6%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Fre
~	138	Copy List with Random Point	Hash Table (/tag/hash-table)	56.8%	Medium	
			Linked List (/tag/linked-list)			
	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	45.7%	Easy	
_	1971	Find if Path Exists in Graph (/	Depth-First Search (/tag/depth-first-search)	54.1%	(Easy)	
•	1371	Tind it I dill Exists in Graph (Breadth-First Search (/tag/depth-inst-search)	04.170	Lusy	
			Union Find (/tag/union-find) Graph (/tag/graph)			
			Onion ind (/tag/dinon-ind)			
	206	Reverse Linked List (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	77.0%	Easy	
~	278	First Bad Version (/problems/	Binary Search (/tag/binary-search)	44.6%	Easy	
			Interactive (/tag/interactive)			
~	987	Vertical Order Traversal of a	Hash Table (/tag/hash-table) Tree (/tag/tree)	48.1%	Hard	
			Depth-First Search (/tag/depth-first-search)		_	
			Breadth-First Search (/tag/breadth-first-search)			
			Sorting (/tag/sorting) Binary Tree (/tag/binary-tree)			
	252	Mashing Dagnes (Invalalence)		E0.00/	(5	
	252	Meeting Rooms (/problems/	Array (/tag/array) Sorting (/tag/sorting)	58.2%	(Easy)	
~	863	All Nodes Distance K in Binar	Hash Table (/tag/hash-table) Tree (/tag/tree)	64.7%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	1207	Unique Number of Occurren	Array (/tag/array) Hash Table (/tag/hash-table)	77.3%	(Easy)	
,	134	Gas Station (/problems/gas-s	Array (/tag/array) Greedy (/tag/greedy)	45.5%	(Medium)	
		(processing)	Greedy (ragigreedy)			
	2723	Add Two Promises (/problem		91.2%	(Easy)	
~	494	Target Sum (/problems/targe	Array (/tag/array)	47.1%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Backtracking (/tag/backtracking)			
	1108	Defanging an IP Address (/pr	String (/tag/string)	89.2%	Easy	
	100	Sama Traa (Inrahlama)aama		62.7%	Facu	
•	100	Same Tree (/problems/same	Tree (/tag/tree)	02.7 70	(Easy)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	104	Maximum Depth of Binary Tr	Tree (/tag/tree)	75.7%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	1631	Path With Minimum Effort (/p	Array (/tag/array) Binary Search (/tag/binary-search)	59.8%	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)			

	#	Title	Tags	Acceptance	Difficulty	F
	995	Minimum Number of K Conse	Array (/tag/array)	62.8%	Hard	
			Bit Manipulation (/tag/bit-manipulation)			
			Queue (/tag/queue)			
			Sliding Window (/tag/sliding-window)			
			Prefix Sum (/tag/prefix-sum)			
~	787	Cheapest Flights Within K St	Dynamic Programming (/tag/dynamic-programming)	39.4%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Shortest Path (/tag/shortest-path)			
	004	Davis Oalsulatas (Issuelalassa)		40.00/		
	224	Basic Calculator (/problems/	Math (/tag/math) String (/tag/string)	43.6%	(Hard)	
			Stack (/tag/stack) Recursion (/tag/recursion)			
/	1047	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	69.8%	(Easy)	
		•	(()			
	790	Domino and Tromino Tiling (/	Dynamic Programming (/tag/dynamic-programming)	50.3%	Medium	
	0.464	Marriagora Coma of Diational Co.		24.20/	(Marking)	
	2461	Maximum Sum of Distinct Su	Array (/tag/array) Hash Table (/tag/hash-table)	34.2%	(Medium)	
			Sliding Window (/tag/sliding-window)			
,	235	Lowest Common Ancestor of	Tree (/tag/tree)	65.3%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
			emany most quagramany area,			
	345	Reverse Vowels of a String (/	Two Pointers (/tag/two-pointers) String (/tag/string)	53.6%	Easy	
	584	Find Customer Referee (/pro	Database (/tag/database)	70.1%	Easy	
	407	Mand Ladden (bashlana bash		00.70/		
	127	Word Ladder (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	39.7%	(Hard)	
