## Apple

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 214 / 574 problems.

✓ Show problem tags  Select time per  Select time pe	riod:	All time	_
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	#	Title	Tags	Acceptance	Difficulty	Frequency (
	1	Two Sum (/problems/two-sum)	Array (/tag/array) Hash Table (/tag/hash-table)	53.0%	(Easy)	
•	146	LRU Cache (/problems/lru-ca	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list) Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list)	42.8%	Medium	
	284	Peeking Iterator (/problems/p	Array (/tag/array) Design (/tag/design)  Iterator (/tag/iterator)	59.7%	Medium	
•	341	Flatten Nested List Iterator (/	Stack (/tag/stack) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Design (/tag/design) Queue (/tag/queue)  Iterator (/tag/iterator)	64.6%	Medium	
	311	Sparse Matrix Multiplication (	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	68.2%	Medium	
•	2	Add Two Numbers (/problem	Linked List (/tag/linked-list) Math (/tag/math)  Recursion (/tag/recursion)	43.4%	Medium	
•	4	Median of Two Sorted Arrays	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)	40.6%	Hard	
	1207	Unique Number of Occurren	Array (/tag/array) Hash Table (/tag/hash-table)	77.3%	Easy	
	362	Design Hit Counter (/proble	Array (/tag/array) Binary Search (/tag/binary-search)  Design (/tag/design) Queue (/tag/queue)  Data Stream (/tag/data-stream)	68.7%	Medium	
	13	Roman to Integer (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	61.8%	Easy	
•	200	Number of Islands (/problem	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)	59.9%	Medium	
•	54	Spiral Matrix (/problems/spir	Array (/tag/array) Matrix (/tag/matrix) Simulation (/tag/simulation)	50.2%	Medium	
•	56	Merge Intervals (/problems/	Array (/tag/array) Sorting (/tag/sorting)	47.6%	Medium	
	348	Design Tic-Tac-Toe (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  Design (/tag/design) Matrix (/tag/matrix)  Simulation (/tag/simulation)	58.1%	Medium	
	273	Integer to English Words (/pr	Math (/tag/math) String (/tag/string)  Recursion (/tag/recursion)	30.8%	Hard	
•	53	Maximum Subarray (/proble	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Dynamic Programming (/tag/dynamic-programming)	50.9%	Medium	
	218	The Skyline Problem (/proble	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)  Line Sweep (/tag/line-sweep)  Heap (Priority Queue) (/tag/heap-priority-queue)  Ordered Set (/tag/ordered-set)	42.8%	Hard	
•	42	Trapping Rain Water (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	62.4%	Hard	
	1229	Meeting Scheduler (/problem	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	55.0%	Medium	
	706	Design HashMap (/problems/	Array (/tag/array) Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Design (/tag/design)	65.6%	Easy	

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·	5	Longest Palindromic Substrin	Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	34.1%	Medium	
•	15	3Sum (/problems/3sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	34.9%	Medium	
•	3	Longest Substring Without R	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	35.0%	Medium	
	7	Reverse Integer (/problems/r	Math (/tag/math)	28.8%	Medium	
	14	Longest Common Prefix (/pr	String (/tag/string) Trie (/tag/trie)	43.2%	Easy	
	1095	Find in Mountain Array (/prob	Array (/tag/array) Binary Search (/tag/binary-search) Interactive (/tag/interactive)	40.3%	Hard	
	140	Word Break II (/problems/wor	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Trie (/tag/trie)	51.2%	Hard	
	692	Top K Frequent Words (/prob	Memoization (/tag/memoization)  Hash Table (/tag/hash-table) String (/tag/string)  Trie (/tag/trie) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Bucket Sort (/tag/bucket-sort)  Counting (/tag/counting)	58.2%	Medium	
	149	Max Points on a Line (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Geometry (/tag/geometry)	27.1%	Hard	
•	121	Best Time to Buy and Sell St	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	53.9%	Easy	
	36	Valid Sudoku (/problems/vali	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	60.1%	Medium	
•	48	Rotate Image (/problems/rota	Array (/tag/array) Math (/tag/math)  Matrix (/tag/matrix)	75.0%	Medium	
	202	Happy Number (/problems/h	Hash Table (/tag/hash-table) Math (/tag/math) Two Pointers (/tag/two-pointers)	56.4%	Easy	
•	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	
	394	Decode String (/problems/de	String (/tag/string) Stack (/tag/stack)  Recursion (/tag/recursion)	59.4%	Medium	
~	20	Valid Parentheses (/problems	String (/tag/string) Stack (/tag/stack)	40.7%	Easy	
	238	Product of Array Except Self	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	66.4%	Medium	
•	49	Group Anagrams (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Sorting (/tag/sorting)	68.9%	Medium	
	206	Reverse Linked List (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	77.0%	Easy	
•	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)  Merge Sort (/tag/merge-sort)	53.4%	Hard	
	315	Count of Smaller Numbers Af	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)  Merge Sort (/tag/merge-sort)  Ordered Set (/tag/ordered-set)	42.5%	Hard	
	212	Word Search II (/problems/w	Array (/tag/array) String (/tag/string)  Backtracking (/tag/backtracking) Trie (/tag/trie)  Matrix (/tag/matrix)	36.4%	Hard	
	97	Interleaving String (/problem	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	40.3%	Medium	
	443	String Compression (/proble	Two Pointers (/tag/two-pointers) String (/tag/string)	55.0%	Medium	
•	329	Longest Increasing Path in a	Array (/tag/array)  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)	53.8%	Hard	
•	17	Letter Combinations of a Pho	Hash Table (/tag/hash-table) String (/tag/string)  Backtracking (/tag/backtracking)	61.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frequency €
~	22	Generate Parentheses (/prob	String (/tag/string)	75.0%	Medium	
			Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)			
	387	First Unique Character in a S	Hash Table (/tag/hash-table) String (/tag/string)  Queue (/tag/queue) Counting (/tag/counting)	62.3%	Easy	
	158	Read N Characters Given rea	Array (/tag/array) Simulation (/tag/simulation) Interactive (/tag/interactive)	42.4%	Hard	
~	31	Next Permutation (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)	40.4%	Medium	
	412	Fizz Buzz (/problems/fizz-bu	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	72.5%	(Easy)	
~	139	Word Break (/problems/word	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Trie (/tag/trie) Memoization (/tag/memoization)	47.0%	Medium	
	21	Merge Two Sorted Lists (/pro	Linked List (/tag/linked-list) Recursion (/tag/recursion)	64.7%	Easy	
~	545	Boundary of Binary Tree (/pr	Tree (/tag/tree)	45.6%	Medium	
		-	Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)			
	2004	The Number of Seniors and J	Database (/tag/database)	43.2%	Hard	
	642	Design Search Autocomplete	String (/tag/string) Design (/tag/design)	49.0%	Hard	
			Trie (/tag/trie) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Data Stream (/tag/data-stream)			
•	33	Search in Rotated Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	41.1%	(Medium)	
•	8	String to Integer (atoi) (/prob	String (/tag/string)	17.5%	(Medium)	
	204	Count Primes (/problems/cou	Array (/tag/array) Math (/tag/math)	33.8%	(Medium)	
			Enumeration (/tag/enumeration)  Number Theory (/tag/number-theory)			
	349	Intersection of Two Arrays (/	Array (/tag/array) Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	74.8%	Easy	
~	344	Reverse String (/problems/re	Two Pointers (/tag/two-pointers) String (/tag/string)	78.7%	(Easy)	
	996	Number of Squareful Arrays (	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math)	50.2%	Hard	
			Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)			
			Bitmask (/tag/bitmask)			
	772	Basic Calculator III (/problem	Math (/tag/math) String (/tag/string) Stack (/tag/stack) Recursion (/tag/recursion)	50.8%	Hard	
~	46	Permutations (/problems/per	Array (/tag/array) Backtracking (/tag/backtracking)	78.7%	Medium	
	622	Design Circular Queue (/prob	Array (/tag/array) Linked List (/tag/linked-list)  Design (/tag/design) Queue (/tag/queue)	51.5%	Medium	
~	127	Word Ladder (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)  Breadth-First Search (/tag/breadth-first-search)	39.7%	Hard	
	895	Maximum Frequency Stack (/	Hash Table (/tag/hash-table) Stack (/tag/stack)  Design (/tag/design) Ordered Set (/tag/ordered-set)	66.4%	Hard	
	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)			
~	227	Basic Calculator II (/problems	Math (/tag/math) String (/tag/string) Stack (/tag/stack)	43.9%	Medium	
	836	Rectangle Overlap (/problem	Math (/tag/math) Geometry (/tag/geometry)	44.9%	(Easy)	
~	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)			
~	528	Random Pick with Weight (/p	Array (/tag/array) Math (/tag/math)  Binary Search (/tag/binary-search)  Prefix Sum (/tag/prefix-sum)	47.0%	Medium	
	186	Reverse Words in a String II (	Randomized (/tag/randomized)  Two Pointers (/tag/two-pointers) String (/tag/string)	54.8%	Medium	
	38	Count and Say (/problems/co	String (/tag/string)	55.7%	(Medium)	
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	#	Title	Tags	Acceptance	Difficulty	Frequency 6
~	10	Regular Expression Matching	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Recursion (/tag/recursion)	28.2%	Hard	
