



◀ Back to Study Plan



Data Structure

In computer science, a data structure is a way to store and organize data.

... Expand ↕



Data Structure II

Easy

Medium

Hard

Data Str...

7

11

15

37

0

2

21 / 21
day

Day 1 Array

136. Single Number

difficulty.easy

Array Bit Manipulation

Acceptance 69.5%

Completed ✓

169. Majority Element

difficulty.easy

Array Hash Table Divide and Conquer Sorting Counting

Acceptance 63.1%

Completed ✓

15. 3Sum

difficulty.medium

Array Two Pointers Sorting

Acceptance 31.3%

Completed ✓

Day 2 Array

75. Sort Colors

difficulty.medium

Array Two Pointers Sorting

Acceptance 55.3%

Completed ✓

56. Merge Intervals

difficulty.medium



706. Design HashMap

difficulty.easy

Array Hash Table Linked List Design Hash Function

Acceptance 65.2%

Completed

Day 3 Array

119. Pascal's Triangle II

difficulty.easy

Array Dynamic Programming

Acceptance 57.9%

Completed

48. Rotate Image

difficulty.medium

Array Math Matrix

Acceptance 67.1%

Completed

59. Spiral Matrix II

difficulty.medium

Array Matrix Simulation

Acceptance 65.2%

[Start Now >>](#)

Day 4 Array

240. Search a 2D Matrix II

difficulty.medium

Array Binary Search Divide and Conquer Matrix

Acceptance 48.7%

Completed

435. Non-overlapping Intervals

difficulty.medium

Array Dynamic Programming Greedy Sorting

Acceptance 48.5%

Completed

Day 5 Array

334. Increasing Triplet Subsequence

difficulty.medium

Array Greedy

Acceptance 41.6%

Completed

238. Product of Array Except Self

difficulty.medium



560. Subarray Sum Equals K

difficulty.medium

Array Hash Table Prefix Sum

Acceptance 44.2%

Completed

Day 6 String

415. Add Strings

difficulty.easy

Math String Simulation

Acceptance 52.3%

Completed

409. Longest Palindrome

difficulty.easy

Hash Table String Greedy

Acceptance 53.7%

Completed

Day 7 String

290. Word Pattern

difficulty.easy

Hash Table String

Acceptance 40.2%

Completed

763. Partition Labels

difficulty.medium

Hash Table Two Pointers String Greedy

Acceptance 79.6%

Completed

Day 8 String

49. Group Anagrams

difficulty.medium

Array Hash Table String Sorting

Acceptance 64.5%

Completed

43. Multiply Strings

difficulty.medium

Math String Simulation

Acceptance 37.9%

Completed

Day 9 String



Acceptance 45.0%

[Start Now >>](#)

5. Longest Palindromic Substring

difficulty.medium

String Dynamic Programming

Acceptance 31.8%

Completed

Day 10 Linked List

2. Add Two Numbers

difficulty.medium

Linked List Math Recursion

Acceptance 38.8%

Completed

142. Linked List Cycle II

difficulty.medium

Hash Table Linked List Two Pointers

Acceptance 44.5%

Completed

Day 11 Linked List

160. Intersection of Two Linked Lists

difficulty.easy

Hash Table Linked List Two Pointers

Acceptance 50.7%

[Start Now >>](#)

82. Remove Duplicates from Sorted List II

difficulty.medium

Linked List Two Pointers

Acceptance 44.5%

[Start Now >>](#)

Day 12 Linked List

24. Swap Nodes in Pairs

difficulty.medium

Linked List Recursion

Acceptance 59.0%

[Start Now >>](#)

707. Design Linked List

difficulty.medium

Linked List Design

Acceptance 27.1%

[Start Now >>](#)



25. Reverse Nodes in k-Group

difficulty.hard

Linked List Recursion

Acceptance 51.5%

[Start Now >>](#)

143. Reorder List

difficulty.medium

Linked List Two Pointers Stack Recursion

Acceptance 48.5%

[Start Now >>](#)

