## 设计

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| # | 题名 | 题解 | 通过率 | 难度 | 出现频率 |
| 146 | [LRU缓存机制](https://leetcode-cn.com/problems/lru-cache) | [80](https://leetcode-cn.com/problems/lru-cache/solution) | 44.7% | 中等 | 72.96% |
| 460 | [LFU缓存](https://leetcode-cn.com/problems/lfu-cache) | [20](https://leetcode-cn.com/problems/lfu-cache/solution) | 33.5% | 困难 | 72.53% |
| 381 | [O(1) 时间插入、删除和获取随机元素 - 允许重复](https://leetcode-cn.com/problems/insert-delete-getrandom-o1-duplicates-allowed) | [12](https://leetcode-cn.com/problems/insert-delete-getrandom-o1-duplicates-allowed/solution) | 36.7% | 困难 | 43.35% |
| 1166 | [设计文件系统](https://leetcode-cn.com/problems/design-file-system) | [5](https://leetcode-cn.com/problems/design-file-system/solution) | 48.1% | 中等 | 39.52% |
| 432 | [全 O(1) 的数据结构](https://leetcode-cn.com/problems/all-oone-data-structure) | [11](https://leetcode-cn.com/problems/all-oone-data-structure/solution) | 34.7% | 困难 | 38.1% |
| 297 | [二叉树的序列化与反序列化](https://leetcode-cn.com/problems/serialize-and-deserialize-binary-tree) | [43](https://leetcode-cn.com/problems/serialize-and-deserialize-binary-tree/solution) | 42.9% | 困难 | 38.1% |
| 284 | [顶端迭代器](https://leetcode-cn.com/problems/peeking-iterator) | [11](https://leetcode-cn.com/problems/peeking-iterator/solution) | 70.7% | 中等 | 37.87% |
| 1206 | [设计跳表](https://leetcode-cn.com/problems/design-skiplist) | [11](https://leetcode-cn.com/problems/design-skiplist/solution) | 50.8% | 困难 | 37.65% |
| 642 | [设计搜索自动补全系统](https://leetcode-cn.com/problems/design-search-autocomplete-system) | [11](https://leetcode-cn.com/problems/design-search-autocomplete-system/solution) | 46.3% | 困难 | 36.37% |
| 208 | [实现 Trie (前缀树)](https://leetcode-cn.com/problems/implement-trie-prefix-tree) | [75](https://leetcode-cn.com/problems/implement-trie-prefix-tree/solution) | 63.1% | 中等 | 33.09% |
| 232 | [用栈实现队列](https://leetcode-cn.com/problems/implement-queue-using-stacks) | [101](https://leetcode-cn.com/problems/implement-queue-using-stacks/solution) | 61.8% | 简单 | 31.45% |
| 225 | [用队列实现栈](https://leetcode-cn.com/problems/implement-stack-using-queues) | [74](https://leetcode-cn.com/problems/implement-stack-using-queues/solution) | 61.5% | 简单 | 30.75% |
| 155 | [最小栈](https://leetcode-cn.com/problems/min-stack) | [129](https://leetcode-cn.com/problems/min-stack/solution) | 50.7% | 简单 | 30.22% |
| 355 | [设计推特](https://leetcode-cn.com/problems/design-twitter) | [18](https://leetcode-cn.com/problems/design-twitter/solution) | 36.6% | 中等 | 30.19% |
| 379 | [电话目录管理系统](https://leetcode-cn.com/problems/design-phone-directory) | [12](https://leetcode-cn.com/problems/design-phone-directory/solution) | 65.9% | 中等 | 26.02% |
| 631 | [设计 Excel 求和公式](https://leetcode-cn.com/problems/design-excel-sum-formula) | [10](https://leetcode-cn.com/problems/design-excel-sum-formula/solution) | 20.8% | 困难 | 25.53% |
| 295 | [数据流的中位数](https://leetcode-cn.com/problems/find-median-from-data-stream) | [38](https://leetcode-cn.com/problems/find-median-from-data-stream/solution) | 40.7% | 困难 | 25.02% |
| 348 | [判定井字棋胜负](https://leetcode-cn.com/problems/design-tic-tac-toe) | [18](https://leetcode-cn.com/problems/design-tic-tac-toe/solution) | 58.1% | 中等 | 23.48% |
| 707 | [设计链表](https://leetcode-cn.com/problems/design-linked-list) | [51](https://leetcode-cn.com/problems/design-linked-list/solution) | 23.6% | 中等 | 22.77% |
| 359 | [日志速率限制器](https://leetcode-cn.com/problems/logger-rate-limiter) | [7](https://leetcode-cn.com/problems/logger-rate-limiter/solution) | 66.9% | 简单 | 21.14% |