•	11	Container With Most Water (/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy)	55.6%	Medium	
•	316	Remove Duplicate Letters (/p	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)  Monotonic Stack (/tag/monotonic-stack)	49.9%	Medium	
	279	Perfect Squares (/problems/	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Breadth-First Search (/tag/breadth-first-search)	54.9%	Medium	
	41	First Missing Positive (/probl	Array (/tag/array) Hash Table (/tag/hash-table)	39.7%	Hard	
•	380	Insert Delete GetRandom O(	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Design (/tag/design)  Randomized (/tag/randomized)	54.5%	Medium	
	1275	Find Winner on a Tic Tac Toe	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix) Simulation (/tag/simulation)	53.9%	Easy	
•	322	Coin Change (/problems/coin	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Breadth-First Search (/tag/breadth-first-search)	44.3%	Medium	
~	1480	Running Sum of 1d Array (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	86.8%	Easy	
•	347	Top K Frequent Elements (/pr	Array (/tag/array) Hash Table (/tag/hash-table)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Bucket Sort (/tag/bucket-sort)  Counting (/tag/counting)  Quickselect (/tag/quickselect)	63.0%	Medium	
	730	Count Different Palindromic	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	45.6%	Hard	
	894	All Possible Full Binary Trees	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree) Recursion (/tag/recursion)  Memoization (/tag/memoization)  Binary Tree (/tag/binary-tree)	82.7%	Medium	
	234	Palindrome Linked List (/prob	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  Stack (/tag/stack)  Recursion (/tag/recursion)	53.6%	Easy	
~	179	Largest Number (/problems/l	Array (/tag/array) String (/tag/string)  Greedy (/tag/greedy) Sorting (/tag/sorting)	36.5%	Medium	
~	118	Pascal's Triangle (/problems/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	74.8%	Easy	
•	88	Merge Sorted Array (/proble	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	50.2%	Easy	
	190	Reverse Bits (/problems/reve	Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	59.3%	Easy	
	37	Sudoku Solver (/problems/su	Array (/tag/array) Hash Table (/tag/hash-table)  Backtracking (/tag/backtracking) Matrix (/tag/matrix)	61.9%	Hard	
	407	Trapping Rain Water II (/probl	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Heap (Priority Queue) (/tag/heap-priority-queue)  Matrix (/tag/matrix)	48.0%	Hard	
	1352	Product of the Last K Numbe	Array (/tag/array) Math (/tag/math)  Design (/tag/design) Queue (/tag/queue)  Data Stream (/tag/data-stream)	51.6%	Medium	
	9	Palindrome Number (/proble	Math (/tag/math)	56.9%	Easy	
~	79	Word Search (/problems/wor	Array (/tag/array) String (/tag/string)  Backtracking (/tag/backtracking) Matrix (/tag/matrix)	43.1%	Medium	
	217	Contains Duplicate (/problem	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)	61.9%	Easy	
•	191	Number of 1 Bits (/problems/	Divide and Conquer (/tag/divide-and-conquer)  Bit Manipulation (/tag/bit-manipulation)	71.7%	Easy	
	400	Nth Digit (/problems/nth-digit)	Math (/tag/math) Binary Search (/tag/binary-search)	35.0%	Medium	
•	18	4Sum (/problems/4sum)	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	36.4%	Medium	
~	70	Climbing Stairs (/problems/cl	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization)	53.0%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frequency 6
~	278	First Bad Version (/problems/	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	44.6%	Easy	
~	486	Predict the Winner (/problem	Array (/tag/array) Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Recursion (/tag/recursion)  Game Theory (/tag/game-theory)	55.4%	Medium	
	223	Rectangle Area (/problems/re	Math (/tag/math) Geometry (/tag/geometry)	46.4%	Medium	
	283	Move Zeroes (/problems/mov	Array (/tag/array) Two Pointers (/tag/two-pointers)	61.9%	Easy	
	722	Remove Comments (/proble	Array (/tag/array) String (/tag/string)	38.8%	Medium	
	168	Excel Sheet Column Title (/pr	Math (/tag/math) String (/tag/string)	41.0%	Easy	
	125	Valid Palindrome (/problems/	Two Pointers (/tag/two-pointers) String (/tag/string)	48.0%	Easy	
	12	Integer to Roman (/problems/	Hash Table (/tag/hash-table) Math (/tag/math) String (/tag/string)	65.4%	Medium	
	95	Unique Binary Search Trees I	Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking) Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	58.2%	Medium	
	726	Number of Atoms (/problems	Hash Table (/tag/hash-table) String (/tag/string) Stack (/tag/stack) Sorting (/tag/sorting)	53.1%	Hard	
	1344	Angle Between Hands of a Cl	Math (/tag/math)	63.8%	Medium	
•	771	Jewels and Stones (/problem	Hash Table (/tag/hash-table) String (/tag/string)	88.7%	Easy	
	175	Combine Two Tables (/proble	Database (/tag/database)	76.3%	Easy	
	343	Integer Break (/problems/inte	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	60.5%	Medium	
~	297	Serialize and Deserialize Bina	String (/tag/string) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Design (/tag/design) Binary Tree (/tag/binary-tree)	57.1%	Hard	
	445	Add Two Numbers II (/proble	Linked List (/tag/linked-list) Math (/tag/math)  Stack (/tag/stack)	61.2%	Medium	
	242	Valid Anagram (/problems/va	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	64.9%	Easy	
	16	3Sum Closest (/problems/3s	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	45.9%	Medium	
•	198	House Robber (/problems/ho	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	51.2%	Medium	
•	215	Kth Largest Element in an Arr	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Quickselect (/tag/quickselect)	66.9%	Medium	
~	92	Reverse Linked List II (/probl	Linked List (/tag/linked-list)	47.9%	Medium	
	557	Reverse Words in a String III	Two Pointers (/tag/two-pointers) String (/tag/string)	83.2%	Easy	
	32	Longest Valid Parentheses (/	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)	34.4%	Hard	
•	287	Find the Duplicate Number (/	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Bit Manipulation (/tag/bit-manipulation)	61.1%	Medium	
~	34	Find First and Last Position o	Array (/tag/array) Binary Search (/tag/binary-search)	44.7%	Medium	
	233	Number of Digit One (/proble	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Recursion (/tag/recursion)	34.7%	Hard	
	420	Strong Password Checker (/p	String (/tag/string) Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue)	13.8%	Hard	
•	239	Sliding Window Maximum (/p	Array (/tag/array) Queue (/tag/queue)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue)  Monotonic Queue (/tag/monotonic-queue)	46.7%	Hard	
	472	Concatenated Words (/probl	Array (/tag/array) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Depth-First Search (/tag/depth-first-search)  Trie (/tag/trie)	49.4%	Hard	
~	44	Wildcard Matching (/problem	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy) Recursion (/tag/recursion)	28.3%	Hard	

	#	Title	Tags	Acceptance	Difficulty	Frequency €
	108	Convert Sorted Array to Bina	Array (/tag/array)	72.1%	Easy	
			Divide and Conquer (/tag/divide-and-conquer)  Tree (/tag/tree)			
			Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)			
	981	Time Based Key-Value Store	Hash Table (/tag/hash-table) String (/tag/string)	49.3%	Medium	
			Binary Search (/tag/binary-search)  Design (/tag/design)			
~	39	Combination Sum (/problems	Array (/tag/array) Backtracking (/tag/backtracking)	72.0%	Medium	
	509	Fibonacci Number (/problem	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Recursion (/tag/recursion)  Memoization (/tag/memoization)	71.4%	Easy	
~	221	Maximal Square (/problems/	Array (/tag/array)	46.9%	Medium	
			Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)			
	1009	Complement of Base 10 Inte	Bit Manipulation (/tag/bit-manipulation)	60.8%	Easy	
	136	Single Number (/problems/si	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	73.4%	Easy	
•	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)			
~	456	132 Pattern (/problems/132	Array (/tag/array) Binary Search (/tag/binary-search)	33.8%	Medium	
		·	Stack (/tag/stack)			
			Monotonic Stack (/tag/monotonic-stack)  Ordered Set (/tag/ordered-set)			
	415	Add Strings (/problems/add	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	51.7%	Easy	
	43	Multiply Strings (/problems/	Math (/tag/math) String (/tag/string) Simulation (/tag/simulation)	40.7%	Medium	
	388	Longest Absolute File Path (/	String (/tag/string) Stack (/tag/stack)  Depth-First Search (/tag/depth-first-search)	47.6%	Medium	
	69	Sqrt(x) (/problems/sqrtx)	Math (/tag/math) Binary Search (/tag/binary-search)	39.0%	Easy	
	2235	Add Two Integers (/problems	Math (/tag/math)	87.8%	Easy	
	155	Min Stack (/problems/min-st	Stack (/tag/stack) Design (/tag/design)	54.5%	Medium	
	976	Largest Perimeter Triangle (/	Array (/tag/array) Math (/tag/math)  Greedy (/tag/greedy) Sorting (/tag/sorting)	56.1%	Easy	
•	25	Reverse Nodes in k-Group (/	Linked List (/tag/linked-list) Recursion (/tag/recursion)	59.4%	Hard	
~	75	Sort Colors (/problems/sort	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	64.1%	Medium	
•	24	Swap Nodes in Pairs (/proble	Linked List (/tag/linked-list) Recursion (/tag/recursion)	64.8%	Medium	
	796	Rotate String (/problems/rota	String (/tag/string) String Matching (/tag/string-matching)	58.6%	Easy	
~	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)			
