

Nishant Bhaiya's 151

REMEMBER

Nothing worth having comes easy!

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Serial

Problem Name

Done?

Comments / Hints for the Problem

Arrays

1

[Rotate Array](#)

.

2

[Squares of a sorted array](#)

.

3

[Kadane's Algo](#)

.

4

[maximum product subarray](#)

.

5

[majority element](#)

.

6

[majority element 2](#)

.

7

[Next Greater Element III](#)

.

8

[Max chunks to make sorted](#)

.

9

[Max Chunks To Make Sorted II](#)

.

10

[number of subarrays with bounded maximum](#)

.

11

[First missing positive](#)

.

12

[Range Addition](#)

.

13

[Min No. of Platform](#)

.

14

[Trapping rain water](#)

.

Two Pointers

15

[Container With Most Water](#)

.

16

[Two Sum](#)

.

17

[Two Difference](#)

.

Recursion and BackTracking

18

[Permutations](#)

.

19

[Permutation Sequence](#)

.

20

[Combination Sum](#)

.

21

[Combination Sum 2](#)

.

22

[Letter combination of Phone number](#)

.

23

[N Queens](#)

.

24

[Rat in a Maze Path](#)

.

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|----|---|---|--|--|--|--|
| | Bit Manipulation | | | | | |
| 25 | Single Element | . | | | | |
| 26 | Single Element 2 | . | | | | |
| 27 | Single Number 3 | . | | | | |
| 28 | Divide 2 Integers | . | | | | |
| 29 | Max AND Pair | . | | | | |
| | | | | | | |
| | HashMap | | | | | |
| 30 | Check AP sequence | . | | | | |
| 31 | Grid illumination | . | | | | |
| 32 | Brick wall | . | | | | |
| 33 | Count of subarray with sum = k | . | | | | |
| 34 | Subarray sum divisible by K | . | | | | |
| 35 | Insert Delete GetRandom O(1) | . | | | | |
| 36 | Insert delete get random duplicates allowed | . | | | | |
| 37 | Longest consecutive sequence | . | | | | |
| 38 | Find all anagrams in a string | . | | | | |
| 39 | Find smallest size of string containing all char of other | . | | | | |
| 40 | Write hashmap | . | | | | |
| 41 | subarray with equal number of 0 and 1 | . | | | | |
| 42 | Substring with equal 0 1 and 2 | . | | | | |
| | | | | | | |
| | Heap | | | | | |
| 43 | Kth Largest Element | . | | | | |
| 44 | Minimum number of refueling spots | . | | | | |
| 45 | minimum cost to connect sticks | . | | | | |
| 46 | Employee Free time | . | | | | |
| 47 | Find Median from Data Stream | . | | | | |
| | | | | | | |
| | Binary Search | | | | | |
| 48 | capacity to ship within D days | . | | | | |
| 49 | Painter's partition problem | . | | | | |
| 50 | search in rotated sorted array | . | | | | |
| 51 | Search in rotated sorted array 2 | . | | | | |
| 52 | Allocate books | . | | | | |
| 53 | median of two sorted array | . | | | | |
| | | | | | | |
| | LinkedList | | | | | |
| 54 | reverse LinkedList | . | | | | |
| 55 | Find the middle element | . | | | | |
| 56 | Floyd cycle | . | | | | |
| 57 | Clone a linkedlist | . | | | | |

| | | | | | | | |
|----|--|---|--|--|--|--|--|
| 58 | Intersection point of 2 linked list | . | | | | | |
| 59 | LRU Cache | . | | | | | |
| | Stacks and Queues | | | | | | |
| 60 | Next Greater Element | . | | | | | |
| 61 | Largest Rectangular Area Histogram | . | | | | | |
| 62 | maximu size binary matrix containing 1 | . | | | | | |
| 63 | Valid Parentheses | . | | | | | |
| 64 | Min Stack | . | | | | | |
| 65 | K stacks in a single array | . | | | | | |
| 66 | Infix evaluation | . | | | | | |
| 67 | K reverse in a queue | . | | | | | |
| 68 | K queue | . | | | | | |
| | | | | | | | |
| | TREES | | | | | | |
| 69 | Preorder Traversal | . | | | | | |
| 70 | Inorder Traversal | . | | | | | |
| 71 | Postorder Traversal | . | | | | | |
| 72 | right side view | . | | | | | |
| 73 | Left View | . | | | | | |
| 74 | Top View | . | | | | | |
| 75 | Bottom View | . | | | | | |
| 76 | Vertical order | . | | | | | |
| 77 | Diagonal Traversal | . | | | | | |
| 78 | Boundary Traversal | . | | | | | |
| 79 | Binary Tree Cameras | . | | | | | |
| 80 | Max path sum | . | | | | | |
| 81 | Delete node in bst | . | | | | | |
| 82 | Construct from inorder and preorder | . | | | | | |
| 83 | Next right pointer in each node | . | | | | | |
| 84 | Convert a binary tree to circular doubly linked list | . | | | | | |
| 85 | Conversion of sorted DLL to BST | . | | | | | |
| 86 | Lowest common ancestor | . | | | | | |
| 87 | serialize and deserialise | . | | | | | |
| | | | | | | | |
| | Trie | | | | | | |
| 88 | Implement Trie | . | | | | | |
| 89 | Max XOR of two numbers in an array | . | | | | | |
| 90 | Maximum XOR with an element from Array | . | | | | | |

