■ Breadth-First Search

Problems

Discuss

You have solved 74 / 201 problems.

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| | # | Title | Acceptance | Difficulty | Frequency (|
|----------|------|---|------------|------------|-------------|
| ~ | 200 | Number of Islands (/problems/number-of-islands) ★ | 56.0% | Medium | |
| | 1293 | Shortest Path in a Grid with Obstacles Elimination (/problems/shortest-path-in-a-grid-with-obstacles-elimination) | 43.6% | Hard | |
| | 815 | Bus Routes (/problems/bus-routes) | 45.7% | Hard | |
| | 127 | Word Ladder (/problems/word-ladder) ★ | 36.5% | Hard | |
| ~ | 364 | Nested List Weight Sum II (/problems/nested-list-weight-sum-ii) | 67.5% | Medium | |
| ~ | 329 | Longest Increasing Path in a Matrix (/problems/longest-increasing-path-in-a-matrix) | 52.0% | Hard | |
| ~ | 1091 | Shortest Path in Binary Matrix (/problems/shortest-path-in-binary-matrix) | 44.5% | Medium | |
| ~ | 322 | Coin Change (/problems/coin-change) 🛣 | 41.3% | Medium | |
| ~ | 339 | Nested List Weight Sum (/problems/nested-list-weight-sum) ● | 81.9% | Medium | |
| ~ | 399 | Evaluate Division (/problems/evaluate-division) | 59.4% | Medium | |
| ~ | 314 | Binary Tree Vertical Order Traversal (/problems/binary-tree-vertical-order-traversal) ★ ■ | 52.0% | Medium | |
| / | 987 | Vertical Order Traversal of a Binary Tree (/problems/vertical-order-traversal-of-a-binary-tree) | 44.5% | Hard | |
| / | 269 | Alien Dictionary (/problems/alien-dictionary) 🖈 🗗 | 35.2% | Hard | |
| ~ | 695 | Max Area of Island (/problems/max-area-of-island) | 71.6% | Medium | |
| ~ | 1197 | Minimum Knight Moves (/problems/minimum-knight-moves) | 39.8% | Medium | |
| ~ | 297 | Serialize and Deserialize Binary Tree (/problems/serialize-and-deserialize-binary-tree) | 54.8% | Hard | |
| ~ | 207 | Course Schedule (/problems/course-schedule) | 45.3% | Medium | |
| / | 863 | All Nodes Distance K in Binary Tree (/problems/all-nodes-distance-k-in-binary-tree) ★ | 62.1% | Medium | |
| / | 417 | Pacific Atlantic Water Flow (/problems/pacific-atlantic-water-flow) | 53.7% | Medium | |
| ~ | 994 | Rotting Oranges (/problems/rotting-oranges) | 52.4% | Medium | |
| ~ | 210 | Course Schedule II (/problems/course-schedule-ii) ★ | 47.8% | Medium | |
| | 967 | Numbers With Same Consecutive Differences (/problems/numbers-with-same-consecutive-differences) | 56.9% | Medium | |
| ~ | 286 | Walls and Gates (/problems/walls-and-gates) ★ 🗗 | 60.1% | Medium | |
| ~ | 199 | Binary Tree Right Side View (/problems/binary-tree-right-side-view) | 61.1% | Medium | |
| | 529 | Minesweeper (/problems/minesweeper) ★ | 65.4% | Medium | |
| | 126 | Word Ladder II (/problems/word-ladder-ii) | 27.6% | (Hard) | |

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|-------|--------|---|------------|------------|-------------|
| | # | Title | Acceptance | Difficulty | Frequency @ |
| | 827 | Making A Large Island (/problems/making-a-large-island) | 44.7% | Hard | |
| ~ | 934 | Shortest Bridge (/problems/shortest-bridge) | 53.8% | Medium | |
| | 909 | Snakes and Ladders (/problems/snakes-and-ladders) | 40.8% | Medium | |
| • | 317 | Shortest Distance from All Buildings (/problems/shortest-distance-from-all-buildings) | 43.0% | Hard | |
| • | 103 | Binary Tree Zigzag Level Order Traversal (/problems/binary-tree-zigzag-level-order-traversal) ★ | 54.9% | Medium | |
| | 301 | Remove Invalid Parentheses (/problems/remove-invalid-parentheses) | 47.0% | Hard | |
| | 1242 | Web Crawler Multithreaded (/problems/web-crawler-multithreaded) | 49.0% | Medium | |