~	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)			
	395	Longest Substring with At Le	Topological Sort (/tag/topological-sort)  Hash Table (/tag/hash-table) String (/tag/string)	45.0%	(Medium)	
		J	Divide and Conquer (/tag/divide-and-conquer)  Sliding Window (/tag/sliding-window)	<del>.</del>		
~	1282	Group the People Given the	Array (/tag/array) Hash Table (/tag/hash-table)	87.5%	Medium	
~	50	Pow(x, n) (/problems/powx-n)	Math (/tag/math) Recursion (/tag/recursion)	35.1%	Medium	
•	207	Course Schedule (/problems/	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)	47.1%	Medium	
			Topological Sort (/tag/topological-sort)			
~	300	Longest Increasing Subsequ	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	55.8%	Medium	
	1802	Maximum Value at a Given In	Binary Search (/tag/binary-search)  Greedy (/tag/greedy)	39.2%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frequency 6
	871	Minimum Number of Refuelin	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue)	40.1%	Hard	
<b>~</b>	560	Subarray Sum Equals K (/pro	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	43.8%	Medium	
	2667	Create Hello World Function		81.3%	Easy	
~	35	Search Insert Position (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	46.5%	Easy	
	165	Compare Version Numbers (/	Two Pointers (/tag/two-pointers) String (/tag/string)	41.0%	Medium	
<b>~</b>	977	Squares of a Sorted Array (/p	Array (/tag/array) Two Pointers (/tag/two-pointers)  Sorting (/tag/sorting)	72.9%	Easy	
	1108	Defanging an IP Address (/pr	String (/tag/string)	89.2%	Easy	
	768	Max Chunks To Make Sorted	Array (/tag/array) Stack (/tag/stack)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Monotonic Stack (/tag/monotonic-stack)	53.3%	Hard	
~	138	Copy List with Random Point	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	56.8%	Medium	
	460	LFU Cache (/problems/lfu-ca	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list)  Doubly-Linked List (/tag/doubly-linked-list)	44.5%	Hard	
	442	Find All Duplicates in an Arra	Array (/tag/array) Hash Table (/tag/hash-table)	75.8%	Medium	
	45	Jump Game II (/problems/ju	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	40.6%	Medium	
•	62	Unique Paths (/problems/uni	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Combinatorics (/tag/combinatorics)	64.5%	Medium	
•	91	Decode Ways (/problems/de	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	35.1%	Medium	
<b>~</b>	658	Find K Closest Elements (/pr	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sliding Window (/tag/sliding-window)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	47.6%	Medium	
<b>~</b>	76	Minimum Window Substring	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	43.3%	Hard	
	767	Reorganize String (/problems	Hash Table (/tag/hash-table) String (/tag/string)  Greedy (/tag/greedy) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Counting (/tag/counting)	54.8%	Medium	
	26	Remove Duplicates from Sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	56.5%	Easy	
	220	Contains Duplicate III (/probl	Array (/tag/array)  Sliding Window (/tag/sliding-window)  Sorting (/tag/sorting) Bucket Sort (/tag/bucket-sort)  Ordered Set (/tag/ordered-set)	22.9%	Hard	
•	162	Find Peak Element (/problem	Array (/tag/array) Binary Search (/tag/binary-search)	46.0%	Medium	
	68	Text Justification (/problems/	Array (/tag/array) String (/tag/string) Simulation (/tag/simulation)	44.2%	Hard	
	733	Flood Fill (/problems/flood-fill)	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	64.3%	Easy	
	617	Merge Two Binary Trees (/pr	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	79.0%	Easy	
	704	Binary Search (/problems/bin	Array (/tag/array) Binary Search (/tag/binary-search)	57.9%	<b>Easy</b>	
<b>~</b>	84	Largest Rectangle in Histogr	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	44.9%	Hard	
	1002	Find Common Characters (/p	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	74.5%	Easy	
	51	N-Queens (/problems/n-que	Array (/tag/array) Backtracking (/tag/backtracking)	69.0%	Hard	
	1642	Furthest Building You Can Re	Array (/tag/array) Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue)	49.8%	Medium	
~	909	Snakes and Ladders (/proble	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	43.8%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frequency €
•	973	K Closest Points to Origin (/p	Array (/tag/array) Math (/tag/math)  Divide and Conquer (/tag/divide-and-conquer)  Geometry (/tag/geometry) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Quickselect (/tag/quickselect)	66.6%	Medium	
~	446	Arithmetic Slices II - Subseq	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	54.6%	Hard	
	1226	The Dining Philosophers (/pr	Concurrency (/tag/concurrency)	53.8%	Medium	
~	19	Remove Nth Node From End	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	45.9%	Medium	
~	74	Search a 2D Matrix (/proble	Array (/tag/array) Binary Search (/tag/binary-search)  Matrix (/tag/matrix)	50.5%	Medium	
•	231	Power of Two (/problems/po	Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)  Recursion (/tag/recursion)	47.8%	Easy	
~	468	Validate IP Address (/proble	String (/tag/string)	27.2%	Medium	
•	1094	Car Pooling (/problems/car-p	Array (/tag/array) Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Simulation (/tag/simulation)  Prefix Sum (/tag/prefix-sum)	56.0%	Medium	
	381	Insert Delete GetRandom O(	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Design (/tag/design)  Randomized (/tag/randomized)	35.5%	Hard	
•	236	Lowest Common Ancestor of	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	62.9%	Medium	
	724	Find Pivot Index (/problems/fi	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	58.0%	Easy	
~	128	Longest Consecutive Sequen	Array (/tag/array) Hash Table (/tag/hash-table) Union Find (/tag/union-find)	47.3%	Medium	
	86	Partition List (/problems/parti	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	56.7%	Medium	
	240	Search a 2D Matrix II (/proble	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)  Matrix (/tag/matrix)	53.0%	Medium	
	912	Sort an Array (/problems/sort	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Merge Sort (/tag/merge-sort)  Bucket Sort (/tag/bucket-sort)  Radix Sort (/tag/radix-sort)  Counting Sort (/tag/counting-sort)	56.2%	Medium	
	325	Maximum Size Subarray Sum	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	49.6%	Medium	
	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	
	808	Soup Servings (/problems/so	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Probability and Statistics (/tag/probability-and-statistics)	53.9%	Medium	
	934	Shortest Bridge (/problems/s	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	57.8%	Medium	
	28	Find the Index of the First Oc	Two Pointers (/tag/two-pointers) String (/tag/string) String Matching (/tag/string-matching)	42.8%	Easy	
	1470	Shuffle the Array (/problems/	Array (/tag/array)	88.6%	Easy	
	2281	Sum of Total Strength of Wiz	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)  Prefix Sum (/tag/prefix-sum)	27.9%	Hard	
~	151	Reverse Words in a String (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	44.1%	Medium	
<b>~</b>	1293	Shortest Path in a Grid with	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)	45.3%	Hard	
•	189	Rotate Array (/problems/rotat  ★	Matrix (/tag/matrix)  Array (/tag/array) Math (/tag/math)  Two Pointers (/tag/two-pointers)	41.0%	Medium	

		#	Title	Tags	Acceptance	Difficulty	Frequency <b>©</b>
		357	Count Numbers with Unique	Math (/tag/math)	53.2%	Medium	
				Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)			
		632	Smallest Range Covering Ele	Array (/tag/array) Hash Table (/tag/hash-table)  Greedy (/tag/greedy)	62.8%	Hard	
				Sliding Window (/tag/sliding-window)			
				Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)			
	<b>~</b>	438	Find All Anagrams in a String	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	51.1%	Medium	
		890	Find and Replace Pattern (/pr	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	76.8%	Medium	
		169	Majority Element (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting) Counting (/tag/counting)	65.0%	Easy	
	?	29	Divide Two Integers (/proble	Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)	17.6%	Medium	
		1039	Minimum Score Triangulation	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	59.2%	Medium	
	<b>~</b>	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)			
		856	Score of Parentheses (/probl	String (/tag/string) Stack (/tag/stack)	64.1%	Medium	
	~	72	Edit Distance (/problems/edit	String (/tag/string)	56.9%	Medium	
	_	0.	Mining Bull School (1997)	Dynamic Programming (/tag/dynamic-programming)	0.4.407		
'	<b>~</b>	64	Minimum Path Sum (/proble	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	64.4%	Medium	
				Matrix (/tag/matrix)			
		678	Valid Parenthesis String (/pro	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack) Greedy (/tag/greedy)	38.1%	Medium	
	~	57	Insert Interval (/problems/ins	Array (/tag/array)	41.8%	Medium	
		923	3Sum With Multiplicity (/prob	Array (/tag/array) Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)  Counting (/tag/counting)	45.5%	Medium	
	~	503	Next Greater Element II (/pro	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	64.2%	Medium	
		102	Binary Tree Level Order Trav	Tree (/tag/tree)	67.8%	Medium	