			Breadth-First Search (/tag/breadth-first-search)			
,	1043	Partition Array for Maximum	Array (/tag/array)	76.6%	(Medium)	
		·	Dynamic Programming (/tag/dynamic-programming)			
			2,			
	2542	Maximum Subsequence Scor	Array (/tag/array) Greedy (/tag/greedy)	53.7%	Medium	
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	543	Diameter of Binary Tree (/pro		60.9%	Face	
	545	Diameter of billary free (/pro	Tree (/tag/tree)	00.970	(Easy)	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	136	Single Number (/problems/si	Array (/tag/array)	73.4%	Easy	
			Bit Manipulation (/tag/bit-manipulation)			
/	76	Minimum Window Substring	Hash Table (/tag/hash-table) String (/tag/string)	43.3%	Hard	
			Sliding Window (/tag/sliding-window)			
	460	LFU Cache (/problems/lfu-ca	Hash Table (Assellment 1999)	44.5%	(Hard)	
	400	Li o Cacile (/problems/mu-ca	Hash Table (/tag/hash-table)	44.070	паги	
			Linked List (/tag/linked-list) Design (/tag/design)			
			Doubly-Linked List (/tag/doubly-linked-list)			

	#	Title	Tags	Acceptance	Difficulty	Fre
~	901	Online Stock Span (/problem	Stack (/tag/stack) Design (/tag/design)	66.1%	Medium	
			Monotonic Stack (/tag/monotonic-stack)			
			Data Stream (/tag/data-stream)			
	F67	Dermutation in Ctring //probl		44 50/	Madian	
•	567	Permutation in String (/probl	Hash Table (/tag/hash-table)	44.5%	(Medium)	
			Two Pointers (/tag/two-pointers) String (/tag/string)			
			Sliding Window (/tag/sliding-window)			
	2620	Counter (/problems/counter)		80.9%	Easy	
~	994	Rotting Oranges (/problems/r	Array (/tag/array)	54.4%	(Medium)	
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
~	532	K-diff Pairs in an Array (/prob	Array (/tag/array) Hash Table (/tag/hash-table)	43.0%	(Medium)	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)	64.3%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Matrix (/tag/matrix)			
_	53	Maximum Subarray (/proble	Array (Itaglarray)	50.9%	(Medium)	
•	00	Maximum Cabarray (proble	Array (/tag/array) Divide and Conquer (/tag/divide-and-conquer)	00.070	(modium)	
			Dynamic Programming (/tag/dynamic-programming)			
			Dynamic Frogramming (reaging manic-programming)			
~	34	Find First and Last Position o	Array (/tag/array) Binary Search (/tag/binary-search)	44.7%	Medium	
~	930	Binary Subarrays With Sum (/	Array (/tag/array) Hash Table (/tag/hash-table)	63.1%	(Medium)	
			Sliding Window (/tag/sliding-window)			
			Prefix Sum (/tag/prefix-sum)			
	4700			70.00/		
	1700	Number of Students Unable t	Array (/tag/array) Stack (/tag/stack)	78.2%	(Easy)	
			Queue (/tag/queue) Simulation (/tag/simulation)			
	350	Intersection of Two Arrays II (Array (/tag/array) Hash Table (/tag/hash-table)	58.5%	Easy	
			Two Pointers (/tag/two-pointers)			
			Binary Search (/tag/binary-search)			
			Sorting (/tag/sorting)			
	258	Add Digits (/problems/add-di	Math (/tag/math) Simulation (/tag/simulation)	66.8%	(Easy)	
	200	rad Digito (problems/add di	Number Theory (/tag/number-theory)	00.070	Lucy	
			Hamber Theory (raginalise: theory)			
	153	Find Minimum in Rotated Sor	Array (/tag/array) Binary Search (/tag/binary-search)	50.8%	Medium	
	274	H-Index (/problems/h-index)	Array (/tag/array) Sorting (/tag/sorting)	39.1%	(Medium)	
	2,7	тт тасх (урговістојіт тасх)		00.170	(
			Counting Sort (/tag/counting-sort)			
~	493	Reverse Pairs (/problems/rev	Array (/tag/array) Binary Search (/tag/binary-search)	30.8%	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)			

	#	Title	Tags	Acceptance	Difficulty	Fre
~	135	Candy (/problems/candy)	Array (/tag/array) Greedy (/tag/greedy)	43.5%	Hard	
