**Easy Problems (10):**

1. Number of Islands (LC #200)
2. Find the Town Judge (LC #997)
3. Detect Cycle in an Undirected Graph (DFS/Union-Find approach)
4. Graph Bipartite Check (LC #785)
5. Union-Find “Disjoint Set” Basics (implementation concept)
6. Find if Path Exists in Graph (LC #1971)
7. Keys and Rooms (LC #841)
8. Possible Bipartition (LC #886)
9. Connected Components in a 2D Grid (variant of #1)
10. Minimum Number of Vertices to Reach All Nodes (LC #1557)

**Medium Problems (45):**

1. Graph Valid Tree (LC #261)
2. Clone Graph (LC #133)
3. Course Schedule (LC #207)
4. Course Schedule II (LC #210)
5. Pacific Atlantic Water Flow (LC #417)
6. Redundant Connection (LC #684)
7. Accounts Merge (LC #721)
8. Evaluate Division (LC #399)
9. All Paths From Source to Target (LC #797)
10. Shortest Path in Binary Matrix (LC #1091)
11. 01 Matrix (LC #542)
12. Rotting Oranges (LC #994)
13. Network Delay Time (LC #743)
14. Detect Cycle in a Directed Graph (classic topological sort approach)
15. Number of Connected Components in an Undirected Graph (LC #323)
16. Minimum Height Trees (LC #310)
17. Reconstruct Itinerary (LC #332)
18. Smallest String With Swaps (LC #1202)
19. Regions Cut By Slashes (LC #959)
20. Making a Large Island (LC #827)
21. Longest Consecutive Sequence (LC #128)
22. Path With Minimum Effort (LC #1631)
23. Number of Operations to Make Network Connected (LC #1319)
24. Bus Routes (LC #815)
25. Bus Stops (LC #815 variation)
26. Shortest Path in a Grid with Obstacles Elimination (LC #1293)
27. Word Search (LC #79)
28. Word Search II (LC #212)
29. Maze (LC #490)
30. Maze II (LC #505)
31. Graph Coloring (backtracking / BFS approach)
32. Minimum Knight Moves (LC #1197)
33. Shortest Bridge (LC #934)
34. As Far from Land as Possible (LC #1162)
35. Reorder Routes to Make All Paths Lead to the Capital (LC #1466)
36. Find Eventual Safe States (LC #802)
37. Minimize Malware Spread (LC #924)
38. Cheapest Flights Within K Stops (LC #787)
39. Jump Game III (LC #1306)
40. All Ancestors of a Node in a Directed Acyclic Graph (LC #2192)
41. Shortest Path with Alternating Colors (LC #1129)
42. Kill Process (LC #582)
43. Network Connections (Union-Find variants)
44. Tree Diameter (2 BFS approach in a tree)
45. Sort Items by Groups Respecting Dependencies (LC #1203)

**Hard Problems (21):**

1. Alien Dictionary (LC #269)
2. Walls and Gates (LC #286)
3. Word Ladder (LC #127)
4. Word Ladder II (LC #126)
5. Critical Connections in a Network (LC #1192)
6. MST (Minimum Spanning Tree) (Prim’s/Kruskal’s concept)
7. Shortest Path in DAG (variation of topological order)
8. Course Schedule III (LC #630)
9. Bellman-Ford Algorithm (classic for negative edges)
10. Floyd-Warshall Algorithm (all pairs shortest paths)
11. Longest Increasing Path in a Matrix (LC #329)
12. Snake and Ladders (LC #909)
13. Dijkstra’s Algorithm (classic BFS priority queue)
14. Shortest Path Visiting All Nodes (LC #847)
15. Minimum Swaps to Arrange a Binary Grid (LC #1536)
16. Coloring A Border (LC #1034)
17. Shortest Cycle in an Undirected, Unweighted Graph (BFS approach)
18. Ladder Length vs. Bi-direction BFS (LC #127 advanced approach)
19. Eulerian Path / Circuit (classic graph concept)
20. Reconstruct Itinerary (Hierholzer’s Algorithm) (LC #332 advanced approach)
21. Longest Cycle in a Graph (LC #2360)