				Breadth-First Search (/tag/breadth-first-search) Binary Tree (/tag/binary-tree)			
	<b>~</b>	141	Linked List Cycle (/problems/	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	50.7%	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)			
	~	1658	Minimum Operations to Redu	Array (/tag/array) Hash Table (/tag/hash-table)	39.7%	Medium	
				Binary Search (/tag/binary-search)  Sliding Window (/tag/sliding-window)  Prefix Sum (/tag/prefix-sum)			
	~	739	Daily Temperatures (/proble	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	66.1%	Medium	
		968	Binary Tree Cameras (/proble	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)	46.8%	Hard	
				Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)			
		1675	Minimize Deviation in Array (/	Array (/tag/array) Greedy (/tag/greedy)  Heap (Priority Queue) (/tag/heap-priority-queue)  Ordered Set (/tag/ordered-set)	54.0%	Hard	
	~	237	Delete Node in a Linked List	Linked List (/tag/linked-list)	80.2%	Medium	
	<b>~</b>	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)			
		87	Scramble String (/problems/s	String (/tag/string)	40.4%	Hard	
				Dynamic Programming (/tag/dynamic-programming)			

	#	Title	Tags	Acceptance	Difficulty	Frequency €
~	120	Triangle (/problems/triangle)	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	57.1%	Medium	
	232	Implement Queue using Stac	Stack (/tag/stack) Design (/tag/design)  Queue (/tag/queue)	66.5%	Easy	
	148	Sort List (/problems/sort-list)	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  Divide and Conquer (/tag/divide-and-conquer)  Sorting (/tag/sorting) Merge Sort (/tag/merge-sort)	58.6%	Medium	
•	55	Jump Game (/problems/jump	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	38.6%	Medium	
	680	Valid Palindrome II (/problem	Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)	41.0%	Easy	
	852	Peak Index in a Mountain Arr	Array (/tag/array) Binary Search (/tag/binary-search)	68.3%	Medium	
	66	Plus One (/problems/plus-one)	Array (/tag/array) Math (/tag/math)	45.7%	Easy	
•	1268	Search Suggestions System	Array (/tag/array) String (/tag/string)  Binary Search (/tag/binary-search) Trie (/tag/trie)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	65.1%	Medium	
•	124	Binary Tree Maximum Path S	Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	40.2%	Hard	
	1010	Pairs of Songs With Total Dur	Array (/tag/array) Hash Table (/tag/hash-table)  Counting (/tag/counting)	53.0%	Medium	
•	987	Vertical Order Traversal of a	Hash Table (/tag/hash-table) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Sorting (/tag/sorting) Binary Tree (/tag/binary-tree)	48.1%	Hard	
	2392	Build a Matrix With Condition	Array (/tag/array) Graph (/tag/graph)  Topological Sort (/tag/topological-sort)  Matrix (/tag/matrix)	61.6%	Hard	
~	77	Combinations (/problems/co	Backtracking (/tag/backtracking)	70.8%	Medium	
	176	Second Highest Salary (/pro	Database (/tag/database)	40.9%	Medium	
•	312	Burst Balloons (/problems/bu	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	59.2%	Hard	
	1019	Next Greater Node In Linked	Array (/tag/array) Linked List (/tag/linked-list)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	61.0%	Medium	
	167	Two Sum II - Input Array Is S	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)	61.6%	Medium	
	628	Maximum Product of Three	Array (/tag/array) Math (/tag/math)  Sorting (/tag/sorting)	45.2%	Easy	
~	78	Subsets (/problems/subsets)	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	78.7%	Medium	
~	525	Contiguous Array (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	49.0%	Medium	
•	779	K-th Symbol in Grammar (/pr	Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)  Recursion (/tag/recursion)	46.6%	Medium	
•	1146	Snapshot Array (/problems/s	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Design (/tag/design)	36.9%	Medium	
	193	Valid Phone Numbers (/probl	Shell (/tag/shell)	26.1%	Easy	
	974	Subarray Sums Divisible by K	Array (/tag/array) Hash Table (/tag/hash-table)  Prefix Sum (/tag/prefix-sum)	55.5%	Medium	
	224	Basic Calculator (/problems/	Math (/tag/math) String (/tag/string)  Stack (/tag/stack) Recursion (/tag/recursion)	43.6%	Hard	
~	73	Set Matrix Zeroes (/problems	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix)	56.4%	Medium	
~	83	Remove Duplicates from Sort	Linked List (/tag/linked-list)	52.9%	Easy	
	1353	Maximum Number of Events	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)	32.5%	Medium	
~	122	Best Time to Buy and Sell St	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	67.0%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frequency <b>6</b>
	367	Valid Perfect Square (/proble	Math (/tag/math) Binary Search (/tag/binary-search)	43.8%	Easy	
	378	Kth Smallest Element in a So	Array (/tag/array) Binary Search (/tag/binary-search)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Matrix (/tag/matrix)	62.6%	Medium	
~	133	Clone Graph (/problems/clon	Hash Table (/tag/hash-table)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)	58.1%	Medium	
	540	Single Element in a Sorted Ar	Array (/tag/array) Binary Search (/tag/binary-search)	59.2%	Medium	
•	104	Maximum Depth of Binary Tr	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	75.7%	Easy	
	869	Reordered Power of 2 (/probl	Hash Table (/tag/hash-table) Math (/tag/math)  Sorting (/tag/sorting) Counting (/tag/counting)  Enumeration (/tag/enumeration)	62.6%	Medium	
	131	Palindrome Partitioning (/pro	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)	69.7%	Medium	
~	787	Cheapest Flights Within K St	Dynamic Programming (/tag/dynamic-programming)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)  Heap (Priority Queue) (/tag/heap-priority-queue)  Shortest Path (/tag/shortest-path)	39.4%	Medium	
	1232	Check If It Is a Straight Line (	Array (/tag/array) Math (/tag/math)  Geometry (/tag/geometry)	39.5%	Easy	
	160	Intersection of Two Linked Li	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	58.1%	Easy	
	96	Unique Binary Search Trees (	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	61.2%	Medium	
~	103	Binary Tree Zigzag Level Ord	Tree (/tag/tree)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	59.4%	Medium	
•	1359	Count All Valid Pickup and D	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Combinatorics (/tag/combinatorics)	65.0%	Hard	
•	543	Diameter of Binary Tree (/pro	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	60.9%	Easy	
	784	Letter Case Permutation (/pr	String (/tag/string) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	74.3%	Medium	
~	328	Odd Even Linked List (/probl	Linked List (/tag/linked-list)	61.5%	Medium	
~	134	Gas Station (/problems/gas-s	Array (/tag/array) Greedy (/tag/greedy)	45.5%	Medium	
•	410	Split Array Largest Sum (/pro	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy) Prefix Sum (/tag/prefix-sum)	55.8%	Hard	
	740	Delete and Earn (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table)  Dynamic Programming (/tag/dynamic-programming)	56.5%	Medium	
	30	Substring with Concatenatio	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	32.6%	Hard	
•	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	
~	188	Best Time to Buy and Sell St	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	43.5%	Hard	
~	99	Recover Binary Search Tree (	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	53.6%	Medium	
	541	Reverse String II (/problems/r	Two Pointers (/tag/two-pointers) String (/tag/string)	50.9%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frequency €
	1970	Last Day Where You Can Still	Array (/tag/array) Binary Search (/tag/binary-search)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Matrix (/tag/matrix)	61.9%	Hard	
•	493	Reverse Pairs (/problems/rev	Array (/tag/array) Binary Search (/tag/binary-search)  Divide and Conquer (/tag/divide-and-conquer)  Binary Indexed Tree (/tag/binary-indexed-tree)  Segment Tree (/tag/segment-tree)  Merge Sort (/tag/merge-sort)  Ordered Set (/tag/ordered-set)	30.8%	Hard	
•	229	Majority Element II (/problem	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting) Counting (/tag/counting)	52.0%	Medium	
	371	Sum of Two Integers (/proble	Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)	52.2%	Medium	
	716	Max Stack (/problems/max-s	Linked List (/tag/linked-list) Stack (/tag/stack)  Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list)  Ordered Set (/tag/ordered-set)	45.1%	Hard	
	1672	Richest Customer Wealth (/p	Array (/tag/array) Matrix (/tag/matrix)	88.1%	Easy	
	1913	Maximum Product Difference	Array (/tag/array) Sorting (/tag/sorting)	82.8%	Easy	
•	907	Sum of Subarray Minimums (	Array (/tag/array)	37.3%	Medium	
			Dynamic Programming (/tag/dynamic-programming)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)			
	89	Gray Code (/problems/gray-c	Math (/tag/math) Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)	59.6%	Medium	
	143	Reorder List (/problems/reor	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  Stack (/tag/stack)  Recursion (/tag/recursion)	59.3%	Medium	
	116	Populating Next Right Pointe	Linked List (/tag/linked-list) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	63.1%	Medium	
•	876	Middle of the Linked List (/pr	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	78.8%	Easy	
	1768	Merge Strings Alternately (/p	Two Pointers (/tag/two-pointers) String (/tag/string)	80.1%	Easy	
