

目录

第 1 章 Tree	1	1.22 Path Sum II	29
1.1 Maximum Depth of Binary Tree	1	1.23 Recover Binary Search Tree	31
1.2 Invert Binary Tree	2	1.24 Binary Tree Paths	33
1.3 Same Tree	3	1.25 Flatten Binary Tree to Linked List	34
1.4 Binary Search Tree Iterator	4	1.26 Binary Tree Right Side View	36
1.5 Unique Binary Search Trees	5	1.27 Kth Smallest Element in a BST	37
1.6 Lowest Common Ancestor of a Binary Search Tree	6	1.28 Binary Tree Preorder Traversal	39
1.7 Balanced Binary Tree	7	1.29 Unique Binary Search Trees	40
1.8 Binary Tree Maximum Path Sum	8	1.30 Unique Binary Search Trees II	41
1.9 Populating Next Right Pointers in Each Node	9	1.31 House Robber III	42
1.10 Populating Next Right Pointers in Each Node II	11	1.32 Binary Tree Inorder Traversal	43
1.11 Convert Sorted Array to Binary Search Tree	12	1.33 Binary Tree Postorder Traversal	44
1.12 Symmetric Tree	13	1.34 Minimum Depth of Binary Tree	45
1.13 Lowest Common Ancestor of a Binary Tree	14	1.35 Count Univalued Subtrees	46
1.14 Binary Tree Level Order Traversal	16	1.36 Validate Binary Search Tree	47
1.15 Binary Tree Level Order Traversal II	17	1.37 Binary Tree Upside Down	48
1.16 Binary Tree Zigzag Level Order Traversal .	19	1.38 Sum Root to Leaf Numbers	49
1.17 Serialize and Deserialize Binary Tree	21	1.39 Inorder Successor in BST	50
1.18 Count Complete Tree Nodes	25	1.40 Binary Tree Longest Consecutive Sequence	51
1.19 Path Sum	26	1.41 Delete Node in a BST	52
1.20 Construct Binary Tree from Preorder and Inorder Traversal	27	1.42 Verify Preorder Sequence in Binary Search Tree	54
1.21 Construct Binary Tree from Inorder and Postorder Traversal	28	1.43 Closest Binary Search Tree Value	55
		1.44 Closest Binary Search Tree Value II	56

第 1 章

Tree

1.1 Maximum Depth of Binary Tree

Description

Given a binary tree, find its maximum depth.

The maximum depth is the number of nodes along the longest path from the root node down to the farthest leaf node.

Solution

```
private int maxDepth(TreeNode node) {  
    if (node == null) {  
        return 0;  
    }  
    return Math.max(maxDepth(node.left), maxDepth(node.right)) + 1;  
}
```

1.2 Invert Binary Tree

Description

Invert a binary tree.



Solution I

```

public TreeNode invertTree(TreeNode root) {
    if (root == null) {
        return null;
    }

    TreeNode right = root.right;
    root.right = invertTree(root.left);
    root.left = invertTree(right);
    return root;
}

```

Solution II

```

public TreeNode invertTree(TreeNode root) {
    if (root == null) {
        return null;
    }

    Queue<TreeNode> queue = new LinkedList<TreeNode>();
    queue.offer(root);

    while (!queue.isEmpty()) {
        TreeNode node = queue.poll();

        TreeNode left = node.left;
        node.left = node.right;
        node.right = left;

        if (node.left != null) {
            queue.offer(node.left);
        }

        if (node.right != null) {
            queue.offer(node.right);
        }
    }

    return root;
}

```

1.3 Same Tree

Description

Given two binary trees, write a function to check if they are equal or not.

Two binary trees are considered equal if they are structurally identical and the nodes have the same value.

Solution

```
public boolean isSameTree(TreeNode p, TreeNode q) {  
    if (p == null && q == null) {  
        return true;  
    }  
    if (p == null || q == null) {  
        return false;  
    }  
    return p.val == q.val && isSameTree(p.left, q.left) && isSameTree(p.right, q.right);  
}
```

1.4 Binary Search Tree Iterator

Description

Implement an iterator over a binary search tree (BST). Your iterator will be initialized with the root node of a BST. Calling next() will return the next smallest number in the BST.

Note: next() and hasNext() should run in average $O(1)$ time and uses $O(h)$ memory, where h is the height of the tree.

Solution

```
public class BSTIterator {

    private Stack<TreeNode> mStack;
    private TreeNode mCurNode;

    public BSTIterator(TreeNode root) {
        mStack = new Stack<TreeNode>();
        mCurNode = root;
    }

    public boolean hasNext() {
        return !mStack.isEmpty() || mCurNode != null;
    }

    public int next() {
        int result = -1;

        while (hasNext()) {
            if (mCurNode != null) {
                mStack.push(mCurNode);
                mCurNode = mCurNode.left;
            } else {
                mCurNode = mStack.pop();
                result = mCurNode.val;
                mCurNode = mCurNode.right;
                break;
            }
        }

        return result;
    }
}
```

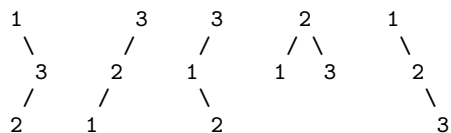
1.5 Unique Binary Search Trees

Description

Given n , how many structurally unique BST's (binary search trees) that store values $1 \dots n$?