~	977	Squares of a Sorted Array (/p	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	72.9%	Easy	
~	2149	Rearrange Array Elements by	Array (/tag/array) Two Pointers (/tag/two-pointers) Simulation (/tag/simulation)	84.1%	Medium	
	279	Perfect Squares (/problems/	Math (/tag/math) Dynamic Programming (/tag/dynamic-programming) Breadth-First Search (/tag/breadth-first-search)	54.9%	Medium	
~	10	Regular Expression Matching	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)	28.2%	Hard	
	178	Rank Scores (/problems/rank	Database (/tag/database)	62.8%	Medium	
•	451	Sort Characters By Frequenc	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting) Heap (Priority Queue) (/tag/heap-priority-queue) Bucket Sort (/tag/bucket-sort) Counting (/tag/counting)	72.7%	Medium	
	310	Minimum Height Trees (/prob	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Graph (/tag/graph) Topological Sort (/tag/topological-sort)	41.8%	Medium	
~	1781	Sum of Beauty of All Substrin	Hash Table (/tag/hash-table) String (/tag/string) Counting (/tag/counting)	66.2%	Medium	
~	75	Sort Colors (/problems/sort	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	64.1%	Medium	
	713	Subarray Product Less Than	Array (/tag/array) Sliding Window (/tag/sliding-window)	51.5%	Medium	
	32	Longest Valid Parentheses (/	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)	34.4%	Hard	
	238	Product of Array Except Self	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	66.4%	Medium	
	90	Subsets II (/problems/subset	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	57.6%	Medium	
	201	Bitwise AND of Numbers Ran	Bit Manipulation (/tag/bit-manipulation)	47.1%	Medium	
~	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	78.7%	Medium	
•	643	Maximum Average Subarray I	Array (/tag/array) Sliding Window (/tag/sliding-window)	43.5%	Easy	
	190	Reverse Bits (/problems/reve	Divide and Conquer (/tag/divide-and-conquer) Bit Manipulation (/tag/bit-manipulation)	59.3%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Fre
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	78.7%	Medium	
	645	Set Mismatch (/problems/set	Array (/tag/array) Hash Table (/tag/hash-table) Bit Manipulation (/tag/bit-manipulation) Sorting (/tag/sorting)	44.5%	Easy	
	197	Rising Temperature (/proble	Database (/tag/database)	48.0%	Easy	
~	931	Minimum Falling Path Sum (/	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	63.6%	Medium	
~	8	String to Integer (atoi) (/prob	String (/tag/string)	17.5%	Medium	
~	162	Find Peak Element (/problem	Array (/tag/array) Binary Search (/tag/binary-search)	46.0%	Medium	
	412	Fizz Buzz (/problems/fizz-bu	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	72.5%	Easy	
~	44	Wildcard Matching (/problem	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Greedy (/tag/greedy) Recursion (/tag/recursion)	28.3%	Hard	
	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)	53.0%	Medium	
~	64	Minimum Path Sum (/proble	Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Matrix (/tag/matrix)	64.4%	Medium	
	303	Range Sum Query - Immutab	Array (/tag/array) Design (/tag/design) Prefix Sum (/tag/prefix-sum)	64.0%	Easy	
	28	Find the Index of the First Oc	Two Pointers (/tag/two-pointers) String (/tag/string) String Matching (/tag/string-matching)	42.8%	Easy	
	6	Zigzag Conversion (/problem	String (/tag/string)	48.6%	Medium	
	67	Add Binary (/problems/add-b	Math (/tag/math) String (/tag/string) Bit Manipulation (/tag/bit-manipulation) Simulation (/tag/simulation)	53.9%	Easy	
~	827	Making A Large Island (/probl	Array (/tag/array) Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Matrix (/tag/matrix)	47.8%	Hard	