| | 1654 | Minimum Jumps to Reach Home (/problems/minimum-jumps-to-reach-home) | 28.5% | Medium | |
| ~ | 785 | Is Graph Bipartite? (/problems/is-graph-bipartite) | 52.5% | Medium | |
| | 749 | Contain Virus (/problems/contain-virus) | 50.8% | Hard | |
| | 279 | Perfect Squares (/problems/perfect-squares) | 52.2% | Medium | |
| | 787 | Cheapest Flights Within K Stops (/problems/cheapest-flights-within-k-stops) | 35.8% | Medium | |
| | 773 | Sliding Puzzle (/problems/sliding-puzzle) | 63.7% | Hard | |
| | 721 | Accounts Merge (/problems/accounts-merge) | 56.3% | Medium | |
| | 959 | Regions Cut By Slashes (/problems/regions-cut-by-slashes) | 69.0% | Medium | |
| | 1631 | Path With Minimum Effort (/problems/path-with-minimum-effort) | 55.2% | Medium | |
| ~ | 226 | Invert Binary Tree (/problems/invert-binary-tree) | 73.0% | Easy | |
| ~ | 733 | Flood Fill (/problems/flood-fill) | 60.1% | Easy | |
| | 365 | Water and Jug Problem (/problems/water-and-jug-problem) | 36.4% | Medium | |
| | 428 | Serialize and Deserialize N-ary Tree (/problems/serialize-and-deserialize-n-ary-tree) | 65.2% | Hard | |
| ~ | 778 | Swim in Rising Water (/problems/swim-in-rising-water) | 59.5% | Hard | |
| ~ | 101 | Symmetric Tree (/problems/symmetric-tree) | 52.7% | Easy | |
| | 407 | Trapping Rain Water II (/problems/trapping-rain-water-ii) | 47.4% | Hard | |
| ~ | 694 | Number of Distinct Islands (/problems/number-of-distinct-islands) 🛊 🗗 | 60.5% | Medium | |
| ~ | 1730 | Shortest Path to Get Food (/problems/shortest-path-to-get-food) 🛊 🗗 | 54.0% | Medium | |
| | 1376 | Time Needed to Inform All Employees (/problems/time-needed-to-inform-all-employees) | 58.4% | Medium | |
| | 743 | Network Delay Time (/problems/network-delay-time) ★ | 51.3% | Medium | |
| ~ | 542 | 01 Matrix (/problems/01-matrix) | 44.1% | Medium | |
| | 130 | Surrounded Regions (/problems/surrounded-regions) | 35.7% | Medium | |
| | 1302 | Deepest Leaves Sum (/problems/deepest-leaves-sum) | 87.0% | Medium | |
| | 864 | Shortest Path to Get All Keys (/problems/shortest-path-to-get-all-keys) | 45.4% | Hard | |
| ~ | 102 | Binary Tree Level Order Traversal (/problems/binary-tree-level-order-traversal) | 63.0% | Medium | |
| • | 117 | Populating Next Right Pointers in Each Node II (/problems/populating-next-right-pointers-in-each-node-ii) | 49.5% | Medium | |
| | 839 | Similar String Groups (/problems/similar-string-groups) | 47.3% | Hard | |
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| | # | Title | Acceptance | Difficulty | Frequency 2 |
|---|------|---|------------|------------|-------------|
| | 752 | Open the Lock (/problems/open-the-lock) | 55.5% | Medium | |
| | 1740 | Find Distance in a Binary Tree (/problems/find-distance-in-a-binary-tree) | 68.8% | Medium | |
| ~ | 886 | Possible Bipartition (/problems/possible-bipartition) | 48.3% | Medium | |
| ~ | 116 | Populating Next Right Pointers in Each Node (/problems/populating-next-right-pointers-in-each-node) 🛣 | 59.1% | Medium | |
| ~ | 104 | Maximum Depth of Binary Tree (/problems/maximum-depth-of-binary-tree) | 73.0% | Easy | |
| | 429 | N-ary Tree Level Order Traversal (/problems/n-ary-tree-level-order-traversal) | 70.5% | Medium | |
| | 765 | Couples Holding Hands (/problems/couples-holding-hands) | 56.9% | Hard | |
| ~ | 2101 | Detonate the Maximum Bombs (/problems/detonate-the-maximum-bombs) | 40.7% | Medium | |
| ~ | 133 | Clone Graph (/problems/clone-graph) ★ | 50.2% | Medium | |
| | 924 | Minimize Malware Spread (/problems/minimize-malware-spread) | 42.0% | Hard | |