For example,

Given $n = 3$, there are a total of 5 unique BST's.



Solution

```

public int numTrees(int n) {
    int[] dp = new int[n + 1];
    dp[0] = 1;

    for (int i = 1; i <= n; i++) {
        for (int j = 0; j < i; j++) {
            dp[i] += dp[j] * dp[i - j - 1];
        }
    }

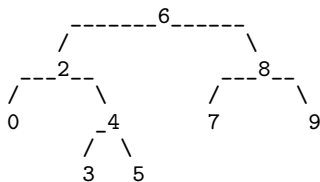
    return dp[n];
}
  
```

1.6 Lowest Common Ancestor of a Binary Search Tree

Description

Given a binary search tree (BST), find the lowest common ancestor (LCA) of two given nodes in the BST.

According to the definition of LCA on Wikipedia: “The lowest common ancestor is defined between two nodes v and w as the lowest node in T that has both v and w as descendants (where we allow a node to be a descendant of itself).”



For example, the lowest common ancestor (LCA) of nodes 2 and 8 is 6. Another example is LCA of nodes 2 and 4 is 2, since a node can be a descendant of itself according to the LCA definition.

Solution

```

// 耗时 9ms
public TreeNode lowestCommonAncestor(TreeNode root, TreeNode p, TreeNode q) {
    if (!checkExist(root, p) || !checkExist(root, q)) {
        throw new IllegalArgumentException("Not exist!!");
    }

    while (root != null) {
        if (p.val < root.val && q.val < root.val) {
            root = root.left;
        } else if (p.val > root.val && q.val > root.val) {
            root = root.right;
        } else {
            break;
        }
    }
    return root;
}

/**
 * 如何判断 p 或 q 一定存在，如果是 BST 就很简单
 */
private boolean checkExist(TreeNode root, TreeNode node) {
    TreeNode cur = root;
    while (cur != null) {
        if (node.val > cur.val) {
            cur = cur.right;
        } else if (node.val < cur.val) {
            cur = cur.left;
        } else {
            return true;
        }
    }
    return false;
}

```


1.7 Balanced Binary Tree

Description

Given a binary tree, determine if it is height-balanced.

For this problem, a height-balanced binary tree is defined as a binary tree in which the depth of the two subtrees of every node never differ by more than 1.

Solution

```
public boolean isBalanced(TreeNode root) {  
    return isBalanced(root, null);  
}  
  
private boolean isBalanced(TreeNode root, int[] height) {  
    if (root == null) {  
        return true;  
    }  
  
    int[] left = new int[1], right = new int[1];  
  
    boolean result = isBalanced(root.left, left) && isBalanced(root.right, right);  
  
    if (height != null) {  
        height[0] = Math.max(left[0], right[0]) + 1;  
    }  
  
    return result && Math.abs(left[0] - right[0]) <= 1;  
}
```

1.8 Binary Tree Maximum Path Sum

Description

Given a binary tree, find the maximum path sum.

For this problem, a path is defined as any sequence of nodes from some starting node to any node in the tree along the parent-child connections. The path must contain at least one node and does not need to go through the root.

For example:

Given the below binary tree,



Return 6.

Solution

```

public int maxPathSum(TreeNode root) {
    return maxPathSum(root, null);
}

/**
 * max 表示包含 root 的单边路径最大和
 */
private int maxPathSum(TreeNode root, int[] max) {
    if (root == null) {
        return Integer.MIN_VALUE; // 此处容易错
    }
    int[] left = new int[1], right = new int[1];
    int leftMax = maxPathSum(root.left, left);
    int rightMax = maxPathSum(root.right, right);
    if (max != null) {
        max[0] = max(left[0], right[0], 0) + root.val; // 此处容易错
    }

    // 容易错, 要考虑到所有可能的情况
    return max(leftMax, rightMax, root.val, left[0] + right[0] + root.val,
        left[0] + root.val, right[0] + root.val);
}

private int max(int... vals) {
    int max = Integer.MIN_VALUE;
    for (int val : vals) {
        max = Math.max(max, val);
    }
    return max;
}
  
```

1.9 Populating Next Right Pointers in Each Node

Description

Given a binary tree

```
struct TreeLinkNode {
    TreeLinkNode *left;
    TreeLinkNode *right;
    TreeLinkNode *next;
}
```

Populate each next pointer to point to its next right node. If there is no next right node, the next pointer should be set to NULL.

Initially, all next pointers are set to NULL.

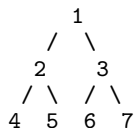
Note:

You may only use constant extra space.

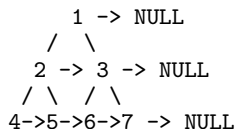
You may assume that it is a perfect binary tree (ie, all leaves are at the same level, and every parent has two children).