	219	Contains Duplicate II (/proble	Array (/tag/array) Hash Table (/tag/hash-table) Sliding Window (/tag/sliding-window)	45.7%	Easy	
	345	Reverse Vowels of a String (/	Two Pointers (/tag/two-pointers) String (/tag/string)	53.6%	Easy	
•	377	Combination Sum IV (/proble	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	54.2%	Medium	
•	268	Missing Number (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Binary Search (/tag/binary-search)  Bit Manipulation (/tag/bit-manipulation)  Sorting (/tag/sorting)	67.4%	Easy	
	2742	Painting the Walls (/problems	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	50.9%	Hard	
•	863	All Nodes Distance K in Binar	Hash Table (/tag/hash-table) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	64.7%	Medium	
~	496	Next Greater Element I (/prob	Array (/tag/array) Hash Table (/tag/hash-table)  Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	72.5%	Easy	
~	823	Binary Trees With Factors (/p	Array (/tag/array) Hash Table (/tag/hash-table)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	52.9%	Medium	
	1626	Best Team With No Conflicts	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	50.4%	Medium	
	1920	Build Array from Permutation	Array (/tag/array) Simulation (/tag/simulation)	89.9%	Easy	
~	935	Knight Dialer (/problems/knig	Dynamic Programming (/tag/dynamic-programming)	60.3%	Medium	
	109	Convert Sorted List to Binary	Linked List (/tag/linked-list)  Divide and Conquer (/tag/divide-and-conquer)  Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)	62.3%	Medium	
			Binary Tree (/tag/binary-tree)			

	#	Title	Tags	Acceptance	Difficulty	Frequency 6
	430	Flatten a Multilevel Doubly Li	Linked List (/tag/linked-list)  Depth-First Search (/tag/depth-first-search)  Doubly-Linked List (/tag/doubly-linked-list)	60.2%	Medium	
	2187	Minimum Time to Complete T	Array (/tag/array) Binary Search (/tag/binary-search)	38.8%	Medium	
	674	Longest Continuous Increasi	Array (/tag/array)	50.4%	Easy	
•	226	Invert Binary Tree (/problems	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	77.3%	Easy	
~	416	Partition Equal Subset Sum (/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	46.5%	Medium	
	2827	Number of Beautiful Integers	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)	17.9%	Hard	
~	875	Koko Eating Bananas (/probl	Array (/tag/array) Binary Search (/tag/binary-search)	48.5%	Medium	
~	647	Palindromic Substrings (/pro	Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	70.3%	Medium	
	1209	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	58.0%	Medium	
?	417	Pacific Atlantic Water Flow (/	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	55.5%	Medium	
~	152	Maximum Product Subarray (	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	34.5%	Medium	
	916	Word Subsets (/problems/wo	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	52.0%	Medium	
	178	Rank Scores (/problems/rank	Database (/tag/database)	62.8%	Medium	
	983	Minimum Cost For Tickets (/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	65.2%	Medium	
	1287	Element Appearing More Tha	Array (/tag/array)	61.0%	Easy	
	137	Single Number II (/problems/	Array (/tag/array)  Bit Manipulation (/tag/bit-manipulation)	63.2%	Medium	
	698	Partition to K Equal Sum Sub	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)  Memoization (/tag/memoization)  Bitmask (/tag/bitmask)	38.3%	Medium	
	781	Rabbits in Forest (/problems/	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Greedy (/tag/greedy)	53.1%	Medium	
•	567	Permutation in String (/probl	Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers) String (/tag/string)  Sliding Window (/tag/sliding-window)	44.5%	Medium	
•	542	01 Matrix (/problems/01-mat	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	48.9%	Medium	
~	173	Binary Search Tree Iterator (/	Stack (/tag/stack) Tree (/tag/tree)  Design (/tag/design)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree) Iterator (/tag/iterator)	72.5%	Medium	
	832	Flipping an Image (/problems	Array (/tag/array) Two Pointers (/tag/two-pointers)  Bit Manipulation (/tag/bit-manipulation)  Matrix (/tag/matrix) Simulation (/tag/simulation)	82.1%	Easy	
•	174	Dungeon Game (/problems/d	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	38.3%	Hard	
•	532	K-diff Pairs in an Array (/prob	Array (/tag/array) Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	43.0%	Medium	
~	235	Lowest Common Ancestor of	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	65.3%	Medium	
~	61	Rotate List (/problems/rotate	Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)	38.2%	Medium	
	1512	Number of Good Pairs (/prob	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Counting (/tag/counting)	89.1%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frequency <b>6</b>
•	142	Linked List Cycle II (/problem	Hash Table (/tag/hash-table) Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)	51.9%	Medium	
	633	Sum of Square Numbers (/pr	Math (/tag/math) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)	36.6%	Medium	
•	105	Construct Binary Tree from P	Array (/tag/array) Hash Table (/tag/hash-table)  Divide and Conquer (/tag/divide-and-conquer)  Tree (/tag/tree) Binary Tree (/tag/binary-tree)	64.4%	Medium	
	183	Customers Who Never Order	Database (/tag/database)	69.3%	<b>Easy</b>	
	1615	Maximal Network Rank (/pro	Graph (/tag/graph)	65.1%	Medium	
	422	Valid Word Square (/problem	Array (/tag/array) Matrix (/tag/matrix)	41.2%	Easy	
•	1793	Maximum Score of a Good S	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	64.3%	Hard	
~	115	Distinct Subsequences (/pro	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	47.6%	Hard	
	1171	Remove Zero Sum Consecuti	Hash Table (/tag/hash-table) Linked List (/tag/linked-list)	52.8%	Medium	
	948	Bag of Tokens (/problems/ba	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)	59.0%	Medium	
	205	Isomorphic Strings (/problem	Hash Table (/tag/hash-table) String (/tag/string)	45.4%	<b>Easy</b>	
	646	Maximum Length of Pair Chai	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy) Sorting (/tag/sorting)	60.0%	Medium	
	65	Valid Number (/problems/vali	String (/tag/string)	20.1%	Hard	
•	94	Binary Tree Inorder Traversal	Stack (/tag/stack) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	76.5%	Easy	
	1773	Count Items Matching a Rule	Array (/tag/array) String (/tag/string)	84.9%	Easy	
	459	Repeated Substring Pattern (	String (/tag/string) String Matching (/tag/string-matching)	46.1%	Easy	
	184	Department Highest Salary (/	Database (/tag/database)	52.1%	Medium	
~	1337	The K Weakest Rows in a Ma	Array (/tag/array) Binary Search (/tag/binary-search)  Sorting (/tag/sorting)  Heap (Priority Queue) (/tag/heap-priority-queue)  Matrix (/tag/matrix)	73.5%	Easy	
	997	Find the Town Judge (/proble	Array (/tag/array) Hash Table (/tag/hash-table)  Graph (/tag/graph)	49.8%	Easy	
•	994	Rotting Oranges (/problems/r	Array (/tag/array)  Breadth-First Search (/tag/breadth-first-search)  Matrix (/tag/matrix)	54.4%	Medium	
~	844	Backspace String Compare (/	Two Pointers (/tag/two-pointers) String (/tag/string) Stack (/tag/stack) Simulation (/tag/simulation)	49.2%	Easy	
	953	Verifying an Alien Dictionary	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	55.1%	Easy	
~	208	Implement Trie (Prefix Tree) (	Hash Table (/tag/hash-table) String (/tag/string)  Design (/tag/design) Trie (/tag/trie)	65.7%	Medium	
~	424	Longest Repeating Character	Hash Table (/tag/hash-table) String (/tag/string) Sliding Window (/tag/sliding-window)	54.5%	Medium	
	257	Binary Tree Paths (/problems	String (/tag/string) Backtracking (/tag/backtracking)  Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	64.1%	Easy	
~	746	Min Cost Climbing Stairs (/pr	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	65.9%	Easy	
	929	Unique Email Addresses (/pr	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string)	67.2%	<b>Easy</b>	
~	123	Best Time to Buy and Sell St	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	48.5%	Hard	
	350	Intersection of Two Arrays II (	Array (/tag/array) Hash Table (/tag/hash-table)  Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)  Sorting (/tag/sorting)	58.5%	Easy	
	629	K Inverse Pairs Array (/proble	Dynamic Programming (/tag/dynamic-programming)	49.6%	Hard	

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✓ 1048 Longest String Chain (problem.)         Anny (Ragianny) (Healt Table (Haghbest-rable))         61.2% (Mediatrical)           1402 Reducing Dishes (foroblems).         Anny (Ragianny) (Haghbest-rable)         76.2% (Health String (Haghbest-rable))           1402 Reducing Dishes (foroblems).         Anny (Ragianny) (Haghbest-rable)         76.2% (Health String (Haghbest-rable))           476 Number Complement (foroblems).         Anny (Ragianny) (Haghbest-rable) (String (Haghbest-rable))         67.7% (Haghbest-rable)           1155 Number of Dice Rolls With Ta         Anny (Ragianny) (Haghbest-rable) (Haghbest-rable)         51.5% (Mediatrical)           566 Reshape the Matrix (foroblem         Anny (Hagianny) (Matrix (Hagimant) (Hagidham-rable)         63.2% (Hagimant)           119 Paccal's Triangle II (foroblem         Anny (Hagianny) (Hash Table (Hagidham-rable))         64.3% (Hagimant)           1122 Relative Sort Array (foroblem         Anny (Hagianny) (Hash Table (Hagidham-rable))         74.7% (Hagimant)           1122 Relative Sort Array (foroblems)         Anny (Hagianny) (Hash Table (Hagidham-rable))         74.7% (Hagidham)           1221 Sequential Digits (foroblems)         Anny (Hagianny) (Hash Table (Hagidham-rable)         74.7% (Hagidham)           1221 Wind Ladder II (foroblems)         Hamil Table (Hagidham) (Hagidham) (Hagidham)         65.3% (Hadidham)           1221 Maximum Linits on a Truck (J         Anny (Hagidham) (Hagidham) (Hagidham) (Hagidham)<	lium