| ~ | 662 | Maximum Width of Binary Tree (/problems/maximum-width-of-binary-tree) | 40.5% | Medium | |
| | 1129 | Shortest Path with Alternating Colors (/problems/shortest-path-with-alternating-colors) | 42.8% | Medium | |
| | 2146 | K Highest Ranked Items Within a Price Range (/problems/k-highest-ranked-items-within-a-price-range) | 41.1% | Medium | |
| | 1483 | Kth Ancestor of a Tree Node (/problems/kth-ancestor-of-a-tree-node) | 33.8% | Hard | |
| | 854 | K-Similar Strings (/problems/k-similar-strings) | 39.6% | Hard | |
| | 847 | Shortest Path Visiting All Nodes (/problems/shortest-path-visiting-all-nodes) | 61.3% | Hard | |
| | 1319 | Number of Operations to Make Network Connected (/problems/number-of-operations-to-make-network-connected) | 58.3% | Medium | |
| ~ | 547 | Number of Provinces (/problems/number-of-provinces) ★ | 63.2% | Medium | |
| ~ | 797 | All Paths From Source to Target (/problems/all-paths-from-source-to-target) | 81.4% | Medium | |
| ~ | 653 | Two Sum IV - Input is a BST (/problems/two-sum-iv-input-is-a-bst) | 59.4% | Easy | |
| ~ | 684 | Redundant Connection (/problems/redundant-connection) | 61.9% | Medium | |
| | 1284 | Minimum Number of Flips to Convert Binary Matrix to Zero Matrix (/problems/minimum-number-of-flips-to-convert-binary-matrix-to-zero-matrix) | 72.0% | Hard | |
| | 1377 | Frog Position After T Seconds (/problems/frog-position-after-t-seconds) | 36.1% | Hard | |
| | 490 | The Maze (/problems/the-maze) ★ 🗗 | 55.3% | Medium | |
| | 2045 | Second Minimum Time to Reach Destination (/problems/second-minimum-time-to-reach-destination) | 38.3% | Hard | |
| | 2039 | The Time When the Network Becomes Idle (/problems/the-time-when-the-network-becomes-idle) | 50.7% | Medium | |
| | 1257 | Smallest Common Region (/problems/smallest-common-region) ■ | 64.1% | Medium | |
| | 1345 | Jump Game IV (/problems/jump-game-iv) | 44.1% | Hard | |
| • | 1162 | As Far from Land as Possible (/problems/as-far-from-land-as-possible) | 48.5% | Medium | |
| ~ | 100 | Same Tree (/problems/same-tree) | 56.2% | Easy | |
| | 302 | Smallest Rectangle Enclosing Black Pixels (/problems/smallest-rectangle-enclosing-black-pixels) | 58.1% | Hard | |
| • | 841 | Keys and Rooms (/problems/keys-and-rooms) | 70.0% | Medium | |

| ~ | 2059 | Minimum Operations to Convert Number (/problems/minimum-operations-to-convert- | 47.1% | | |
|----------|------|---|--------|--------|--|
| ~ | | number) | 47.170 | Medium | |
| | 463 | Island Perimeter (/problems/island-perimeter) | 69.4% | Easy | |
| ~ | 637 | Average of Levels in Binary Tree (/problems/average-of-levels-in-binary-tree) | 71.5% | Easy | |
| ~ | 449 | Serialize and Deserialize BST (/problems/serialize-and-deserialize-bst) | 56.7% | Medium | |
| | 690 | Employee Importance (/problems/employee-importance) | 65.0% | Medium | |
| ~ | 802 | Find Eventual Safe States (/problems/find-eventual-safe-states) | 54.5% | Medium | |
| | 2258 | Escape the Spreading Fire (/problems/escape-the-spreading-fire) | 34.6% | Hard | |
| ~ | 1448 | Count Good Nodes in Binary Tree (/problems/count-good-nodes-in-binary-tree) | 74.6% | Medium | |
| | 1203 | Sort Items by Groups Respecting Dependencies (/problems/sort-items-by-groups-respecting-dependencies) | 50.3% | Hard | |
| ~ | 1254 | Number of Closed Islands (/problems/number-of-closed-islands) | 64.2% | Medium | |
| | 1368 | Minimum Cost to Make at Least One Valid Path in a Grid (/problems/minimum-cost-to-make-at-least-one-valid-path-in-a-grid) | 61.3% | Hard | |
| ~ | 323 | Number of Connected Components in an Undirected Graph (/problems/number-of-connected-components-in-an-undirected-graph) ★ ■ | 61.9% | Medium | |