For example,

Given the following perfect binary tree,



After calling your function, the tree should look like:



Solution I

```

/** 递归法，巧妙地运用 dummy 使代码很简洁
 * 假定当前 root 所在层已连好，要连下一层
 */
public void connect(TreeLinkNode root) {
    if (root == null) {
        return;
    }
    TreeLinkNode dummy = new TreeLinkNode(0), cur = dummy;
    for (TreeLinkNode p = root; p != null; p = p.next) {
        if (p.left != null) {
            cur.next = p.left;
            cur = cur.next;
        }
        if (p.right != null) {
            cur.next = p.right;
            cur = cur.next;
        }
    }
    connect(dummy.next);
}

```

Solution II

```

/**
 * 将递归转成非递归很简单，就加一层循环，且结尾处加 root = dummy.next 即可
 */
public void connect2(TreeLinkNode root) {
    while (root != null) {
        TreeLinkNode dummy = new TreeLinkNode(0), cur = dummy;

        for (TreeLinkNode p = root; p != null; p = p.next) {
            if (p.left != null) {
                cur.next = p.left;
                cur = cur.next;
            }
            if (p.right != null) {
                cur.next = p.right;
                cur = cur.next;
            }
        }

        root = dummy.next;
    }
}

```

1.10 Populating Next Right Pointers in Each Node II

Description

Follow up for problem "Populating Next Right Pointers in Each Node".

What if the given tree could be any binary tree? Would your previous solution still work?

Note:

You may only use constant extra space.

Solution I

```
/**
 * 和上题的区别在于这里 root 下一个循环要指向 dummy.next, 即下一层链表表头
 */
public void connect(TreeLinkNode root) {
    while (root != null) {
        TreeLinkNode dummy = new TreeLinkNode(0), cur = dummy;
        for (TreeLinkNode node = root; node != null; node = node.next) {
            if (node.left != null) {
                cur.next = node.left;
                cur = cur.next;
            }

            if (node.right != null) {
                cur.next = node.right;
                cur = cur.next;
            }
        }
        root = dummy.next;
    }
}
```

Solution II

```
/** 递归, 和上题相比改都不用改
public void connect(TreeLinkNode root) {
    if (root == null) {
        return;
    }
    TreeLinkNode dummy = new TreeLinkNode(0), cur = dummy;
    for (TreeLinkNode p = root; p != null; p = p.next) {
        if (p.left != null) {
            cur.next = p.left;
            cur = cur.next;
        }
        if (p.right != null) {
            cur.next = p.right;
            cur = cur.next;
        }
    }
    connect(dummy.next);
}*/
```

1.11 Convert Sorted Array to Binary Search Tree

Description

Given an array where elements are sorted in ascending order, convert it to a height balanced BST.

Solution

```
public TreeNode sortedArrayToBST(int[] nums) {
    return sortedArrayToBST(nums, 0, nums.length);
}

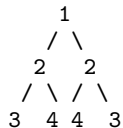
private TreeNode sortedArrayToBST(int[] nums, int start, int end) {
    if (start >= end) {
        return null;
    }
    int mid = start + (end - start) / 2;
    TreeNode root = new TreeNode(nums[mid]);
    root.left = sortedArrayToBST(nums, start, mid);
    root.right = sortedArrayToBST(nums, mid + 1, end);
    return root;
}
```

1.12 Symmetric Tree

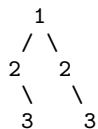
Description

Given a binary tree, check whether it is a mirror of itself (ie, symmetric around its center).

For example, this binary tree [1,2,2,3,4,4,3] is symmetric:



But the following [1,2,2,null,3,null,3] is not:



Note:

Bonus points if you could solve it both recursively and iteratively.

Solution

```

public boolean isSymmetric(TreeNode root) {
    if (root == null) {
        return true;
    }
    return isSymmetric(root.left, root.right);
}

private boolean isSymmetric(TreeNode left, TreeNode right) {
    if (left == null && right == null) {
        return true;
    }
    if (left == null || right == null) {
        return false;
    }
    return left.val == right.val && isSymmetric(left.left, right.right) && isSymmetric(left.right, right.left);
}

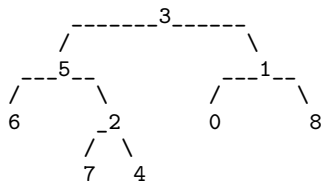
```

1.13 Lowest Common Ancestor of a Binary Tree

Description

Given a binary tree, find the lowest common ancestor (LCA) of two given nodes in the tree.

According to the definition of LCA on Wikipedia: “The lowest common ancestor is defined between two nodes v and w as the lowest node in T that has both v and w as descendants (where we allow a node to be a descendant of itself).”



For example, the lowest common ancestor (LCA) of nodes 5 and 1 is 3. Another example is LCA of nodes 5 and 4 is 5, since a node can be a descendant of itself according to the LCA definition.

