## 队列

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| # | 题名 | 题解 | 通过率 | 难度 | 出现频率 |
| 862 | [和至少为 K 的最短子数组](https://leetcode-cn.com/problems/shortest-subarray-with-sum-at-least-k) | [21](https://leetcode-cn.com/problems/shortest-subarray-with-sum-at-least-k/solution) | 12.3% | 困难 | 42.96% |
| 363 | [矩形区域不超过 K 的最大数值和](https://leetcode-cn.com/problems/max-sum-of-rectangle-no-larger-than-k) | [9](https://leetcode-cn.com/problems/max-sum-of-rectangle-no-larger-than-k/solution) | 32.4% | 困难 | 22.29% |
| 621 | [任务调度器](https://leetcode-cn.com/problems/task-scheduler) | [33](https://leetcode-cn.com/problems/task-scheduler/solution) | 46.2% | 中等 | 17.18% |
| 622 | [设计循环队列](https://leetcode-cn.com/problems/design-circular-queue) | [39](https://leetcode-cn.com/problems/design-circular-queue/solution) | 39.5% | 中等 | 12.57% |
| 346 | [数据流中的移动平均值](https://leetcode-cn.com/problems/moving-average-from-data-stream) | [21](https://leetcode-cn.com/problems/moving-average-from-data-stream/solution) | 69.8% | 简单 | 11.7% |
| 582 | [杀死进程](https://leetcode-cn.com/problems/kill-process) | [18](https://leetcode-cn.com/problems/kill-process/solution) | 31.9% | 中等 | 10.28% |
| 641 | [设计循环双端队列](https://leetcode-cn.com/problems/design-circular-deque) | [33](https://leetcode-cn.com/problems/design-circular-deque/solution) | 48.4% | 中等 | 5.56% |
| 933 | [最近的请求次数](https://leetcode-cn.com/problems/number-of-recent-calls) | [25](https://leetcode-cn.com/problems/number-of-recent-calls/solution) | 69.4% | 简单 | 4.23% |
| 353 | [贪吃蛇](https://leetcode-cn.com/problems/design-snake-game) | [11](https://leetcode-cn.com/problems/design-snake-game/solution) | 39.0% | 中等 |  |