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✓ 126       Word Ladder II (/problems/w       Hash Table (/tag/hash-table)       String (/tag/string)       27.2%       Hard         Backtracking (/tag/backtracking)       Breadth-First Search (/tag/breadth-first-search)       45.4%       Med         ✓ 368       Largest Divisible Subset (/pr       Array (/tag/array)       Math (/tag/math)       45.4%       Med         Dynamic Programming (/tag/dynamic-programming)       Sorting (/tag/sorting)       43.7%       Harc         ✓ 1710       Maximum Units on a Truck (/       Array (/tag/array)       Binary Search (/tag/binary-search)       43.7%       Easy         Sorting (/tag/sorting)       Sorting (/tag/sorting)       73.7%       Easy         455       Assign Cookies (/problems/a       Array (/tag/array)       Binary Search (/tag/two-pointers)       52.7%       Easy         Greedy (/tag/greedy)       Sorting (/tag/sorting)       52.7%       Easy         ✓ 230       Kth Smallest Element in a BS       Tree (/tag/tree)       73.0%       Med         Depth-First Search (/tag/binary-search)       Binary Search (/tag/binary-search)       Binary Search (/tag/binary-search)         Binary Tree (/tag/binary-search)       Binary Search (/tag/sorting)       54.4%       Harc         1235       Maximum Profit in Job Sched       Array (/tag/array)       Binary	dium)
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✓       1710 Maximum Units on a Truck (/       Array (/tag/array) Greedy (/tag/greedy)       73.7%       Easy Sorting (/tag/sorting)         2616 Minimize the Maximum Differ       Array (/tag/array) Binary Search (/tag/binary-search)       43.9%       Med Greedy (/tag/greedy)         455 Assign Cookies (/problems/a       Array (/tag/array) Two Pointers (/tag/two-pointers)       52.7%       Easy Greedy (/tag/greedy)         ✓       230 Kth Smallest Element in a BS       Tree (/tag/tree)       73.0%       Med Depth-First Search (/tag/depth-first-search)         Binary Search Tree (/tag/binary-search-tree)       Binary Tree (/tag/binary-search-tree)       Binary Tree (/tag/binary-search-tree)         82 Remove Duplicates from Sort       Linked List (/tag/inked-list)       47.8%       Med	lium
Sorting (/tag/sorting)  2616 Minimize the Maximum Differ  Array (/tag/array) Binary Search (/tag/binary-search) 43.9% Med  Greedy (/tag/greedy)  455 Assign Cookies (/problems/a  Array (/tag/array) Two Pointers (/tag/two-pointers) 52.7% Easy  Greedy (/tag/greedy) Sorting (/tag/sorting)  73.0% Med  Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)  82 Remove Duplicates from Sort  Linked List (/tag/linked-list) 47.8% Med  Two Pointers (/tag/two-pointers)  1235 Maximum Profit in Job Sched  Array (/tag/array) Binary Search (/tag/binary-search) 54.4% Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting) 58.2% Easy  2321 Maximum Score Of Spliced A  Array (/tag/array) Sorting (/tag/dynamic-programming)  Dynamic Programming (/tag/dynamic-programming)  String (/tag/array) Greedy (/tag/greedy) 88.7% Med	d
Greedy (/tag/greedy)  455 Assign Cookies (/problems/a Array (/tag/array) Two Pointers (/tag/two-pointers) 52.7% Easy Greedy (/tag/greedy) Sorting (/tag/sorting)  230 Kth Smallest Element in a BS Tree (/tag/tree) 73.0% Med Depth-First Search (/tag/depth-first-search) Binary Search Tree (/tag/binary-search-tree)  82 Remove Duplicates from Sort Linked List (/tag/linked-list) 47.8% Med Two Pointers (/tag/two-pointers)  1235 Maximum Profit in Job Sched Array (/tag/array) Binary Search (/tag/binary-search) 54.4% Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)  252 Meeting Rooms (/problems/ Array (/tag/array) Sorting (/tag/sorting) 58.2% Easy Dynamic Programming (/tag/dynamic-programming)  2321 Maximum Score Of Spliced A Array (/tag/array) Sorting (/tag/dynamic-programming)  Dynamic Programming (/tag/dynamic-programming)  88.7% Med	V
Greedy (/tag/greedy) Sorting (/tag/sorting)  73.0% Med  Pepth-First Search (/tag/gepth-first-search) Binary Search Tree (/tag/binary-search-tree) Binary Tree (/tag/binary-tree)  82 Remove Duplicates from Sort Linked List (/tag/linked-list) Two Pointers (/tag/two-pointers)  1235 Maximum Profit in Job Sched Array (/tag/array) Binary Search (/tag/binary-search) Dynamic Programming (/tag/dynamic-programming) Sorting (/tag/sorting)  252 Meeting Rooms (/problems/ Array (/tag/array) Sorting (/tag/sorting)  2321 Maximum Score Of Spliced A Array (/tag/array) Dynamic Programming (/tag/dynamic-programming)  56.8% Hard Dynamic Programming (/tag/dynamic-programming)  88.7% Med	lium
Depth-First Search (/tag/depth-first-search)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)  82 Remove Duplicates from Sort Linked List (/tag/linked-list)  Two Pointers (/tag/two-pointers)  1235 Maximum Profit in Job Sched Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)  252 Meeting Rooms (/problems/ Array (/tag/array) Sorting (/tag/sorting)  253 Maximum Score Of Spliced A Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)  254 Maximum Score Of Spliced A Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  String (/tag/string) Greedy (/tag/greedy)  85 Meeting Rooms (/problems/ Array (/tag/string) Greedy (/tag/greedy)  Sorting (/tag/string)  Sorting (/tag/string) Greedy (/tag/greedy)	V)
Two Pointers (/tag/two-pointers)  1235 Maximum Profit in Job Sched  Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)  252 Meeting Rooms (/problems/  Array (/tag/array) Sorting (/tag/sorting)  58.2%  Easy  Dynamic Programming (/tag/dynamic-programming)  Dynamic Programming (/tag/dynamic-programming)  1689 Partitioning Into Minimum Nu  String (/tag/string) Greedy (/tag/greedy)  88.7%  Med	lium
Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)  252 Meeting Rooms (/problems/  Array (/tag/array) Sorting (/tag/sorting)  58.2%  Easy  Dynamic Programming (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  1689 Partitioning Into Minimum Nu  String (/tag/string) Greedy (/tag/greedy)  88.7%	lium
2321 Maximum Score Of Spliced A Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  1689 Partitioning Into Minimum Nu String (/tag/string) Greedy (/tag/greedy)  88.7% Medical String (/tag/string)	d)
2321 Maximum Score Of Spliced A Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  1689 Partitioning Into Minimum Nu String (/tag/string) Greedy (/tag/greedy)  88.7% Med	(v
	d
✓ 494 Target Sum (/problems/targe Array (/tag/array)  47.1% Med  Med  Med  Med  Med  Med  Med  Med	lium
Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)	lium
✓ 703 Kth Largest Element in a Stre  Tree (/tag/tree) Design (/tag/design)  Binary Search Tree (/tag/binary-search-tree)  Heap (Priority Queue) (/tag/heap-priority-queue)  Binary Tree (/tag/binary-tree)  Data Stream (/tag/data-stream)  57.0%  Easy  Design (/tag/design)  Design (/tag/design)  Fasy  Tree (/tag/binary-search-tree)  Data Stream (/tag/data-stream)  Tree (/tag/data-stream)	y)

	#	Title	Tags	Acceptance	Difficulty	Frequency 6
•	785	Is Graph Bipartite? (/problem	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Graph (/tag/graph)	56.0%	Medium	
	1636	Sort Array by Increasing Freq	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting)	71.8%	Easy	
•	450	Delete Node in a BST (/probl	Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	51.6%	Medium	
	523	Continuous Subarray Sum (/	Array (/tag/array) Hash Table (/tag/hash-table)  Math (/tag/math) Prefix Sum (/tag/prefix-sum)	30.3%	Medium	
	1774	Closest Dessert Cost (/probl	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)	47.6%	Medium	
	409	Longest Palindrome (/proble	Hash Table (/tag/hash-table) String (/tag/string)  Greedy (/tag/greedy)	55.3%	Easy	
•	714	Best Time to Buy and Sell St	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	68.9%	Medium	
~	1838	Frequency of the Most Frequ	Array (/tag/array) Binary Search (/tag/binary-search)  Greedy (/tag/greedy)  Sliding Window (/tag/sliding-window)  Sorting (/tag/sorting) Prefix Sum (/tag/prefix-sum)	44.6%	Medium	
	1365	How Many Numbers Are Sma	Array (/tag/array) Hash Table (/tag/hash-table)  Sorting (/tag/sorting) Counting (/tag/counting)	86.8%	Easy	
	452	Minimum Number of Arrows t	Array (/tag/array) Greedy (/tag/greedy)  Sorting (/tag/sorting)	59.1%	Medium	
	1036	Escape a Large Maze (/probl	Array (/tag/array) Hash Table (/tag/hash-table)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	34.7%	Hard	
	1351	Count Negative Numbers in	Array (/tag/array) Binary Search (/tag/binary-search)  Matrix (/tag/matrix)	77.4%	Easy	
	1534	Count Good Triplets (/proble	Array (/tag/array) Enumeration (/tag/enumeration)	81.3%	Easy	
	1641	Count Sorted Vowel Strings (	Math (/tag/math)  Dynamic Programming (/tag/dynamic-programming)  Combinatorics (/tag/combinatorics)	78.5%	Medium	
	274	H-Index (/problems/h-index)	Array (/tag/array) Sorting (/tag/sorting)  Counting Sort (/tag/counting-sort)	39.1%	Medium	
