



◀ Back to Study Plan



Algorithm

In mathematics and computer science, an algorithm is defined as a process or set of rules to be followed in calculations or other problem-solving operations. This practical method is often used in c... Expand ↕



Algorithm III Premium

Easy

Medium

Hard

Algorith...

0
2

0
34

0
24

1 / 27
days

Day 1 Binary Search

1060. Missing Element in Sorted Array 🔒

Medium

Array

Binary Search

Acceptance 55.4%

Start Now >>

1901. Find a Peak Element II

Medium

Array

Binary Search

Divide and Conquer

Matrix

Acceptance 55.0%

Start Now >>

Day 2 Binary Search

1231. Divide Chocolate 🔒

Hard

Array

Binary Search

Acceptance 55.4%

Locked 🔒

1182. Shortest Distance to Target Color 🔒

Medium

Array

Binary Search

Dynamic Programming

Acceptance 54.3%

Locked 🔒

Day 3 Two Pointers

1229. Meeting Scheduler 🔒

Medium

Array

Two Pointers

Sorting



287. Find the Duplicate Number

Medium

Array Two Pointers Binary Search Bit Manipulation

Acceptance 58.3%

Locked

Day 4 Two Pointers

42. Trapping Rain Water

Hard

Array Two Pointers Dynamic Programming Stack Monotonic Stack

Acceptance 54.5%

Locked

1868. Product of Two Run-Length Encoded Arrays

Medium

Array Two Pointers

Acceptance 58.1%

Locked

Day 5 Sliding Window

159. Longest Substring with At Most Two Distinct Characters

Medium

Hash Table String Sliding Window

Acceptance 51.8%

Locked

340. Longest Substring with At Most K Distinct Characters

Medium

Hash Table String Sliding Window

Acceptance 46.7%

Locked

Day 6 Sliding Window

1004. Max Consecutive Ones III

Medium

Array Binary Search Sliding Window Prefix Sum

Acceptance 61.7%

Locked

239. Sliding Window Maximum

Hard

Array Queue Sliding Window Heap (Priority Queue) Monotonic Queue

Acceptance 45.8%

Locked

76. Minimum Window Substring

Hard

Hash Table String Sliding Window

Acceptance 38.0%

Locked

Day 7 Breadth-First Search / Depth-First Search



Array Breadth-First Search Matrix

Acceptance 58.0%

Locked

417. Pacific Atlantic Water Flow

Medium

Array Depth-First Search Breadth-First Search Matrix

Acceptance 46.7%

Locked

Day 8 Breadth-First Search / Depth-First Search

1469. Find All The Lonely Nodes

Easy

Tree Depth-First Search Breadth-First Search Binary Tree

Acceptance 81.0%

Locked

582. Kill Process

Medium

Array Hash Table Tree Depth-First Search Breadth-First Search

Acceptance 65.4%

Locked

Day 9 Breadth-First Search / Depth-First Search

863. All Nodes Distance K in Binary Tree

Medium

Tree Depth-First Search Breadth-First Search Binary Tree

Acceptance 59.9%

Locked

752. Open the Lock

Medium

Array Hash Table String Breadth-First Search

Acceptance 55.0%

Locked

Day 10 Breadth-First Search / Depth-First Search

1319. Number of Operations to Make Network Connected

Medium

Depth-First Search Breadth-First Search Union Find Graph

Acceptance 56.5%

Locked

1368. Minimum Cost to Make at Least One Valid Path in a Grid

Hard

Array Breadth-First Search Graph Heap (Priority Queue) Matrix

Acceptance 59.7%

Locked

1192. Critical Connections in a Network

Hard

Depth-First Search Graph Biconnected Component



Day 11 Recursion / Backtracking

254. Factor Combinations

Medium

Array

Backtracking

Acceptance 48.3%

Locked

394. Decode String

Medium

String

Stack

Recursion

Acceptance 54.8%

Locked

Day 12 Recursion / Backtracking

51. N-Queens

Hard

Array

Backtracking

Acceptance 54.8%

Locked

37. Sudoku Solver

Hard

Array

Backtracking

Matrix

Acceptance 51.7%

Locked

Day 13 Recursion / Backtracking

10. Regular Expression Matching

Hard

String

Dynamic Programming

Recursion

Acceptance 28.0%

Locked

241. Different Ways to Add Parentheses

Medium

Math

String

Dynamic Programming

Recursion

Memoization