| | 756 | Pyramid Transition Matrix (/problems/pyramid-transition-matrix) | 53.5% | Medium | |
| | 1096 | Brace Expansion II (/problems/brace-expansion-ii) | 63.4% | Hard | |
| | 2290 | Minimum Obstacle Removal to Reach Corner (/problems/minimum-obstacle-removal-to-reach-corner) | 49.3% | Hard | |
| | 2092 | Find All People With Secret (/problems/find-all-people-with-secret) | 34.1% | Hard | |
| | 1236 | Web Crawler (/problems/web-crawler) ■ | 66.2% | Medium | |
| | 1202 | Smallest String With Swaps (/problems/smallest-string-with-swaps) | 57.5% | Medium | |
| ~ | 993 | Cousins in Binary Tree (/problems/cousins-in-binary-tree) | 54.1% | Easy | |
| ~ | 1971 | Find if Path Exists in Graph (/problems/find-if-path-exists-in-graph) | 50.5% | Easy | |
| | 1306 | Jump Game III (/problems/jump-game-iii) | 63.0% | Medium | |
| | 2192 | All Ancestors of a Node in a Directed Acyclic Graph (/problems/all-ancestors-of-a-node-in-a-directed-acyclic-graph) | 50.3% | Medium | |
| ~ | 112 | Path Sum (/problems/path-sum) | 46.6% | Easy | |
| ~ | 617 | Merge Two Binary Trees (/problems/merge-two-binary-trees) | 78.5% | Easy | |
| | 2204 | Distance to a Cycle in Undirected Graph (/problems/distance-to-a-cycle-in-undirected-graph) | 70.7% | Hard | |
| ~ | 1379 | Find a Corresponding Node of a Binary Tree in a Clone of That Tree (/problems/find-a-corresponding-node-of-a-binary-tree-in-a-clone-of-that-tree) | 87.1% | Easy | |
| | 1161 | Maximum Level Sum of a Binary Tree (/problems/maximum-level-sum-of-a-binary-tree) | 66.2% | Medium | |
| ~ | 261 | Graph Valid Tree (/problems/graph-valid-tree) ★ 🖈 | 46.7% | Medium | |
| | 1993 | Operations on Tree (/problems/operations-on-tree) | 43.3% | Medium | |
| ~ | 958 | Check Completeness of a Binary Tree (/problems/check-completeness-of-a-binary-tree) | 53.8% | Medium | |
| ~ | 310 | Minimum Height Trees (/problems/minimum-height-trees) ★ | 38.5% | Medium | |

| | # | Title | Acceptance | Difficulty | Frequency ② |
|----------|------|---|------------|------------|--------------------|
| | 655 | Print Binary Tree (/problems/print-binary-tree) | 61.2% | Medium | |
| ~ | 404 | Sum of Left Leaves (/problems/sum-of-left-leaves) | 56.1% | Easy | |
| | 1298 | Maximum Candies You Can Get from Boxes (/problems/maximum-candies-you-canget-from-boxes) | 61.1% | Hard | |
| | 1042 | Flower Planting With No Adjacent (/problems/flower-planting-with-no-adjacent) | 50.3% | Medium | |
| | 1102 | Path With Maximum Minimum Value (/problems/path-with-maximum-minimum-value) | 53.3% | Medium | |
| | 711 | Number of Distinct Islands II (/problems/number-of-distinct-islands-ii) | 51.7% | Hard | |
| | 1367 | Linked List in Binary Tree (/problems/linked-list-in-binary-tree) | 43.4% | Medium | |
| | 514 | Freedom Trail (/problems/freedom-trail) | 46.7% | Hard | |
| ~ | 111 | Minimum Depth of Binary Tree (/problems/minimum-depth-of-binary-tree) | 43.4% | Easy | |
| ~ | 1457 | Pseudo-Palindromic Paths in a Binary Tree (/problems/pseudo-palindromic-paths-in-a-binary-tree) | 68.2% | Medium | |
| ~ | 107 | Binary Tree Level Order Traversal II (/problems/binary-tree-level-order-traversal-ii) | 60.1% | Medium | |
| | 1263 | Minimum Moves to Move a Box to Their Target Location (/problems/minimum-moves-to-move-a-box-to-their-target-location) | 49.0% | Hard | |
| ~ | 513 | Find Bottom Left Tree Value (/problems/find-bottom-left-tree-value) | 66.2% | Medium | |
| | 2174 | Remove All Ones With Row and Column Flips II (/problems/remove-all-ones-with-row-and-column-flips-ii) | 69.0% | Medium | |