Solution I

```

/**
 * leetcode 测试用例中 p 和 q 一定是在树中的
 * 奇怪的是如果判断用 root.val == p.val 这种就不能 AC，必须用 root == p
 * 确实，树中可能会存在值重复的节点
 */
// 耗时 11ms
public TreeNode lowestCommonAncestor(TreeNode root, TreeNode p, TreeNode q) {
    if (root == null || root == p || root == q) {
        return root;
    }

    TreeNode left = lowestCommonAncestor(root.left, p, q);
    TreeNode right = lowestCommonAncestor(root.right, p, q);

    if (left != null) {
        return right != null ? root : left;
    } else {
        return right;
    }
}

```


Solution II

```

/**
 * 这是迭代写法，另外考虑了 p 或者 q 不在树中的情况
 * 用一个 map 保存每个 node 的前驱节点，当 p 和 q 同时找到了则回溯他们的前驱节点查看是否重合。
 * 如果树遍历完了还没有同时找到 p 和 q 则返回 null
 */
/**
 * 耗时 29ms
 */
public TreeNode lowestCommonAncestor2(TreeNode root, TreeNode p, TreeNode q) {
    if (root == null || p == null || q == null) {
        return null;
    }

    HashMap<TreeNode, TreeNode> parents = new HashMap<>();
    parents.put(root, null);

    Queue<TreeNode> queue = new LinkedList<>();
    queue.add(root);

    while (!queue.isEmpty()) {
        if (parents.containsKey(p) && parents.containsKey(q)) {
            break;
        }

        TreeNode node = queue.poll();
        if (node.left != null) {
            queue.add(node.left);
            parents.put(node.left, node);
        }

        if (node.right != null) {
            queue.add(node.right);
            parents.put(node.right, node);
        }
    }

    if (!parents.containsKey(p) || !parents.containsKey(q)) {
        return null;
    }

    Set<TreeNode> set = new HashSet<TreeNode>();
    for (TreeNode node = p; node != null; node = parents.get(node)) {
        set.add(node);
    }

    for (TreeNode node = q; node != null; node = parents.get(node)) {
        if (!set.contains(node)) {
            return node;
        }
    }

    return null;
}

```

1.14 Binary Tree Level Order Traversal

Description

Given a binary tree, return the level order traversal of its nodes' values. (ie, from left to right, level by level).

For example:

Given binary tree [3,9,20,null,null,15,7],

```

      3
     /\
    9  20
   /\  /\
  15 7

return its level order traversal as:
[
  [3],
  [9,20],
  [15,7]
]
```

Solution

```

public List<List<Integer>> levelOrder(TreeNode root) {
    List<List<Integer>> result = new LinkedList<List<Integer>>();

    if (root == null) {
        return result;
    }

    Queue<TreeNode> queue = new LinkedList<TreeNode>();
    Queue<TreeNode> next = new LinkedList<TreeNode>();
    queue.add(root);

    List<Integer> cur = null;

    while (!queue.isEmpty()) {
        TreeNode node = queue.poll();

        if (cur == null) {
            cur = new LinkedList<Integer>();
            result.add(cur);
        }

        cur.add(node.val);

        if (node.left != null) {
            next.add(node.left);
        }

        if (node.right != null) {
            next.add(node.right);
        }

        if (queue.isEmpty()) {
            Queue<TreeNode> temp = queue;
            queue = next;
            next = temp;
            cur = null; // 注意这里要置空
        }
    }

    return result;
}
```

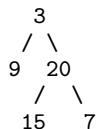
1.15 Binary Tree Level Order Traversal II

Description

Given a binary tree, return the bottom-up level order traversal of its nodes' values. (ie, from left to right, level by level from leaf to root).

For example:

Given binary tree [3,9,20,null,null,15,7],



return its bottom-up level order traversal as:

```
[
  [15,7],
  [9,20],
  [3]
]
```

Solution

```
public List<List<Integer>> levelOrder(TreeNode root) {
    List<List<Integer>> result = new LinkedList<List<Integer>>();

    if (root == null) {
        return result;
    }

    Queue<TreeNode> queue = new LinkedList<TreeNode>();
    Queue<TreeNode> next = new LinkedList<TreeNode>();
    queue.add(root);

    List<Integer> cur = null;

    while (!queue.isEmpty()) {
        TreeNode node = queue.poll();

        if (cur == null) {
            cur = new LinkedList<Integer>();
            result.add(0, cur);
        }

        cur.add(node.val);

        if (node.left != null) {
            next.add(node.left);
        }

        if (node.right != null) {
            next.add(node.right);
        }

        if (queue.isEmpty()) {
            queue = next;
            next = null;
        }
    }

    return result;
}
```

```
        Queue<TreeNode> temp = queue;
        queue = next;
        next = temp;
        cur = null; // 注意这里要置空
    }
}

return result;
}
```

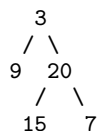
1.16 Binary Tree Zigzag Level Order Traversal

Description

Given a binary tree, return the zigzag level order traversal of its nodes' values. (ie, from left to right, then right to left for the next level and alternate between).

For example:

Given binary tree [3,9,20,null,null,15,7],



return its zigzag level order traversal as:

```
[
  [3],
  [20,9],
  [15,7]
]
```

Solution

```
public List<List<Integer>> zigzagLevelOrder(TreeNode root) {
    List<List<Integer>> result = new LinkedList<List<Integer>>();

    if (root == null) {
        return result;
    }

    List<TreeNode> seq = new LinkedList<TreeNode>();
    List<TreeNode> tmp = new LinkedList<TreeNode>();

    seq.add(root);

    List<Integer> cur = new LinkedList<Integer>();

    for (int level = 1; !seq.isEmpty(); ) {
        TreeNode node = seq.remove(0);

        if (level % 2 != 0) {
            cur.add(node.val);
        } else {
            cur.add(0, node.val);
        }

        if (node.left != null) {
            tmp.add(node.left);
        }

        if (node.right != null) {
            tmp.add(node.right);
        }

        if (seq.isEmpty()) {

```

```
        result.add(cur);
        cur = new LinkedList<Integer>();
        List<TreeNode> tt = seq;
        seq = tmp;
        tmp = tt;
        level++;
    }
}

return result;
}
```

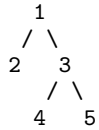
1.17 Serialize and Deserialize Binary Tree

Description

Serialization is the process of converting a data structure or object into a sequence of bits so that it can be stored in a file or memory buffer, or transmitted across a network connection link to be reconstructed later in the same or another computer environment.