~	83	Remove Duplicates from Sort	Linked List (/tag/linked-list)	52.9%	Easy	
	1051	Height Checker (/problems/h	Array (/tag/array) Sorting (/tag/sorting) Counting Sort (/tag/counting-sort)	80.7%	Easy	
~	905	Sort Array By Parity (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	76.2%	Easy	

/2024, 1	1:24		Google - LeetCode			
	#	Title	Tags	Acceptance	Difficulty	Frec
	933	Number of Recent Calls (/pro	Design (/tag/design) Queue (/tag/queue) Data Stream (/tag/data-stream)	75.6%	Easy	
	570	Managers with at Least 5 Dir	Database (/tag/database)	49.9%	Medium	
•	1319	Number of Operations to Ma	Depth-First Search (/tag/depth-first-search) Breadth-First Search (/tag/breadth-first-search) Union Find (/tag/union-find) Graph (/tag/graph)	63.0%	Medium	
	131	Palindrome Partitioning (/pro	String (/tag/string) Dynamic Programming (/tag/dynamic-programming) Backtracking (/tag/backtracking)	69.7%	Medium	
~	1832	Check if the Sentence Is Pan	Hash Table (/tag/hash-table) String (/tag/string)	83.3%	(Easy)	
	16	3Sum Closest (/problems/3s	Array (/tag/array) Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)	45.9%	Medium	
•	92	Reverse Linked List II (/probl	Linked List (/tag/linked-list)	47.9%	Medium	
~	139	Word Break (/problems/word	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string) Dynamic Programming (/tag/dynamic-programming)	47.0%	Medium	
•	287	Find the Duplicate Number (/	Trie (/tag/trie) Memoization (/tag/memoization) Array (/tag/array) Two Pointers (/tag/two-pointers) Binary Search (/tag/binary-search) Bit Manipulation (/tag/bit-manipulation)	61.1%	Medium	
•	99	Recover Binary Search Tree (Tree (/tag/tree) Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)	53.6%	Medium	
~	114	Flatten Binary Tree to Linked	Linked List (/tag/linked-list) Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	65.6%	Medium	
•	23	Merge k Sorted Lists (/proble	Linked List (/tag/linked-list) Divide and Conquer (/tag/divide-and-conquer) Heap (Priority Queue) (/tag/heap-priority-queue)	53.4%	Hard	
~	907	Sum of Subarray Minimums (Merge Sort (/tag/merge-sort) Array (/tag/array) Dynamic Programming (/tag/dynamic-programming) Stack (/tag/stack)	37.3%	Medium	
	257	Binary Tree Paths (/problems	Monotonic Stack (/tag/monotonic-stack) String (/tag/string) Backtracking (/tag/backtracking) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	64.1%	Easy	
	414	Third Maximum Number (/pr	Binary Tree (/tag/binary-tree) Array (/tag/array) Sorting (/tag/sorting)	35.2%	Easy	

2024, 1	1.24		Google - Lectcode			
	#	Title	Tags	Acceptance	Difficulty	Frec
	2666	Allow One Function Call (/pro		86.0%	Easy	
	1365	How Many Numbers Are Sma	Array (/tag/array) Hash Table (/tag/hash-table)	86.8%	(Easy)	
	,,,,,		Sorting (/tag/sorting) Counting (/tag/counting)			
			3 (1.3)			
~	438	Find All Anagrams in a String	Hash Table (/tag/hash-table) String (/tag/string)	51.1%	(Medium)	
			Sliding Window (/tag/sliding-window)			
~	55	Jump Game (/problems/jump	Array (/tag/array)	38.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy)			
~	658	Find K Closest Elements (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)	47.6%	(Medium)	
			Binary Search (/tag/binary-search)			
			Sliding Window (/tag/sliding-window)			
			Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
	921	Minimum Add to Make Paren	Chairm (the relations) Charle (the relation)	75.0%	(Medium)	
	321	Williman Add to Wake Faren	String (/tag/string) Stack (/tag/stack) Greedy (/tag/greedy)	7 3.0 70	wedidiii	
			Greedy (rag/greedy)			