| | 1466 | Reorder Routes to Make All Paths Lead to the City Zero (/problems/reorder-routes-to-make-all-paths-lead-to-the-city-zero) | 61.7% | Medium | |
| | 582 | Kill Process (/problems/kill-process) | 67.8% | Medium | |
| | 675 | Cut Off Trees for Golf Event (/problems/cut-off-trees-for-golf-event) | 34.5% | Hard | |
| | 1267 | Count Servers that Communicate (/problems/count-servers-that-communicate) | 59.1% | Medium | |
| | 1245 | Tree Diameter (/problems/tree-diameter) | 61.7% | Medium | |
| ~ | 1020 | Number of Enclaves (/problems/number-of-enclaves) | 64.6% | Medium | |
| | 1315 | Sum of Nodes with Even-Valued Grandparent (/problems/sum-of-nodes-with-even-valued-grandparent) | 85.5% | Medium | |
| | 1036 | Escape a Large Maze (/problems/escape-a-large-maze) | 34.1% | Hard | |
| | 505 | The Maze II (/problems/the-maze-ii) ■ | 52.3% | Medium | |
| | 2328 | Number of Increasing Paths in a Grid (/problems/number-of-increasing-paths-in-a-grid) | 47.7% | Hard | |
| • | 1123 | Lowest Common Ancestor of Deepest Leaves (/problems/lowest-common-ancestor-of-deepest-leaves) | 70.6% | Medium | |
| | 1926 | Nearest Exit from Entrance in Maze (/problems/nearest-exit-from-entrance-in-maze) | 43.1% | Medium | |
| | 433 | Minimum Genetic Mutation (/problems/minimum-genetic-mutation) | 47.9% | Medium | |
| • | 865 | Smallest Subtree with all the Deepest Nodes (/problems/smallest-subtree-with-all-the-deepest-nodes) | 68.5% | Medium | |
| | 488 | Zuma Game (/problems/zuma-game) | 35.1% | Hard | |
| | 499 | The Maze III (/problems/the-maze-iii) ■ | 46.7% | Hard | |
| | 928 | Minimize Malware Spread II (/problems/minimize-malware-spread-ii) | 42.6% | Hard | |
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| | # | Title | Acceptance | Difficulty | Frequency 2 |
|----------|------|---|------------|------------|-------------|
| ~ | 530 | Minimum Absolute Difference in BST (/problems/minimum-absolute-difference-in-bst) | 56.7% | Easy | |
| | 1391 | Check if There is a Valid Path in a Grid (/problems/check-if-there-is-a-valid-path-in-a-grid) | 47.0% | Medium | |
| | 919 | Complete Binary Tree Inserter (/problems/complete-binary-tree-inserter) | 64.9% | Medium | |
| | 685 | Redundant Connection II (/problems/redundant-connection-ii) | 34.0% | Hard | |
| | 623 | Add One Row to Tree (/problems/add-one-row-to-tree) | 54.3% | Medium | |
| | 1210 | Minimum Moves to Reach Target with Rotations (/problems/minimum-moves-to-reach-target-with-rotations) | 48.8% | Hard | |
| | 1311 | Get Watched Videos by Your Friends (/problems/get-watched-videos-by-your-friends) | 45.6% | Medium | |
| | 1559 | Detect Cycles in 2D Grid (/problems/detect-cycles-in-2d-grid) | 48.1% | Medium | |
| | 1443 | Minimum Time to Collect All Apples in a Tree (/problems/minimum-time-to-collect-all-apples-in-a-tree) | 56.0% | Medium | |
| | 737 | Sentence Similarity II (/problems/sentence-similarity-ii) | 48.7% | Medium | |
| | 1766 | Tree of Coprimes (/problems/tree-of-coprimes) | 38.4% | Hard | |
| | 2196 | Create Binary Tree From Descriptions (/problems/create-binary-tree-from-descriptions) | 71.9% | Medium | |
| | 1609 | Even Odd Tree (/problems/even-odd-tree) | 53.6% | Medium | |
| | 1765 | Map of Highest Peak (/problems/map-of-highest-peak) | 60.4% | Medium | |
| ~ | 783 | Minimum Distance Between BST Nodes (/problems/minimum-distance-between-bst-nodes) | 56.8% | Easy | |
| | 2277 | Closest Node to Path in Tree (/problems/closest-node-to-path-in-tree) | 64.1% | Hard | |