Design an algorithm to serialize and deserialize a binary tree. There is no restriction on how your serialization/deserialization algorithm should work. You just need to ensure that a binary tree can be serialized to a string and this string can be deserialized to the original tree structure.

For example, you may serialize the following tree



as "[1,2,3,null,null,4,5]", just the same as how LeetCode OJ serializes a binary tree. You do not necessarily need to follow this format, so please be creative and come up with different approaches yourself. Note: Do not use class member/global/static variables to store states. Your serialize and deserialize algorithms should be stateless.

Solution I

// 这里的分隔符是有讲究的, 如果换成 '.' 则在 `split` 的时候要转义, 但是 ',' 不用
`private static final String SEP = ",";`

// 这个尽可能短, 节省空间

`private static final String NULL = "X";`

`/** 递归版的 */`

```
public String serialize(TreeNode root) {
    StringBuilder sb = new StringBuilder();
    if (root != null) {
        sb.append(root.val).append(SEP);
        sb.append(serialize(root.left)).append(SEP);
        sb.append(serialize(root.right));
    } else {
        sb.append(NULL);
    }
    return sb.toString();
}

public TreeNode deserialize(String data) {
    String[] texts = data.split(SEP);
    Queue<String> queue = new LinkedList<String>(Arrays.asList(texts));
    return helper(queue);
}

private TreeNode helper(Queue<String> queue) {
    if (queue.isEmpty()) {
        return null;
    }
    String text = queue.poll();
    if (text.equals(NULL)) {
        return null;
    }
    int val = Integer.valueOf(text);
    TreeNode root = new TreeNode(val);
    root.left = helper(queue);
    root.right = helper(queue);
    return root;
}
```


Solution II

```

/** 下面是非递归版的 DFS */
public String serialize2(TreeNode root) {
    StringBuilder sb = new StringBuilder();
    if (root == null) {
        sb.append(NULL);
        return sb.toString();
    }

    Stack<TreeNode> stack = new Stack<TreeNode>();
    while (!stack.isEmpty() || root != null) {
        if (root != null) {
            sb.append(root.val);
            stack.push(root);
            root = root.left;
        } else {
            sb.append(NULL);
            root = stack.pop().right;
        }

        sb.append(SEP);
    }
    return sb.toString();
}

public TreeNode deserialize2(String data) {
    String[] texts = data.split(SEP);
    Queue<String> queue = new LinkedList<String>(Arrays.asList(texts));
    Deque<TreeNode> stack = new LinkedList<>();
    TreeNode root = getNode(queue), node = root;

    while (!queue.isEmpty()) {
        if (node != null) {
            stack.push(node);
            node.left = getNode(queue);
            node = node.left;
        } else {
            node = stack.pop();
            node.right = getNode(queue);
            node = node.right;
        }
    }

    return root;
}

private TreeNode getNode(Queue<String> queue) {
    if (queue.isEmpty()) {
        return null;
    }
    String text = queue.poll();
    if (text.equals(NULL)) {
        return null;
    }
    return new TreeNode(Integer.parseInt(text));
}

```

Solution III

```
/**
 * BFS 版的
 */
public String serialize3(TreeNode root) {
    Queue<TreeNode> queue = new LinkedList<TreeNode>();
    StringBuilder sb = new StringBuilder();
    if (root == null) {
        sb.append(NULL);
        return sb.toString();
    }
    queue.add(root);
    while (!queue.isEmpty()) {
        TreeNode node = queue.poll();
        if (node == null) {
            sb.append(NULL).append(SEP);
            continue;
        }
        sb.append(node.val).append(SEP);
        queue.add(node.left);
        queue.add(node.right);
    }
    return sb.toString();
}

public TreeNode deserialize3(String data) {
    String[] text = data.split(SEP);
    Queue<String> queue = new LinkedList<String>(Arrays.asList(text));

    Queue<TreeNode> queue2 = new LinkedList<TreeNode>();
    TreeNode root = getNode(queue);
    queue2.add(root);

    while (!queue2.isEmpty()) {
        TreeNode node = queue2.poll();

        if (node == null) {
            continue;
        }

        node.left = getNode(queue);
        queue2.add(node.left);

        node.right = getNode(queue);
        queue2.add(node.right);
    }

    return root;
}
```

1.18 Count Complete Tree Nodes

Description

Given a complete binary tree, count the number of nodes.

Definition of a complete binary tree from Wikipedia: In a complete binary tree every level, except possibly the last, is completely filled, and all nodes in the last level are as far left as possible. It can have between 1 and 2^h nodes inclusive at the last level h .

