

**Nishant Bhaiya's 151**

### REMEMBER

Nothing worth having comes easy!

● Checkout AlgoPrep: <https://bit.ly/AlgoPrep>

● Join the AlgoPrep Community: <https://bit.ly/AlgoPrepCommunity>

How to make most of this sheet?: <https://bit.ly/WhatsAlgoPrep151>

Serial	Problem Name	Done?	Comments / Hints for the Problem			
	Arrays					
1	<a href="#">Rotate Array</a>					
2	<a href="#">Squares of a sorted array</a>					
3	<a href="#">Kadane's Algo</a>					
4	<a href="#">maximum product subarray</a>					
5	<a href="#">majority element</a>					
6	<a href="#">majority element 2</a>					
7	<a href="#">Next Greater Element III</a>					
8	<a href="#">Max chunks to make sorted</a>					
9	<a href="#">Max Chunks To Make Sorted II</a>					
10	<a href="#">number of subarrays with bounded maximum</a>					
11	<a href="#">First missing positive</a>					
12	<a href="#">Range Addition</a>					
13	<a href="#">Min No. of Platform</a>					
14	<a href="#">Trapping rain water</a>					
	Two Pointers					
15	<a href="#">Container With Most Water</a>					
16	<a href="#">Two Sum</a>					
17	<a href="#">Two Difference</a>					
	Recursion and BackTracking					
18	<a href="#">Permutations</a>					
19	<a href="#">Permutation Sequence</a>					
20	<a href="#">Combination Sum</a>					
21	<a href="#">Cmbination Sum 2</a>					
22	<a href="#">Letter combination of Phone number</a>					
23	<a href="#">N Queens</a>					
24	<a href="#">Rat in a Maze Path</a>					
	Bit Manipulation					
25	<a href="#">Single Element</a>					
26	<a href="#">Single Element 2</a>					
27	<a href="#">Single Number 3</a>					
28	<a href="#">Divide 2 Integers</a>					
29	<a href="#">Max AND Pair</a>					
	HashMap					
30	<a href="#">Check AP sequence</a>					
31	<a href="#">Grid illumination</a>					
32	<a href="#">Brick wall</a>					
33	<a href="#">Count of subarray with sum = k</a>					
34	<a href="#">Subarray sum divisible by K</a>					
35	<a href="#">Insert Delete GetRandom O(1)</a>					
36	<a href="#">Insert delete get random duplicates allowed</a>					
37	<a href="#">Longest consecutive sequence</a>					
38	<a href="#">Find all anagrams in a string</a>					
39	<a href="#">Find smallest size of string containing all char of other</a>					
40	<a href="#">Write hashmap</a>					
41	<a href="#">subarray with equal number of 0 and 1</a>					
42	<a href="#">Substring with equal 0 1 and 2</a>					
	Heap					
43	<a href="#">Kth Largest Element</a>					
44	<a href="#">Minimum number of refueling spots</a>					
45	<a href="#">minimum cost to connect sticks</a>					
46	<a href="#">Employee Free time</a>					
47	<a href="#">Find Median from Data Stream</a>					
	Binary Search					
48	<a href="#">capacity to ship within D days</a>					
49	<a href="#">Painter's partition problem</a>					
50	<a href="#">search in rotated sorted array</a>					
51	<a href="#">Search in rotated sorted array 2</a>					
52	<a href="#">Allocate books</a>					
53	<a href="#">median of two sorted array</a>					
	LinkedList					
54	<a href="#">reverse LinkedList</a>					
55	<a href="#">Find the middle element</a>					
56	<a href="#">Floyd cycle</a>					
57	<a href="#">Clone a linkedlist</a>					
58	<a href="#">Intersection point of 2 linked list</a>					
59	<a href="#">LRU Cache</a>					