	258	Add Digits (/problems/add-di	Math (/tag/math) Simulation (/tag/simulation)  Number Theory (/tag/number-theory)	66.8%	Easy	
	181	Employees Earning More Tha	Database (/tag/database)	69.8%	Easy	
	1671	Minimum Number of Remova	Array (/tag/array) Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy)	41.8%	Hard	
~	1047	Remove All Adjacent Duplicat	String (/tag/string) Stack (/tag/stack)	69.8%	Easy	
•	402	Remove K Digits (/problems/r	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)  Monotonic Stack (/tag/monotonic-stack)	33.7%	Medium	
	2407	Longest Increasing Subsequ	Array (/tag/array)  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)	24.0%	Hard	
~	735	Asteroid Collision (/problems	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	44.5%	Medium	
	791	Custom Sort String (/proble	Hash Table (/tag/hash-table) String (/tag/string) Sorting (/tag/sorting)	70.9%	Medium	
	374	Guess Number Higher or Lo	Binary Search (/tag/binary-search) Interactive (/tag/interactive)	53.8%	Easy	
•	399	Evaluate Division (/problems/	Array (/tag/array) String (/tag/string)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Graph (/tag/graph)  Shortest Path (/tag/shortest-path)	61.9%	Medium	
	565	Array Nesting (/problems/arr	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)	56.3%	Medium	
•	383	Ransom Note (/problems/ran	Hash Table (/tag/hash-table) String (/tag/string)  Counting (/tag/counting)	61.9%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frequency €
	1929	Concatenation of Array (/pro	Array (/tag/array) Simulation (/tag/simulation)	89.9%	Easy	
	435	Non-overlapping Intervals (/p	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Greedy (/tag/greedy) Sorting (/tag/sorting)	53.6%	Medium	
*	583	Delete Operation for Two Stri	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	62.1%	Medium	
	326	Power of Three (/problems/p	Math (/tag/math) Recursion (/tag/recursion)	46.8%	Easy	
	473	Matchsticks to Square (/prob	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)  Bitmask (/tag/bitmask)	40.3%	Medium	
~	81	Search in Rotated Sorted Arr	Array (/tag/array) Binary Search (/tag/binary-search)	37.9%	Medium	
	3040	Maximum Number of Operati	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Memoization (/tag/memoization)	33.0%	Medium	
	90	Subsets II (/problems/subset	Array (/tag/array) Backtracking (/tag/backtracking) Bit Manipulation (/tag/bit-manipulation)	57.6%	Medium	
	684	Redundant Connection (/pro	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Graph (/tag/graph)	63.1%	Medium	
	511	Game Play Analysis I (/proble	Database (/tag/database)	74.8%	Easy	
~	643	Maximum Average Subarray I	Array (/tag/array) Sliding Window (/tag/sliding-window)	43.5%	Easy	
	2193	Minimum Number of Moves t	Two Pointers (/tag/two-pointers) String (/tag/string)  Greedy (/tag/greedy)  Binary Indexed Tree (/tag/binary-indexed-tree)	51.0%	Hard	
	110	Balanced Binary Tree (/probl	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	52.7%	Easy	
~	355	Design Twitter (/problems/de	Hash Table (/tag/hash-table)  Linked List (/tag/linked-list) Design (/tag/design)  Heap (Priority Queue) (/tag/heap-priority-queue)	40.0%	Medium	
	2870	Minimum Number of Operati	Array (/tag/array) Hash Table (/tag/hash-table)  Greedy (/tag/greedy) Counting (/tag/counting)	62.0%	Medium	
	1052	Grumpy Bookstore Owner (/p	Array (/tag/array) Sliding Window (/tag/sliding-window)	64.4%	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	
	2962	Count Subarrays Where Max	Array (/tag/array) Sliding Window (/tag/sliding-window)	59.1%	Medium	
	1732	Find the Highest Altitude (/pr	Array (/tag/array) Prefix Sum (/tag/prefix-sum)	83.3%	Easy	
~	881	Boats to Save People (/probl	Array (/tag/array) Two Pointers (/tag/two-pointers)  Greedy (/tag/greedy) Sorting (/tag/sorting)	59.4%	Medium	
~	547	Number of Provinces (/probl	Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find)  Graph (/tag/graph)	66.6%	Medium	
~	1143	Longest Common Subseque	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	57.8%	Medium	
	1071	Greatest Common Divisor of	Math (/tag/math) String (/tag/string)	51.5%	Easy	
~	1547	Minimum Cost to Cut a Stick	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Sorting (/tag/sorting)	61.8%	Hard	
	559	Maximum Depth of N-ary Tre	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)	72.3%	Easy	
~	847	Shortest Path Visiting All No  ★	Dynamic Programming (/tag/dynamic-programming)  Bit Manipulation (/tag/bit-manipulation)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph) Bitmask (/tag/bitmask)	65.3%	Hard	
	653	Two Sum IV - Input is a BST (	Hash Table (/tag/hash-table)  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)	61.4%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frequency €
•	213	House Robber II (/problems/h	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	42.2%	Medium	
•	389	Find the Difference (/proble	Hash Table (/tag/hash-table) String (/tag/string)  Bit Manipulation (/tag/bit-manipulation)  Sorting (/tag/sorting)	59.6%	Easy	
•	209	Minimum Size Subarray Sum	Array (/tag/array) Binary Search (/tag/binary-search) Sliding Window (/tag/sliding-window) Prefix Sum (/tag/prefix-sum)	47.4%	Medium	
•	132	Palindrome Partitioning II (/pr	String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	34.1%	Hard	
	1472	Design Browser History (/pro	Array (/tag/array) Linked List (/tag/linked-list)  Stack (/tag/stack) Design (/tag/design)  Doubly-Linked List (/tag/doubly-linked-list)  Data Stream (/tag/data-stream)	77.6%	Medium	
	2398	Maximum Number of Robots	Array (/tag/array) Binary Search (/tag/binary-search)  Queue (/tag/queue)  Sliding Window (/tag/sliding-window)  Heap (Priority Queue) (/tag/heap-priority-queue)  Prefix Sum (/tag/prefix-sum)	34.6%	Hard	
•	797	All Paths From Source to Tar	Backtracking (/tag/backtracking)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Graph (/tag/graph)	82.5%	Medium	
	2305	Fair Distribution of Cookies (/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)  Bitmask (/tag/bitmask)	69.2%	Medium	
	1431	Kids With the Greatest Numb	Array (/tag/array)	87.6%	Easy	
	263	Ugly Number (/problems/ugl	Math (/tag/math)	42.0%	Easy	
•	309	Best Time to Buy and Sell St	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	58.6%	Medium	
	290	Word Pattern (/problems/wor	Hash Table (/tag/hash-table) String (/tag/string)	42.2%	<b>Easy</b>	
	595	Big Countries (/problems/big	Database (/tag/database)	68.1%	Easy	
	40	Combination Sum II (/proble	Array (/tag/array) Backtracking (/tag/backtracking)	54.8%	Medium	
	1027	Longest Arithmetic Subsequ	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Dynamic Programming (/tag/dynamic-programming)	49.1%	Medium	
	1347	Minimum Number of Steps to	Hash Table (/tag/hash-table) String (/tag/string)  Counting (/tag/counting)	82.0%	Medium	
	342	Power of Four (/problems/po	Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)  Recursion (/tag/recursion)	48.2%	Easy	
	2080	Range Frequency Queries (/p	Array (/tag/array) Hash Table (/tag/hash-table)  Binary Search (/tag/binary-search)  Design (/tag/design)  Segment Tree (/tag/segment-tree)	40.1%	Medium	
	1624	Largest Substring Between T	Hash Table (/tag/hash-table) String (/tag/string)	68.6%	Easy	
<b>~</b>	225	Implement Stack using Queu	Stack (/tag/stack) Design (/tag/design)  Queue (/tag/queue)	64.4%	Easy	
	682	Baseball Game (/problems/b	Array (/tag/array) Stack (/tag/stack) Simulation (/tag/simulation)	76.6%	Easy	
~	1035	Uncrossed Lines (/problems/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	63.2%	Medium	
	2161	Partition Array According to	Array (/tag/array) Two Pointers (/tag/two-pointers) Simulation (/tag/simulation)	85.0%	Medium	
	2236	Root Equals Sum of Children	Tree (/tag/tree) Binary Tree (/tag/binary-tree)	84.4%	Easy	
•	1026	Maximum Difference Betwee	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	78.1%	Medium	
	58	Length of Last Word (/proble	String (/tag/string)	52.6%	<b>Easy</b>	
	921	Minimum Add to Make Paren	String (/tag/string) Stack (/tag/stack)  Greedy (/tag/greedy)	75.0%	Medium	
•	63	Unique Paths II (/problems/u	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)	41.9%	Medium	
	1757	Recyclable and Low Fat Prod	Database (/tag/database)	89.2%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frequency 6
	465	Optimal Account Balancing (/	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Backtracking (/tag/backtracking)  Bit Manipulation (/tag/bit-manipulation)	49.6%	Hard	
	2444	Count Subarrays With Fixed	Bitmask (/tag/bitmask)  Array (/tag/array) Queue (/tag/queue)	68.0%	Hard	
			Sliding Window (/tag/sliding-window)  Monotonic Queue (/tag/monotonic-queue)			
~	433	Minimum Genetic Mutation (/	Hash Table (/tag/hash-table) String (/tag/string)  Breadth-First Search (/tag/breadth-first-search)	54.0%	Medium	
	1963	Minimum Number of Swaps t	Two Pointers (/tag/two-pointers) String (/tag/string)  Stack (/tag/stack) Greedy (/tag/greedy)	71.8%	Medium	
•	700	Search in a Binary Search Tr	Tree (/tag/tree)  Binary Search Tree (/tag/binary-search-tree)  Binary Tree (/tag/binary-tree)	80.1%	Easy	
	1552	Magnetic Force Between Tw	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	71.1%	Medium	
	1639	Number of Ways to Form a T	Array (/tag/array) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	51.2%	Hard	