| 705 | [设计哈希集合](https://leetcode-cn.com/problems/design-hashset) | [35](https://leetcode-cn.com/problems/design-hashset/solution) | 54.5% | 简单 | 19% |
| 341 | [扁平化嵌套列表迭代器](https://leetcode-cn.com/problems/flatten-nested-list-iterator) | [18](https://leetcode-cn.com/problems/flatten-nested-list-iterator/solution) | 60.9% | 中等 | 18.92% |
| 244 | [最短单词距离 II](https://leetcode-cn.com/problems/shortest-word-distance-ii) | [8](https://leetcode-cn.com/problems/shortest-word-distance-ii/solution) | 46.0% | 中等 | 17.93% |
| 706 | [设计哈希映射](https://leetcode-cn.com/problems/design-hashmap) | [29](https://leetcode-cn.com/problems/design-hashmap/solution) | 55.9% | 简单 | 15.79% |
| 380 | [常数时间插入、删除和获取随机元素](https://leetcode-cn.com/problems/insert-delete-getrandom-o1) | [26](https://leetcode-cn.com/problems/insert-delete-getrandom-o1/solution) | 47.3% | 中等 | 15.23% |
| 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 | 14.15% |
| 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 | 12.86% |
| 173 | [二叉搜索树迭代器](https://leetcode-cn.com/problems/binary-search-tree-iterator) | [57](https://leetcode-cn.com/problems/binary-search-tree-iterator/solution) | 69.6% | 中等 | 11.42% |
| 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) | 48.5% | 中等 | 6.48% |
| 1172 | [餐盘栈](https://leetcode-cn.com/problems/dinner-plate-stacks) | [9](https://leetcode-cn.com/problems/dinner-plate-stacks/solution) | 23.6% | 困难 |  |
| 1286 | [字母组合迭代器](https://leetcode-cn.com/problems/iterator-for-combination) | [14](https://leetcode-cn.com/problems/iterator-for-combination/solution) | 53.8% | 中等 |  |
| 1244 | [力扣排行榜](https://leetcode-cn.com/problems/design-a-leaderboard) | [8](https://leetcode-cn.com/problems/design-a-leaderboard/solution) | 49.8% | 中等 |  |
| 716 | [最大栈](https://leetcode-cn.com/problems/max-stack) | [9](https://leetcode-cn.com/problems/max-stack/solution) | 41.6% | 简单 |  |
| 635 | [设计日志存储系统](https://leetcode-cn.com/problems/design-log-storage-system) | [9](https://leetcode-cn.com/problems/design-log-storage-system/solution) | 54.9% | 中等 |  |
| 604 | [迭代压缩字符串](https://leetcode-cn.com/problems/design-compressed-string-iterator) | [9](https://leetcode-cn.com/problems/design-compressed-string-iterator/solution) | 33.7% | 简单 |  |
| 588 | [设计内存文件系统](https://leetcode-cn.com/problems/design-in-memory-file-system) | [7](https://leetcode-cn.com/problems/design-in-memory-file-system/solution) | 32.5% | 困难 |  |
| 362 | [敲击计数器](https://leetcode-cn.com/problems/design-hit-counter) | [7](https://leetcode-cn.com/problems/design-hit-counter/solution) | 68.9% | 中等 |  |
| 353 | [贪吃蛇](https://leetcode-cn.com/problems/design-snake-game) | [11](https://leetcode-cn.com/problems/design-snake-game/solution) | 38.9% | 中等 |  |
| 288 | [单词的唯一缩写](https://leetcode-cn.com/problems/unique-word-abbreviation) | [6](https://leetcode-cn.com/problems/unique-word-abbreviation/solution) | 29.0% | 中等 |  |
| 281 | [锯齿迭代器](https://leetcode-cn.com/problems/zigzag-iterator) | [10](https://leetcode-cn.com/problems/zigzag-iterator/solution) | 73.2% | 中等 |  |
| 251 | [展开二维向量](https://leetcode-cn.com/problems/flatten-2d-vector) | [9](https://leetcode-cn.com/problems/flatten-2d-vector/solution) | 51.6% | 中等 |  |
| 211 | [添加与搜索单词 - 数据结构设计](https://leetcode-cn.com/problems/add-and-search-word-data-structure-design) | [34](https://leetcode-cn.com/problems/add-and-search-word-data-structure-design/solution) | 41.2% | 中等 |  |
| 170 | [两数之和 III - 数据结构设计](https://leetcode-cn.com/problems/two-sum-iii-data-structure-design) | [9](https://leetcode-cn.com/problems/two-sum-iii-data-structure-design/solution) | 39.0% | 简单 |  |