~	1283	Find the Smallest Divisor Giv	Array (/tag/array) Binary Search (/tag/binary-search)	60.5%	Medium	
	540	Single Element in a Sorted Ar	Array (/tag/array) Binary Search (/tag/binary-search)	59.2%	(Medium)	
		3	Uniterly Section (reagistingly Section)			
~	746	Min Cost Climbing Stairs (/pr	Array (/tag/array)	65.9%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			
	181	Employees Earning More Tha	Database (/tag/database)	69.8%	Easy	
	1 1 7 0	Charles the Agree (Joseph Lance)		00.00/		
	1470	Shuffle the Array (/problems/	Array (/tag/array)	88.6%	(Easy)	
	455	Assign Cookies (/problems/a	Array (/tag/array) Two Pointers (/tag/two-pointers)	52.7%	Easy	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
	110	Balanced Binary Tree (/probl	Tree (/tag/tree)	52.7%	(Easy)	
		, , ,	Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	0700	Etadaba Martara Ashtarahi		00.00/		
	2769	Find the Maximum Achievabl	Math (/tag/math)	90.3%	(Easy)	
	2629	Function Composition (/probl		86.0%	Easy	
	367	Valid Perfect Square (/proble	Math (/tag/math) Binary Search (/tag/binary-search)	43.8%	(Easy)	
~	1248	Count Number of Nice Subar	Array (/tag/array) Hash Table (/tag/hash-table)	71.0%	(Medium)	
			Math (/tag/math) Sliding Window (/tag/sliding-window)			
~	73	Set Matrix Zeroes (/problems	Array (/tag/array) Hash Table (/tag/hash-table)	56.4%	Medium	
			Matrix (/tag/matrix)			
	119	Pascal's Triangle II (/problem	Array (/tag/array)	64.3%	(Easy)	
	3	ag.a (problem	Dynamic Programming (/tag/dynamic-programming)			
			5			
	137	Single Number II (/problems/	Array (/tag/array)	63.2%	(Medium)	
			Bit Manipulation (/tag/bit-manipulation)			
~	392	Is Subsequence (/problems/i	Two Pointers (/tag/two-pointers) String (/tag/string)	48.1%	Easy	
			Dynamic Programming (/tag/dynamic-programming)			

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		#	Title	Tags	Acceptance	Difficulty	Frec
		653	Two Sum IV - Input is a BST (Hash Table (/tag/hash-table)	61.4%	Easy	
				Two Pointers (/tag/two-pointers) Tree (/tag/tree)			
				Depth-First Search (/tag/depth-first-search)			
				Breadth-First Search (/tag/breadth-first-search)			
				Binary Search Tree (/tag/binary-search-tree)			
				Binary Tree (/tag/binary-tree)			
		116	Populating Next Right Pointe	Linked List (/tag/linked-list) Tree (/tag/tree)	63.1%	Medium	
				Depth-First Search (/tag/depth-first-search)			
				Breadth-First Search (/tag/breadth-first-search)			
				Binary Tree (/tag/binary-tree)			
١,	/	876	Middle of the Linked List (/pr	Linked List (/tag/linked-list)	78.8%	(Easy)	
				Two Pointers (/tag/two-pointers)			
		4.400	Manipus Painta Van Oan Ob		F0.00/		
1		1423	Maximum Points You Can Ob	Array (/tag/array)	53.2%	(Medium)	
				Sliding Window (/tag/sliding-window)			
				Prefix Sum (/tag/prefix-sum)			
•	/	389	Find the Difference (/proble	Hash Table (/tag/hash-table) String (/tag/string)	59.6%	Easy	
				Bit Manipulation (/tag/bit-manipulation)			
				Sorting (/tag/sorting)			
		211	Design Add and Search Wor	String (/tag/string)	45.6%	Medium	
				Depth-First Search (/tag/depth-first-search)			
				Design (/tag/design) Trie (/tag/trie)			
	,	94	Binary Tree Inorder Traversal	Stock (Itagletack) Tree (Itagltree)	76.5%	(Easy)	
		J-4	billary free morder fraversar	Stack (/tag/stack) Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	70.570	Lusy	
				Binary Tree (/tag/binary-tree)			
		1661	Average Time of Process per	Database (/tag/database)	67.3%	(Easy)	
١,	/	152	Maximum Product Subarray (Array (/tag/array)	34.5%	Medium	
				Dynamic Programming (/tag/dynamic-programming)			
		242	Valid Anagram (/problems/va	Hash Table (Man/bash Ashle) (Shina (Man/shina)	64.9%	(Easy)	