Acceptance 59.9%

Locked

Day 14 Recursion / Backtracking

301. Remove Invalid Parentheses

Hard

String

Backtracking

Breadth-First Search

Acceptance 46.1%

Locked

489. Robot Room Cleaner

Hard

Backtracking

Interactive



Day 15 Divide and Conquer

53. Maximum Subarray

Easy

Array

Divide and Conquer

Dynamic Programming

Acceptance 49.0%

Locked

4. Median of Two Sorted Arrays

Hard

Array

Binary Search

Divide and Conquer

Acceptance 33.0%

Locked

315. Count of Smaller Numbers After Self

Hard

Array

Binary Search

Divide and Conquer

Binary Indexed Tree

Segment Tree

Acceptance 42.0%

Locked

Day 16 Dynamic Programming

309. Best Time to Buy and Sell Stock with Cooldown

Medium

Array

Dynamic Programming

Acceptance 50.8%

Locked

714. Best Time to Buy and Sell Stock with Transaction Fee

Medium

Array

Dynamic Programming

Greedy

Acceptance 60.3%

Locked

Day 17 Dynamic Programming

410. Split Array Largest Sum

Hard

Array

Binary Search

Dynamic Programming

Greedy

Acceptance 48.8%

Locked

337. House Robber III

Medium

Dynamic Programming

Tree

Depth-First Search

Binary Tree

Acceptance 52.5%

Locked

Day 18 Dynamic Programming

221. Maximal Square

Medium

Array

Dynamic Programming

Matrix

Acceptance 41.4%

Locked



Array

Dynamic Programming

Stack

Matrix

Monotonic Stack

Acceptance 41.0%

Locked

Day 19 Dynamic Programming**486. Predict the Winner**

Medium

Array

Math

Dynamic Programming

Recursion

Game Theory

Acceptance 49.7%

Locked

131. Palindrome Partitioning

Medium

String

Dynamic Programming

Backtracking

Acceptance 56.0%

Locked

132. Palindrome Partitioning II

Hard

String

Dynamic Programming

Acceptance 32.8%

Locked

Day 20 Dynamic Programming**416. Partition Equal Subset Sum**

Medium

Array

Dynamic Programming

Acceptance 45.7%

Locked

983. Minimum Cost For Tickets

Medium

Array

Dynamic Programming

Acceptance 63.4%

Locked

Day 21 Dynamic Programming**123. Best Time to Buy and Sell Stock III**

Hard

Array

Dynamic Programming

Acceptance 42.2%

Locked

174. Dungeon Game

Hard

Array

Dynamic Programming

Matrix

Acceptance 35.7%

Locked

Day 22 Topological Sort



Acceptance 44.7%

Locked

210. Course Schedule II

Medium

Depth-First Search

Breadth-First Search

Graph

Topological Sort

Acceptance 45.0%

Locked

Day 23 Topological Sort

310. Minimum Height Trees

Medium

Depth-First Search

Breadth-First Search

Graph

Topological Sort

Acceptance 36.2%

Locked

329. Longest Increasing Path in a Matrix

Hard

Dynamic Programming

Depth-First Search

Breadth-First Search

Graph

Acceptance 48.4%

Locked

Day 24 Topological Sort

1136. Parallel Courses

Medium

Graph

Topological Sort

Acceptance 60.1%

Locked

269. Alien Dictionary

Hard

Array

String

Depth-First Search

Breadth-First Search

Graph

Topological Sort

Acceptance 34.3%

Locked

Day 25 Bit Manipulation

260. Single Number III

Medium

Array

Bit Manipulation

Acceptance 66.8%

Locked

864. Shortest Path to Get All Keys

Hard

Bit Manipulation

Breadth-First Search

Acceptance 43.5%

Locked

995. Minimum Number of K Consecutive Bit Flips

Hard

Array

Bit Manipulation

Sliding Window

Prefix Sum

Acceptance 50.3%

Locked



1396. Design Underground System

Medium

Hash Table String Design

Acceptance 71.7%

Locked

146. LRU Cache

Medium

Hash Table Linked List Design Doubly-Linked List

Acceptance 38.5%

Locked

Day 27 Others

981. Time Based Key-Value Store

Medium

Hash Table String Binary Search Design

Acceptance 53.2%

Locked

715. Range Module

Hard

Design Segment Tree Ordered Set

Acceptance 42.6%

Locked

460. LFU Cache

Hard

Hash Table Linked List Design Doubly-Linked List

Acceptance 38.4%

Locked

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