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|-----|--|---|--|--|--|--|--|
| | | | | | | | |
| | DP | | | | | | |
| 91 | longest increasing subsequence | . | | | | | |
| 92 | longest increasing subsequence | . | | | | | |
| 93 | building bridges | . | | | | | |
| 94 | Russian doll envelopes | . | | | | | |
| 95 | Box stacking | . | | | | | |
| 96 | Paint house | . | | | | | |
| 97 | No. of binary string without consecutive 1 | . | | | | | |
| 98 | Possible ways to construct the building | . | | | | | |
| 99 | Total no. of bst | . | | | | | |
| 100 | No. of balanced parentheses sequence | . | | | | | |
| 101 | Min cost path | . | | | | | |
| 102 | Cherry pickup | . | | | | | |
| 103 | Cherry pickup 2 | . | | | | | |
| 104 | best time to buy and sell stock | . | | | | | |
| 105 | best time to buy and sell 2 | . | | | | | |
| 106 | buy and sell with transaction fee | . | | | | | |
| 107 | best time to buy and sell with cool down | . | | | | | |
| 108 | best time to buy and sell 3 | . | | | | | |
| 109 | best time to but and sell 4 | . | | | | | |
| 110 | burst balloons | . | | | | | |
| 111 | Optimal BST | . | | | | | |
| 112 | Matrix chain multiplication | . | | | | | |
| 113 | Longest common subsequence | . | | | | | |
| 114 | Count all pallindromic subsequence | . | | | | | |
| 115 | Count distinct pallindromic subsequence | . | | | | | |
| 116 | No. of sequence of type $a^i + b^j + c^k$ | . | | | | | |
| 117 | 2 egg 100 floor | . | | | | | |
| 118 | egg drop | . | | | | | |
| 119 | Regular Expression Matching | . | | | | | |
| 120 | Palindrome partitioning | . | | | | | |
| 121 | Frog jump | . | | | | | |
| 122 | Edit Distance | . | | | | | |
| 123 | 0-1 Knapsack | . | | | | | |
| 124 | unbounded knapsack | . | | | | | |
| 125 | Fractional knapsack | . | | | | | |
| 126 | Coin change combination | . | | | | | |
| 127 | Coin change permutation | . | | | | | |
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| | GRAPHS | | | | | |
|-----|--|---|--|--|--|--|
| 128 | Number of Islands | . | | | | |
| 129 | Number of Distinct Islands | . | | | | |
| 130 | Rotting Oranges | . | | | | |
| 131 | Bipartite graph | . | | | | |
| 132 | Bus routes | . | | | | |
| 133 | Prim's Algo | . | | | | |
| 134 | Dijkstra algo | . | | | | |
| 135 | swim in rising water | . | | | | |
| 136 | 0-1 matrix | . | | | | |
| 137 | bellman ford | . | | | | |
| 138 | Strongly Connected Components (Kosaraju's Algo) | . | | | | |
| 139 | Mother Vertex | . | | | | |
| 140 | Kahn's algo | . | | | | |
| 141 | Alien Dictionary | . | | | | |
| 142 | Number of Islands II | . | | | | |
| 143 | Regions Cut By Slashes | . | | | | |
| 144 | Sentence Similarity II | . | | | | |
| 145 | Redundant Connection | . | | | | |
| 146 | Redundant connection 2 | . | | | | |
| 147 | Articulation point | . | | | | |
| 148 | Min swaps required to sort array | . | | | | |
| 149 | Sliding Puzzle | . | | | | |
| 150 | Floyd Warshall | . | | | | |
| 151 | remove max number of edges to keep graph traversal | . | | | | |