		242	valid Aliagram (/problems/va	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	04.970	Lasy	
				Softing (rag/softing)			
١,	/	142	Linked List Cycle II (/problem	Hash Table (/tag/hash-table)	51.9%	Medium	
				Linked List (/tag/linked-list)			
				Two Pointers (/tag/two-pointers)			
١,	/	771	Jewels and Stones (/problem	Hash Table (/tag/hash-table) String (/tag/string)	88.7%	Easy	
		1110	Auticle Micros I (Inveltore Jour		75 60/	(Face)	
		1148	Article Views I (/problems/art	Database (/tag/database)	75.6%	(Easy)	
	/	1011	Capacity To Ship Packages	Array (/tag/array) Binary Search (/tag/binary-search)	69.9%	Medium	
	,	309	Best Time to Buy and Sell St	Array (/tag/array)	58.6%	(Medium)	
	•	000	best fille to buy and bell ot	Dynamic Programming (/tag/dynamic-programming)	00.070	(mountain)	
				, 1-3			
	/	61	Rotate List (/problems/rotate	Linked List (/tag/linked-list)	38.2%	(Medium)	
				Two Pointers (/tag/two-pointers)			
		796	Rotate String (/problems/rota	String (/tag/string)	58.6%	Easy	
				String Matching (/tag/string-matching)		_	

	#	Title	Tags	Acceptance	Difficulty	Free
~	209	Minimum Size Subarray Sum	Array (/tag/array) Binary Search (/tag/binary-search)	47.4%	(Medium)	
		,	Sliding Window (/tag/sliding-window)			
			Prefix Sum (/tag/prefix-sum)			
	704	la continta a Ria ama Occasila Ta		70.70/		
•	701	Insert into a Binary Search Tr	Tree (/tag/tree)	73.7%	(Medium)	
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
~	368	Largest Divisible Subset (/pr	Array (/tag/array) Math (/tag/math)	45.4%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Sorting (/tag/sorting)			
~	743	Network Delay Time (/proble	Depth-First Search (/tag/depth-first-search)	54.3%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Graph (/tag/graph)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Shortest Path (/tag/shortest-path)			
	2878	Get the Size of a DataFrame		84.7%	(Easy)	
		Number of Unions Cubicate				
	2356	Number of Unique Subjects	Database (/tag/database)	88.2%	(Easy)	
	680	Valid Palindrome II (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)	41.0%	Easy	
			Greedy (/tag/greedy)			
	852	Peak Index in a Mountain Arr	Array (/tag/array) Binary Search (/tag/binary-search)	68.3%	(Medium)	
	302	r call mack in a meantain rimin	Array (/tag/array)	00.070		
	36	Valid Sudoku (/problems/vali	Array (/tag/array) Hash Table (/tag/hash-table)	60.1%	Medium	
			Matrix (/tag/matrix)			
~	268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)	67.4%	(Easy)	
			Math (/tag/math) Binary Search (/tag/binary-search)			
			Bit Manipulation (/tag/bit-manipulation)			
			Sorting (/tag/sorting)			
	1091	Shortest Path in Binary Matri	Array (/tag/array)	47.7%	(Medium)	
	1001	onortest ration binary matrix.	Breadth-First Search (/tag/breadth-first-search)	47.770	(
			Matrix (/tag/matrix)			
	228	Summary Ranges (/problems	Array (/tag/array)	51.0%	(Easy)	
~	1143	Longest Common Subseque	String (/tag/string)	57.8%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	509	Fihanagai Number (Inroblem		71.4%	Facu	
	509	Fibonacci Number (/problem	Math (/tag/math)	71.4%	(Easy)	
			Dynamic Programming (/tag/dynamic-programming) Recursion (/tag/recursion)			
			Memoization (/tag/memoization)			
	1539	Kth Missing Positive Number	Array (/tag/array) Binary Search (/tag/binary-search)	60.3%	(Easy)	
	1581	Customer Who Visited but Di	Database (/tag/database)	67.9%	Easy	
				30		
	175	Combine Two Tables (/proble	Database (/tag/database)	76.3%	(Easy)	
	91	Decode Ways (/problems/de	String (/tag/string)	35.1%	Medium	
~	• .					