	<b>Stacks and Queues</b>						
60	<a href="#">Next Greater Element</a>						
61	<a href="#">Largest Rectangular Area Histogram</a>						
62	<a href="#">maximu size binary matrix containing 1</a>						
63	<a href="#">Valid Parentheses</a>						
64	<a href="#">Min Stack</a>						
65	<a href="#">K stacks in a single array</a>						
66	<a href="#">Infix evaluation</a>						
67	<a href="#">K reverse in a queue</a>						
68	<a href="#">K queue</a>						
	<b>TREES</b>						
69	<a href="#">Preorder Traversal</a>						
70	<a href="#">Inorder Traversal</a>						
71	<a href="#">Postorder Traversal</a>						
72	<a href="#">right side view</a>						
73	<a href="#">Left View</a>						
74	<a href="#">Top View</a>						
75	<a href="#">Bottom View</a>						
76	<a href="#">Vertical order</a>						
77	<a href="#">Diagonal Traversal</a>						
78	<a href="#">Boundary Traversal</a>						
79	<a href="#">Binary Tree Cameras</a>						
80	<a href="#">Max path sum</a>						
81	<a href="#">Delete node in bst</a>						
82	<a href="#">Construct from inorder and preorder</a>						
83	<a href="#">Next right pointer in each node</a>						
84	<a href="#">Convert a binary tree to circular doubly linked list</a>						
85	<a href="#">Conversion of sorted DLL to BST</a>						
86	<a href="#">Lowest common ancestor</a>						
87	<a href="#">serialize and deserialise</a>						
	<b>Trie</b>						
88	<a href="#">Implement Trie</a>						
89	<a href="#">Max XOR of two numbers in an array</a>						
90	<a href="#">Maximum XOR with an element from Array</a>						
	<b>DP</b>						
91	<a href="#">longest increasing subsequence</a>						
92	<a href="#">longest increasing subsequence</a>						
93	<a href="#">building bridges</a>						
94	<a href="#">Russian doll envelopes</a>						
95	<a href="#">Box stacking</a>						
96	<a href="#">Paint house</a>						
97	<a href="#">No. of binary string without consecutive 1</a>						
98	<a href="#">Possible ways to construct the building</a>						
99	<a href="#">Total no. of bst</a>						
100	<a href="#">No. of balanced parentheses sequence</a>						
101	<a href="#">Min cost path</a>						
102	<a href="#">Cherry pickup</a>						
103	<a href="#">Cherry pickup 2</a>						
104	<a href="#">best time to buy and sell stock</a>						
105	<a href="#">best time to buy and sell 2</a>						
106	<a href="#">buy and sell with transaction fee</a>						
107	<a href="#">best time to buy and sell with cool down</a>						
108	<a href="#">best time to buy and sell 3</a>						
109	<a href="#">best time to but and sell 4</a>						
110	<a href="#">burst balloons</a>						
111	<a href="#">Optimal BST</a>						
112	<a href="#">Matrix chain multiplication</a>						
113	<a href="#">Longest common subsequence</a>						
114	<a href="#">Count all pallindromic subsequence</a>						
115	<a href="#">Count distinct pallindromic subsequence</a>						
116	<a href="#">No. of sequence of type <math>a^i+b^j+c^k</math></a>						
117	<a href="#">2 egg 100 floor</a>						
118	<a href="#">egg drop</a>						
119	<a href="#">Regular Expression Matching</a>						
120	<a href="#">Palindrome partitioning</a>						
121	<a href="#">Frog jump</a>						
122	<a href="#">Edit Distance</a>						
123	<a href="#">0-1 Knapsack</a>						
124	<a href="#">unbounded knapsack</a>						
125	<a href="#">Fractional knapsack</a>						
126	<a href="#">Coin change combination</a>						
127	<a href="#">Coin change permutation</a>						
	<b>GRAPHS</b>						
128	<a href="#">Number of Islands</a>						
129	<a href="#">Number of Distinct Islands</a>						
130	<a href="#">Rotting Oranges</a>						

131	<a href="#">Bipartite graph</a>	<input type="text"/>	
132	<a href="#">Bus routes</a>	<input type="text"/>	
133	<a href="#">Prim's Algo</a>	<input type="text"/>	
134	<a href="#">Dijkstra algo</a>	<input type="text"/>	
135	<a href="#">swim in rising water</a>	<input type="text"/>	
136	<a href="#">0-1 matrix</a>	<input type="text"/>	
137	<a href="#">bellman ford</a>	<input type="text"/>	
138	<a href="#">Strongly Connected Components (Kosaraju's Algo)</a>	<input type="text"/>	
139	<a href="#">Mother Vertex</a>	<input type="text"/>	
140	<a href="#">Kahn's algo</a>	<input type="text"/>	
141	<a href="#">Alien Dictionary</a>	<input type="text"/>	
142	<a href="#">Number of Islands II</a>	<input type="text"/>	
143	<a href="#">Regions Cut By Slashes</a>	<input type="text"/>	
144	<a href="#">Sentence Similarity II</a>	<input type="text"/>	
145	<a href="#">Redundant Connection</a>	<input type="text"/>	
146	<a href="#">Redundant connection 2</a>	<input type="text"/>	
147	<a href="#">Articulation point</a>	<input type="text"/>	
148	<a href="#">Min swaps required to sort array</a>	<input type="text"/>	
149	<a href="#">Sliding Puzzle</a>	<input type="text"/>	
150	<a href="#">Floyd Warshall</a>	<input type="text"/>	
151	<a href="#">remove max number of edges to keep graph traversal</a>	<input type="text"/>	