Solution

/** 适合通用的二叉树，但是对于完全二叉树会超时

```
public int countNodes(TreeNode root) {
    if (root == null) {
        return 0;
    }

    int count = 0;
    Queue<TreeNode> queue = new LinkedList<TreeNode>();
    queue.add(root);

    while (!queue.isEmpty()) {
        TreeNode node = queue.poll();
        count++;

        if (node.left != null) {
            queue.add(node.left);
        }

        if (node.right != null) {
            queue.add(node.right);
        }
    }

    return count;
}*/
```

// 119ms, 最差复杂度是 $O(n)$, 最好是 $O(\lg n)$

```
public int countNodes(TreeNode root) {
    int left = 0, right = 0;
    for (TreeNode node = root; node != null; node = node.left, left++);
    for (TreeNode node = root; node != null; node = node.right, right++);
    if (left == right) {
        return (1 << left) - 1;
    } else {
        return 1 + countNodes(root.left) + countNodes(root.right);
    }
}
```

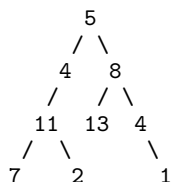
1.19 Path Sum

Description

Given a binary tree and a sum, determine if the tree has a root-to-leaf path such that adding up all the values along the path equals the given sum.

For example:

Given the below binary tree and sum = 22,



return true, as there exist a root-to-leaf path 5->4->11->2 which sum is 22.

Solution

```
public boolean hasPathSum(TreeNode root, int sum) {  
    if (root == null) {  
        return false;  
    }  
    if (root.left == null && root.right == null) {  
        return root.val == sum;  
    }  
    sum -= root.val;  
    return hasPathSum(root.left, sum) || hasPathSum(root.right, sum);  
}
```

1.20 Construct Binary Tree from Preorder and Inorder Traversal

Description

Given preorder and inorder traversal of a tree, construct the binary tree.

Note:

You may assume that duplicates do not exist in the tree.

Solution

```
public TreeNode buildTree(int[] preorder, int[] inorder) {
    return buildTree(preorder, 0, preorder.length - 1, inorder, 0, inorder.length - 1);
}

private TreeNode buildTree(int[] preorder, int preStart, int preEnd, int[] inorder, int inStart,
    int inEnd) {
    if (preStart > preEnd) {
        return null;
    }

    int index;
    for (index = inStart; index <= inEnd; index++) {
        if (inorder[index] == preorder[preStart]) {
            break;
        }
    }

    int len = index - inStart;
    TreeNode root = new TreeNode(preorder[preStart]);
    root.left = buildTree(preorder, preStart + 1, preStart + len, inorder, inStart, index - 1);
    root.right = buildTree(preorder, preStart + len + 1, preEnd, inorder, index + 1, inEnd);
    return root;
}
```

1.21 Construct Binary Tree from Inorder and Postorder Traversal

Description

Given inorder and postorder traversal of a tree, construct the binary tree.

Note:

You may assume that duplicates do not exist in the tree.

Solution

```
public TreeNode buildTree(int[] inorder, int[] postorder) {
    return buildTree(inorder, 0, inorder.length, postorder, 0, postorder.length);
}

private TreeNode buildTree(int[] inorder, int inStart, int inEnd, int[] postorder, int postStart, int postEnd) {
    if (inStart >= inEnd || postStart >= postEnd) {
        return null;
    }

    int index = -1;

    for (int i = inStart; i < inEnd; i++) {
        if (inorder[i] == postorder[postEnd - 1]) {
            index = i;
            break;
        }
    }

    if (index < 0) {
        return null;
    }

    TreeNode root = new TreeNode(postorder[postEnd - 1]);
    root.left = buildTree(inorder, inStart, index, postorder, postStart, postStart + index - inStart);
    root.right = buildTree(inorder, index + 1, inEnd, postorder, postStart + index - inStart, postEnd - 1);
    return root;
}
```

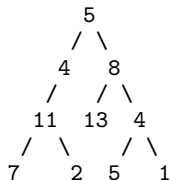
1.22 Path Sum II

Description

Given a binary tree and a sum, find all root-to-leaf paths where each path's sum equals the given sum.

For example:

Given the below binary tree and sum = 22,



return

```
[
  [5,4,11,2],
  [5,8,4,5]
]
```

Solution

```
public List<List<Integer>> pathSum(TreeNode root, int sum) {
    List<List<Integer>> result = new LinkedList<>();
    List<Integer> path = new LinkedList<Integer>();

    if (root == null) {
        return result;
    }

    path.add(root.val);

    pathSum(root, sum, result, path);
    return result;
}

/**
 * 这里一定要拷贝一份链表再加入到 result
 * 此时 path 中已经包含了 root, sum 中还不包含 root
 */
private void pathSum(TreeNode root, int sum, List<List<Integer>> result, List<Integer> path) {
    if (root == null) {
        return;
    }

    if (root.left == null && root.right == null && root.val == sum) {
        result.add(new LinkedList<Integer>(path));
        return;
    }

    if (root.left != null) {
        path.add(root.left.val);
        pathSum(root.left, sum - root.val, result, path);
        path.remove(path.size() - 1);
    }
}
```

```
    if (root.right != null) {  
        path.add(root.right.val);  
        pathSum(root.right, sum - root.val, result, path);  
        path.remove(path.size() - 1);  
    }  
}
```


1.23 Recover Binary Search Tree

Description

Two elements of a binary search tree (BST) are swapped by mistake.