| ~ | 2385 | Amount of Time for Binary Tree to Be Infected (/problems/amount-of-time-for-binary-tree-to-be-infected) | 56.1% | Medium | |
| ~ | 1905 | Count Sub Islands (/problems/count-sub-islands) | 67.9% | Medium | |
| | 1087 | Brace Expansion (/problems/brace-expansion) ■ | 66.1% | Medium | |
| | 1519 | Number of Nodes in the Sub-Tree With the Same Label (/problems/number-of-nodes-in-the-sub-tree-with-the-same-label) | 40.8% | Medium | |
| | 515 | Find Largest Value in Each Tree Row (/problems/find-largest-value-in-each-tree-row) | 64.6% | Medium | |
| | 2316 | Count Unreachable Pairs of Nodes in an Undirected Graph (/problems/count-unreachable-pairs-of-nodes-in-an-undirected-graph) | 38.4% | Medium | |
| | 742 | Closest Leaf in a Binary Tree (/problems/closest-leaf-in-a-binary-tree) | 45.9% | Medium | |
| | 1462 | Course Schedule IV (/problems/course-schedule-iv) | 48.8% | Medium | |
| | 1469 | Find All The Lonely Nodes (/problems/find-all-the-lonely-nodes) | 81.7% | Easy | |
| | 559 | Maximum Depth of N-ary Tree (/problems/maximum-depth-of-n-ary-tree) | 71.5% | Easy | |
| | 1034 | Coloring A Border (/problems/coloring-a-border) | 48.9% | Medium | |
| | 965 | Univalued Binary Tree (/problems/univalued-binary-tree) | 69.2% | Easy | |
| | 2368 | Reachable Nodes With Restrictions (/problems/reachable-nodes-with-restrictions) | 57.1% | Medium | |
| | 672 | Bulb Switcher II (/problems/bulb-switcher-ii) | 50.9% | Medium | |
| | 431 | Encode N-ary Tree to Binary Tree (/problems/encode-n-ary-tree-to-binary-tree) | 78.6% | Hard | |
| | 1215 | Stepping Numbers (/problems/stepping-numbers) | 45.8% | Medium | |
| | | | | | |

| | # | Title | Acceptance | Difficulty | Frequency 0 |
|---|------|---|------------|------------|-------------|
| | 1273 | Delete Tree Nodes (/problems/delete-tree-nodes) ■ | 61.1% | Medium | |
| ? | 1361 | Validate Binary Tree Nodes (/problems/validate-binary-tree-nodes) | 40.5% | Medium | |
| | 1261 | Find Elements in a Contaminated Binary Tree (/problems/find-elements-in-a-contaminated-binary-tree) | 76.0% | Medium | |
| | 1430 | Check If a String Is a Valid Sequence from Root to Leaves Path in a Binary Tree (/problems/check-if-a-string-is-a-valid-sequence-from-root-to-leaves-path-in-a-binary-tree) | 46.1% | Medium | |
| | 1485 | Clone Binary Tree With Random Pointer (/problems/clone-binary-tree-with-random-pointer) \blacksquare | 79.5% | Medium | |
| | 1490 | Clone N-ary Tree (/problems/clone-n-ary-tree) | 83.6% | Medium | |
| | 1568 | Minimum Number of Days to Disconnect Island (/problems/minimum-number-of-days-to-disconnect-island) | 47.3% | Hard | |
| | 1602 | Find Nearest Right Node in Binary Tree (/problems/find-nearest-right-node-in-binary-tree) \blacksquare | 75.3% | Medium | |
| | 1625 | Lexicographically Smallest String After Applying Operations (/problems/lexicographically-smallest-string-after-applying-operations) | 65.9% | Medium | |
| | 1660 | Correct a Binary Tree (/problems/correct-a-binary-tree) | 72.5% | Medium | |
| | 1778 | Shortest Path in a Hidden Grid (/problems/shortest-path-in-a-hidden-grid) | 39.9% | Medium | |
| | 1810 | Minimum Path Cost in a Hidden Grid (/problems/minimum-path-cost-in-a-hidden-grid) | 53.5% | Medium | |
| | 1970 | Last Day Where You Can Still Cross (/problems/last-day-where-you-can-still-cross) | 49.0% | Hard | |
| | 1992 | Find All Groups of Farmland (/problems/find-all-groups-of-farmland) | 68.4% | Medium | |
| • | 2415 | Reverse Odd Levels of Binary Tree (/problems/reverse-odd-levels-of-binary-tree) | 75.8% | Medium | |

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