	1770	Maximum Score from Perfor	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)	40.4%	Hard	
	605	Can Place Flowers (/problem	Array (/tag/array) Greedy (/tag/greedy)	29.1%	Easy	
•	2149	Rearrange Array Elements by	Array (/tag/array) Two Pointers (/tag/two-pointers) Simulation (/tag/simulation)	84.1%	Medium	
•	150	Evaluate Reverse Polish Nota	Array (/tag/array) Math (/tag/math)  Stack (/tag/stack)	52.0%	Medium	
	2089	Find Target Indices After Sort	Array (/tag/array) Binary Search (/tag/binary-search) Sorting (/tag/sorting)	76.4%	<b>Easy</b>	
	80	Remove Duplicates from Sort	Array (/tag/array) Two Pointers (/tag/two-pointers)	59.2%	Medium	
	637	Average of Levels in Binary T	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	72.9%	Easy	
	222	Count Complete Tree Nodes	Binary Search (/tag/binary-search)  Bit Manipulation (/tag/bit-manipulation)  Tree (/tag/tree) Binary Tree (/tag/binary-tree)	66.1%	Easy	
~	130	Surrounded Regions (/proble	Array (/tag/array)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Union Find (/tag/union-find) Matrix (/tag/matrix)	40.0%	Medium	
	1342	Number of Steps to Reduce	Math (/tag/math)  Bit Manipulation (/tag/bit-manipulation)	85.2%	Easy	
	1493	Longest Subarray of 1's Afte	Array (/tag/array)  Dynamic Programming (/tag/dynamic-programming)  Sliding Window (/tag/sliding-window)	67.6%	Medium	
	2160	Minimum Sum of Four Digit	Math (/tag/math) Greedy (/tag/greedy)  Sorting (/tag/sorting)	86.2%	Easy	
	1662	Check If Two String Arrays ar	Array (/tag/array) String (/tag/string)	85.5%	Easy	
	853	Car Fleet (/problems/car-fleet)	Array (/tag/array) Stack (/tag/stack)  Sorting (/tag/sorting)  Monotonic Stack (/tag/monotonic-stack)	51.4%	Medium	
	2131	Longest Palindrome by Conc	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Greedy (/tag/greedy)  Counting (/tag/counting)	48.1%	Medium	
	1873	Calculate Special Bonus (/pr	Database (/tag/database)	57.6%	Easy	
	2114	Maximum Number of Words	Array (/tag/array) String (/tag/string)	86.5%	Easy	
	2739	Total Distance Traveled (/pro	Math (/tag/math) Simulation (/tag/simulation)	39.2%	Easy	
	334	Increasing Triplet Subsequen	Array (/tag/array) Greedy (/tag/greedy)	39.6%	Medium	
	485	Max Consecutive Ones (/pro	Array (/tag/array)	59.7%	Easy	
~	2104	Sum of Subarray Ranges (/pr	Array (/tag/array) Stack (/tag/stack)  Monotonic Stack (/tag/monotonic-stack)	61.2%	Medium	
~	392	Is Subsequence (/problems/i	Two Pointers (/tag/two-pointers) String (/tag/string)  Dynamic Programming (/tag/dynamic-programming)	48.1%	Easy	
~	901	Online Stock Span (/problem	Stack (/tag/stack) Design (/tag/design)  Monotonic Stack (/tag/monotonic-stack)  Data Stream (/tag/data-stream)	66.1%	Medium	

	#	Title	Tags	Acceptance	Difficulty	Frequency €
?	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)			
	1164	Product Price at a Given Dat	Database (/tag/database)	55.8%	(Medium)	
	1128	Number of Equivalent Domin	Array (/tag/array) Hash Table (/tag/hash-table)  Counting (/tag/counting)	48.3%	(Easy)	
	1021	Remove Outermost Parenthe	String (/tag/string) Stack (/tag/stack)	83.1%	Easy	
	144	Binary Tree Preorder Travers	Stack (/tag/stack) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)	70.1%	Easy	
	2485	Find the Pivot Integer (/probl	Math (/tag/math) Prefix Sum (/tag/prefix-sum)	84.0%	Easy	
	1436	Destination City (/problems/d	Array (/tag/array) Hash Table (/tag/hash-table) String (/tag/string)	79.5%	Easy	
	1748	Sum of Unique Elements (/pr	Array (/tag/array) Hash Table (/tag/hash-table)  Counting (/tag/counting)	77.9%	Easy	
	1581	Customer Who Visited but Di	Database (/tag/database)	67.9%	<b>Easy</b>	
	1289	Minimum Falling Path Sum II	Array (/tag/array)	64.4%	Hard	
			Dynamic Programming (/tag/dynamic-programming)  Matrix (/tag/matrix)			
	2351	First Letter to Appear Twice (	Hash Table (/tag/hash-table) String (/tag/string)	73.6%	Easy	
			Bit Manipulation (/tag/bit-manipulation)  Counting (/tag/counting)			
	2619	Array Prototype Last (/proble		73.3%	Easy	
	2331	Evaluate Boolean Binary Tree	Tree (/tag/tree)	82.9%	Easy	
			Depth-First Search (/tag/depth-first-search)  Binary Tree (/tag/binary-tree)			
	584	Find Customer Referee (/pro	Database (/tag/database)	70.1%	Easy	
	145	Binary Tree Postorder Traver	Stack (/tag/stack) Tree (/tag/tree)	71.6%	Easy	
			Depth-First Search (/tag/depth-first-search) Binary Tree (/tag/binary-tree)			
	196	Delete Duplicate Emails (/pro	Database (/tag/database)	62.3%	Easy	
	2610	Convert an Array Into a 2D A	Array (/tag/array) Hash Table (/tag/hash-table)	87.2%	Medium	
~	930	Binary Subarrays With Sum (/	Array (/tag/array) Hash Table (/tag/hash-table)  Sliding Window (/tag/sliding-window)  Prefix Sum (/tag/prefix-sum)	63.1%	Medium	
	2413	Smallest Even Multiple (/prob	Math (/tag/math)	87.8%	Easy	
			Number Theory (/tag/number-theory)			
•	918	Maximum Sum Circular Suba	Array (/tag/array)  Divide and Conquer (/tag/divide-and-conquer)	45.2%	(Medium)	
			Dynamic Programming (/tag/dynamic-programming)  Queue (/tag/queue)			
			Monotonic Queue (/tag/monotonic-queue)			
	1492	The kth Factor of n (/problem	Math (/tag/math)	67.9%	Medium	
	649	Dota2 Senate (/problems/dot	Number Theory (/tag/number-theory)  String (/tag/string) Greedy (/tag/greedy)	47.7%	(Medium)	
	<del>∪ 7</del>	20142 Ochato (problems/dut	String (/tag/string) Greedy (/tag/greedy)  Queue (/tag/queue)	.,.,,0	valuiii)	
	990	Satisfiability of Equality Equa	Array (/tag/array) String (/tag/string) Union Find (/tag/union-find) Graph (/tag/graph)	50.6%	Medium	
	2385	Amount of Time for Binary Tr	Hash Table (/tag/hash-table) Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)  Binary Tree (/tag/binary-tree)	62.7%	Medium	
	2620	Counter (/problems/counter)		80.9%	Easy	
~	2352	Equal Row and Column Pairs	Array (/tag/array) Hash Table (/tag/hash-table)  Matrix (/tag/matrix) Simulation (/tag/simulation)	70.4%	Medium	
~	1283	Find the Smallest Divisor Giv	Array (/tag/array) Binary Search (/tag/binary-search)	60.5%	Medium	
	197	Rising Temperature (/proble	Database (/tag/database)	48.0%	Easy	
	1148	Article Views I (/problems/art	Database (/tag/database)	75.6%	Easy	
	1456	Maximum Number of Vowels	String (/tag/string) Sliding Window (/tag/sliding-window)	58.7%	Medium	
	2877	Create a DataFrame from Lis	Sudang mindow (ragionaling-window)	81.0%	(Easy)	
	3019	Number of Changing Keys (/	String (/tag/string)	80.7%	Easy	
	492	Construct the Rectangle (/pr	Math (/tag/math)	58.1%	Easy	

	#	Title	Tags	Acceptance	Difficulty	Frequency €
	2722	Join Two Arrays by ID (/probl		54.1%	Medium	
	1161	Maximum Level Sum of a Bin	Tree (/tag/tree)	67.1%	Medium	
			Depth-First Search (/tag/depth-first-search)  Breadth-First Search (/tag/breadth-first-search)			
			Binary Tree (/tag/binary-tree)			
~	1481	Least Number of Unique Inte	Array (/tag/array) Hash Table (/tag/hash-table)	63.0%	Medium	
			Greedy (/tag/greedy) Sorting (/tag/sorting)			
			Counting (/tag/counting)			
	1045	Customers Who Bought All P	Database (/tag/database)	61.9%	Medium	
	1251	Average Selling Price (/probl	Database (/tag/database)	38.6%	Easy	
	2418	Sort the People (/problems/s	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Sorting (/tag/sorting)	80.2%	Easy	
	1795	Rearrange Products Table (/p	Database (/tag/database)	85.3%	Easy	
	1661	Average Time of Process per	Database (/tag/database)	67.3%	Easy	
	2621	Sleep (/problems/sleep)		86.7%	<b>Easy</b>	
	2540	Minimum Common Value (/pr	Array (/tag/array) Hash Table (/tag/hash-table)	59.1%	Easy	
			Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)			
	E70	Culativas of Another Tree //pr		40.00/	( <b>5</b> )	
	572	Subtree of Another Tree (/pr	Tree (/tag/tree)  Depth-First Search (/tag/depth-first-search)	48.2%	(Easy)	
			String Matching (/tag/string-matching)			
			Binary Tree (/tag/binary-tree)  Hash Function (/tag/hash-function)			
	2011	Final Value of Variable After		89.2%	Easy	
	2011	Final value of variable After	Array (/tag/array) String (/tag/string) Simulation (/tag/simulation)	09.270	(Easy)	
	570	Managers with at Least 5 Dir	Database (/tag/database)	49.9%	Medium	
	1903	Largest Odd Number in Strin	Math (/tag/math) String (/tag/string)  Greedy (/tag/greedy)	63.4%	Easy	
	1174	Immediate Food Delivery II (/	Database (/tag/database)	51.4%	Medium	
	1679	Max Number of K-Sum Pairs	Array (/tag/array) Hash Table (/tag/hash-table)	55.1%	Medium	
			Two Pointers (/tag/two-pointers) Sorting (/tag/sorting)			
	2635	Apply Transform Over Each E		85.7%	Easy	
	2623	Memoize (/problems/memoize)		62.5%	Medium	
	610	Triangle Judgement (/proble	Database (/tag/database)	71.8%	Easy	
	619	Biggest Single Number (/pro	Database (/tag/database)	64.1%	Easy	
	2023	Number of Pairs of Strings W	Array (/tag/array) Hash Table (/tag/hash-table)  String (/tag/string) Counting (/tag/counting)	74.9%	Medium	
	2397	Maximum Rows Covered by	Array (/tag/array) Backtracking (/tag/backtracking)	55.0%	Medium	
			Bit Manipulation (/tag/bit-manipulation)			
			Matrix (/tag/matrix) Enumeration (/tag/enumeration)			
	2972	Count the Number of Increm	Array (/tag/array) Two Pointers (/tag/two-pointers)  Binary Search (/tag/binary-search)	39.4%	Hard	
	2970	Count the Number of Increm	Array (/tag/array) Two Pointers (/tag/two-pointers)	51.5%	Easy	
			Binary Search (/tag/binary-search)			
	0000	Find the Odd (D. )	Enumeration (/tag/enumeration)	44.407		
	3030	Find the Grid of Region Avera	Array (/tag/array) Matrix (/tag/matrix)	44.1%	(Medium)	