Recover the tree without changing its structure.

Note:

A solution using $O(n)$ space is pretty straight forward. Could you devise a constant space solution?

Solution I

```
private TreeNode first, second, prev;
```

```
/**
```

```
 * TestCase
```

```
 * [0, 1] 是最重要且易错的
```

```
 */
```

```
public void recoverTree(TreeNode root) {
```

```
    if (root == null) {
```

```
        return;
```

```
    }
```

```
    inorderTraversal(root);
```

```
    int t = first.val;
```

```
    first.val = second.val;
```

```
    second.val = t;
```

```
}
```

```
// 首先 first 是可以一次性确定的, second 不能, 可能要被多次覆盖, 所以
```

```
// 下面设置了 second 后没有立即终止, 而是继续遍历, 直到最后的那个才是真正的
```

```
private void inorderTraversal(TreeNode node) {
```

```
    if (node == null) {
```

```
        return;
```

```
    }
```

```
    inorderTraversal(node.left);
```

```
    if (prev != null) {
```

```
        // 两个节点交换, 肯定是大的放前面了, 小的放后面了, 所以遇到的第一个 prev 大于 node 的, first 肯定是
```

```
        // 遇到的第一个 node 小于 prev 的, second 肯定是 node
```

```
        if (first == null && prev.val > node.val) {
```

```
            first = prev;
```

```
        }
```

```
        // 这里可否换成 second == null, 不能, 因为 second 要多次覆盖
```

```
        if (first != null && prev.val > node.val) {
```

```
            second = node;
```

```
            // 这里可否加上 break
```

```
        }
```

```
        // 以上两个 if 为何可能同时满足, 参考 [0,1]
```

```
    }
```

```
    prev = node;
```

```
    inorderTraversal(node.right);
```

```
}
```

Solution II

// 可换成非递归的写法

```
private void inorderTraversal(TreeNode root) {
    Stack<TreeNode> stack = new Stack<>();

    while (!stack.isEmpty() || root != null) {
        if (root != null) {
            stack.push(root);
            root = root.left;
        } else {
            root = stack.pop();

            if (prev != null) {
                if (first == null && root.val < prev.val) {
                    first = prev;
                }

                if (first != null && root.val < prev.val) {
                    second = root;
                }
            }

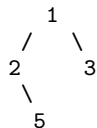
            prev = root;
            root = root.right;
        }
    }
}
```

1.24 Binary Tree Paths

Description

Given a binary tree, return all root-to-leaf paths.

For example, given the following binary tree:



All root-to-leaf paths are:

["1->2->5", "1->3"]

Solution

```

// 耗时 2ms
public List<String> binaryTreePaths(TreeNode root) {
    List<String> list = new LinkedList<>();
    if (root == null) {
        return list;
    }
    helper(root, list, "");
    return list;
}

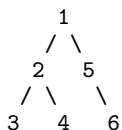
private void helper(TreeNode root, List<String> list, String path) {
    if (root == null) {
        return;
    }
    path += (path.isEmpty() ? "" : "->") + root.val;
    if (root.left == null && root.right == null) {
        list.add(path);
        return;
    }
    helper(root.left, list, path);
    helper(root.right, list, path);
}
  
```

1.25 Flatten Binary Tree to Linked List

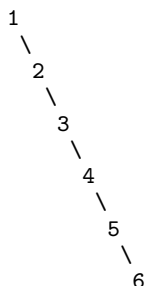
Description

Given a binary tree, flatten it to a linked list in-place.

For example, Given



The flattened tree should look like:



Hints:

If you notice carefully in the flattened tree, each node's right child points to the next node of a pre-order traversal.

Solution I

```

/**
 * 非递归，先序遍历一遍，再串起来
 */
public void flatten(TreeNode root) {
    Stack stack = new Stack();

    List list = new ArrayList<>();

    while (root != null || !stack.isEmpty()) {
        if (root != null) {
            list.add(root);
            stack.push(root);
            root = root.left;
        } else {
            root = stack.pop().right;
        }
    }

    for (int i = 0; i < list.size() - 1; i++) {
        list.get(i).left = null;
        list.get(i).right = list.get(i + 1);
    }
}
  
```

Solution II

```
public void flatten2(TreeNode root) {
    helper(root);
}

public TreeNode helper(TreeNode root) {
    if (root == null) {
        return null;
    }
    if (root.left == null && root.right == null) {
        return root;
    }

    TreeNode right = root.right;
    TreeNode leftTail = null, rightTail = null;

    if (root.left != null) {
        leftTail = helper(root.left);
        root.right = root.left;
        leftTail.right = right;
        root.left = null;
    }

    rightTail = helper(right);

    return rightTail != null ? rightTail : leftTail;
}
```

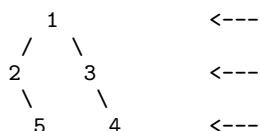
1.26 Binary Tree Right Side View

Description

Given a binary tree, imagine yourself standing on the right side of it, return the values of the nodes you can see ordered from top to bottom.