Day 14 Stack / Queue

155. Min Stack

difficulty.easy

Stack Design

Acceptance 50.5%

[Start Now >>](#)

1249. Minimum Remove to Make Valid Parentheses

difficulty.medium

String Stack

Acceptance 65.7%

[Start Now >>](#)

1823. Find the Winner of the Circular Game

difficulty.medium

Array Math Recursion Queue Simulation

Acceptance 76.6%

[Start Now >>](#)

Day 15 Tree

108. Convert Sorted Array to Binary Search Tree

difficulty.easy

Array Divide and Conquer Tree Binary Search Tree Binary Tree

Acceptance 66.4%

[Start Now >>](#)

105. Construct Binary Tree from Preorder and Inorder Traversal

difficulty.medium

Array Hash Table Divide and Conquer Tree Binary Tree

Acceptance 58.0%

[Start Now >>](#)

103. Binary Tree Zigzag Level Order Traversal

difficulty.medium

Tree Breadth-First Search Binary Tree

Acceptance 53.9%

[Start Now >>](#)



199. Binary Tree Right Side View

difficulty.medium

Tree Depth-First Search Breadth-First Search Binary Tree

Acceptance 59.8%

[Start Now >>](#)

113. Path Sum II

difficulty.medium

Backtracking Tree Depth-First Search Binary Tree

Acceptance 54.3%

[Start Now >>](#)

450. Delete Node in a BST

difficulty.medium

Tree Binary Search Tree Binary Tree

Acceptance 49.2%

[Start Now >>](#)

Day 17 Tree

230. Kth Smallest Element in a BST

difficulty.medium

Tree Depth-First Search Binary Search Tree Binary Tree

Acceptance 67.9%

[Start Now >>](#)

173. Binary Search Tree Iterator

difficulty.medium

Stack Tree Design Binary Search Tree Binary Tree Iterator

Acceptance 67.6%

[Start Now >>](#)

Day 18 Tree

236. Lowest Common Ancestor of a Binary Tree

difficulty.medium

Tree Depth-First Search Binary Tree

Acceptance 55.7%

[Start Now >>](#)

297. Serialize and Deserialize Binary Tree

difficulty.hard

String Tree Depth-First Search Breadth-First Search Design Binary Tree

Acceptance 54.0%

[Start Now >>](#)

Day 19 Graph

997. Find the Town Judge

difficulty.easy

Array Hash Table Graph

[Start Now >>](#)



Graph

Acceptance 79.0%

[Start Now >>](#)

841. Keys and Rooms

difficulty.medium

Depth-First Search Breadth-First Search Graph

Acceptance 69.2%

[Start Now >>](#)

Day 20 Heap (Priority Queue)

215. Kth Largest Element in an Array

difficulty.medium

Array Divide and Conquer Sorting Heap (Priority Queue) Quickselect

Acceptance 63.8%

[Start Now >>](#)

347. Top K Frequent Elements

difficulty.medium

Array Hash Table Divide and Conquer Sorting Heap (Priority Queue)

Acceptance 65.0%

[Start Now >>](#)

Day 21 Heap (Priority Queue)

451. Sort Characters By Frequency

difficulty.medium

Hash Table String Sorting Heap (Priority Queue) Bucket Sort Counting

Acceptance 67.9%

[Start Now >>](#)

973. K Closest Points to Origin

difficulty.medium

Array Math Divide and Conquer Geometry Sorting Heap (Priority Queue)

Acceptance 65.9%

[Start Now >>](#)

Featured Lists



Top Interview Questions



Top 100 Liked Questions



Top Facebook Questions



Top Google Questions



LeetCode Curated Algo 170



Top Microsoft Questions



LeetCode Curated SQL 70

Copyright © 2022 LeetCode

[Help Center](#) | [Jobs](#) | [Bug Bounty](#) | [Assessment](#) | [Students](#) | [Terms](#) | [Privacy Policy](#)



United States