72024,	11:24		Google - LeetCode			
	#	Title	Tags	Acceptance	Difficulty	Frec
	387	First Unique Character in a S	Hash Table (/tag/hash-table) String (/tag/string)	62.3%	Easy	
			Queue (/tag/queue) Counting (/tag/counting)			
	550	Game Play Analysis IV (/probl	Database (/tag/database)	36.8%	Medium	
	1456	Maximum Number of Vowels	String (/tag/string)	58.7%	(Medium)	
			Sliding Window (/tag/sliding-window)			
~	236	Lowest Common Ancestor of	Tree (/tag/tree)	62.9%	(Medium)	
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	101	Symmetric Tree (/problems/s	Tree (/tag/tree)	57.0%	Easy	
			Depth-First Search (/tag/depth-first-search)			
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	180	Consecutive Numbers (/prob	Database (/tag/database)	45.0%	Medium	
		5 " 1		50.00/		
	234	Palindrome Linked List (/prob	Linked List (/tag/linked-list)	53.6%	(Easy)	
			Two Pointers (/tag/two-pointers) Stack (/tag/stack)			
			Recursion (/tag/recursion)			
~	124	Binary Tree Maximum Path S	Dynamic Programming (/tag/dynamic-programming)	40.2%	Hard	
			Tree (/tag/tree)			
			Depth-First Search (/tag/depth-first-search)			
			Binary Tree (/tag/binary-tree)			
	204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math)	33.8%	Medium	
			Enumeration (/tag/enumeration)			
			Number Theory (/tag/number-theory)			
	973	K Closest Points to Origin (/p	Array (/tag/array) Math (/tag/math)	66.6%	(Medium)	
			Divide and Conquer (/tag/divide-and-conquer)			
			Geometry (/tag/geometry) Sorting (/tag/sorting)			
			Heap (Priority Queue) (/tag/heap-priority-queue)			
			Quickselect (/tag/quickselect)			
	199	Binary Tree Right Side View ((Tour (Book book))	63.4%	(Medium)	
	199	billary free Right Side view (Tree (/tag/tree) Depth-First Search (/tag/depth-first-search)	03.470	Wedidiii	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	80	Remove Duplicates from Sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	59.2%	(Medium)	
~	647	Palindromic Substrings (/pro	Two Pointers (/tag/two-pointers) String (/tag/string)	70.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
	1068	Product Sales Analysis I (/pro	Database (Hag/database)	82.9%	(Easy)	
	,000	Jagot Jaios Alialysis i (piu	Database (/tag/database)	02.070		
	1929	Concatenation of Array (/pro	Array (/tag/array) Simulation (/tag/simulation)	89.9%	Easy	
	435	Non-overlapping Intervals (/p	Array (/tag/array)	53.6%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
	290	Word Pattern (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	42.2%	Easy	

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	#	Title	Tags	Acceptance	Difficulty	Fred
	222	Count Complete Tree Nodes	Binary Search (/tag/binary-search)	66.1%	Easy	
			Bit Manipulation (/tag/bit-manipulation)			
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)			
	1378	Replace Employee ID With T	Database (/tag/database)	82.9%	Easy	
	176	Second Highest Salary (/pro	Database (/tag/database)	40.9%	Medium	
	232	Implement Queue using Stac	Stack (/tag/stack) Design (/tag/design)	66.5%	Easy	
			Queue (/tag/queue)			
	125	Valid Palindrome (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	48.0%	Easy	
~	496	Next Greater Element I (/prob	Array (/tag/array) Hash Table (/tag/hash-table)	72.5%	Easy	
			Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)			
	102	Binary Tree Level Order Trav	Tree (/tag/tree)	67.8%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
	443	String Compression (/proble	Two Pointers (/tag/two-pointers) String (/tag/string)	55.0%	Medium	
	148	Sort List (/problems/sort-list)		58.6%	(Medium)	
	140	Soft List (/problems/soft-list)	Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	30.070	Mediuiii	
			Divide and Conquer (/tag/divide-and-conquer)			
			Sorting (/tag/sorting) Merge Sort (/tag/merge-sort)			
~	229	Majority Element II (/problem	Array (/tag/array) Hash Table (/tag/hash-table)	52.0%	(Medium)	
			Sorting (/tag/sorting) Counting (/tag/counting)			
~	2095	Delete the Middle Node of a	Linked List (/tag/linked-list)	59.2%	Medium	
			Two Pointers (/tag/two-pointers)			
~	98	Validate Binary Search Tree (Tree (/tag/tree)	33.1%	Medium	
			Depth-First Search (/tag/depth-first-search)			
			Binary Search Tree (/tag/binary-search-tree)			
			Binary Tree (/tag/binary-tree)			
•	63	Unique Paths II (/problems/u	Array (/tag/array)	41.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)			
			Matrix (/tag/matrix)			
	1174	Immediate Food Delivery II (/	Database (/tag/database)	51.4%	Medium	
	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table)	45.7%	(Easy)	
			Sliding Window (/tag/sliding-window)			
	1251	Average Selling Price (/probl	Database (/tag/database)	38.6%	Easy	
	595	Big Countries (/problems/big	Database (/tag/database)	68.1%	(Easy)	
.,	237	Delete Node in a Linked List		80.2%	(Medium)	
•	23/	Delete Node III a LIIIKed LIST	Linked List (/tag/linked-list)	00.270	wedium	
~	547	Number of Provinces (/probl	Depth-First Search (/tag/depth-first-search)	66.6%	Medium	
			Breadth-First Search (/tag/breadth-first-search)			
			Union Find (/tag/union-find) Graph (/tag/graph)			

			Ţ.		
	#	Title	Tags	Acceptance	Difficulty Fr
	40	Combination Sum II (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	54.8%	Medium
~	105	Construct Binary Tree from P	Array (/tag/array) Hash Table (/tag/hash-table)	64.4%	Medium
			Divide and Conquer (/tag/divide-and-conquer)		
			Tree (/tag/tree) Binary Tree (/tag/binary-tree)		
~	103	Binary Tree Zigzag Level Ord	Tree (/tag/tree)	59.4%	Medium
			Breadth-First Search (/tag/breadth-first-search)		
			Binary Tree (/tag/binary-tree)		
~	383	Ransom Note (/problems/ran	Hash Table (/tag/hash-table) String (/tag/string)	61.9%	Easy
			Counting (/tag/counting)		
~	141	Linked List Cycle (/problems/	Hash Table (/tag/hash-table)	50.7%	Easy
			Linked List (/tag/linked-list)		
			Two Pointers (/tag/two-pointers)		
	577	Employee Bonus (/problems/	Database (/tag/database)	75.5%	Easy
~	230	Kth Smallest Element in a BS	Tree (/tag/tree)	73.0%	Medium
			Depth-First Search (/tag/depth-first-search)		
			Binary Search Tree (/tag/binary-search-tree)		
			Binary Tree (/tag/binary-tree)		
	605	Can Place Flowers (/problem	Array (/tag/array) Greedy (/tag/greedy)	29.1%	Easy
	155	Min Stack (/problems/min-st	Stack (/tag/stack) Design (/tag/design)	54.5%	Medium
~	122	Best Time to Buy and Sell St	Array (/tag/array)	67.0%	Medium
			Dynamic Programming (/tag/dynamic-programming)		
			Greedy (/tag/greedy)		
	2582	Pass the Pillow (/problems/p	Math (/tag/math) Simulation (/tag/simulation)	57.2%	(Easy)

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