For example:

Given the following binary tree,



You should return [1, 3, 4].

Solution

```

public List<Integer> rightSideView(TreeNode root) {
    List<Integer> result = new LinkedList<Integer>();

    if (root == null) {
        return result;
    }

    Queue<TreeNode> queue = new LinkedList<TreeNode>();
    Queue<TreeNode> next = new LinkedList<TreeNode>();

    queue.add(root);

    while (!queue.isEmpty()) {
        TreeNode node = queue.poll();

        if (node.left != null) {
            next.add(node.left);
        }

        if (node.right != null) {
            next.add(node.right);
        }

        if (queue.isEmpty()) {
            result.add(node.val);
            Queue<TreeNode> temp = queue;
            queue = next;
            next = temp;
        }
    }

    return result;
}
  
```

1.27 Kth Smallest Element in a BST

Description

Given a binary search tree, write a function `kthSmallest` to find the `k`th smallest element in it.

Note:

You may assume `k` is always valid, $1 \leq k \leq$ BST's total elements.

Follow up:

What if the BST is modified (insert/delete operations) often and you need to find the `k`th smallest frequently? How would you optimize the `kthSmallest` routine?

Solution I

```
public int kthSmallest(TreeNode root, int k) {
    int[] kth = new int[1];
    inorderTraversal(root, k, kth);
    return kth[0];
}

private int inorderTraversal(TreeNode root, int k, int[] kth) {
    if (root == null) {
        return k;
    }

    k = inorderTraversal(root.left, k, kth);

    if (--k == 0) {
        kth[0] = root.val;
        return 0;
    }

    return inorderTraversal(root.right, k, kth);
}
```

Solution II

```
/**
 * 非递归法
 */
public int kthSmallest2(TreeNode root, int k) {
    Stack<TreeNode> stack = new Stack<>();
    while (root != null || !stack.isEmpty()) {
        if (root != null) {
            stack.push(root);
            root = root.left;
        } else {
            root = stack.pop();

            if (--k == 0) {
                return root.val;
            }

            root = root.right;
        }
    }
    throw new IllegalStateException();
}
```

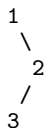

1.28 Binary Tree Preorder Traversal

Description

Given a binary tree, return the preorder traversal of its nodes' values.

For example:

Given binary tree `{1,#,2,3}`,



return `[1,2,3]`.

Note: Recursive solution is trivial, could you do it iteratively?

Solution

```

public List<Integer> preorderTraversal2(TreeNode root) {
    List<Integer> result = new ArrayList<>();
    Deque<TreeNode> stack = new ArrayDeque<>();
    while(!stack.isEmpty() || root != null) {
        if(root != null) {
            stack.push(root);
            result.add(root.val); // Add before going to children
            root = root.left;
        } else {
            root = stack.pop().right;
        }
    }
    return result;
}

```

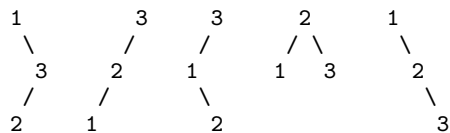
1.29 Unique Binary Search Trees

Description

Given n , how many structurally unique BST's (binary search trees) that store values $1 \dots n$?

For example,

Given $n = 3$, there are a total of 5 unique BST's.



Solution

```

public int numTrees(int n) {
    int[] dp = new int[n + 1];
    dp[0] = 1;

    for (int i = 1; i <= n; i++) {
        for (int j = 0; j < i; j++) {
            dp[i] += dp[j] * dp[i - j - 1];
        }
    }

    return dp[n];
}
  
```

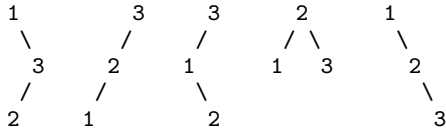
1.30 Unique Binary Search Trees II

Description

Given an integer n , generate all structurally unique BST's (binary search trees) that store values $1 \dots n$.

For example,

Given $n = 3$, your program should return all 5 unique BST's shown below.



Solution

```

public List<TreeNode> generateTrees(int n) {
    if (n < 1) {
        return Collections.EMPTY_LIST;
    }
    return generateTrees(1, n);
}

// 从 start 到 end 之间取一个数作为 root, 左边构成 left, 右边构成 right
private List<TreeNode> generateTrees(int start, int end) {
    List<TreeNode> list = new LinkedList<TreeNode>();
    if (start > end) {
        list.add(null);
        return list;
    }
    for (int i = start; i <= end; i++) {
        List<TreeNode> lefts = generateTrees(start, i - 1);
        List<TreeNode> rights = generateTrees(i + 1, end);
        for (TreeNode left : lefts) {
            for (TreeNode right : rights) {
                TreeNode root = new TreeNode(i);
                root.left = left;
                root.right = right;
                list.add(root);
            }
        }
    }
    return list;
}
  
```

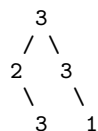
1.31 House Robber III

Description

The thief has found himself a new place for his thievery again. There is only one entrance to this area, called the "root." Besides the root, each house has one and only one parent house. After a tour, the smart thief realized that "all houses in this place forms a binary tree". It will automatically contact the police if two directly-linked houses were broken into on the same night.

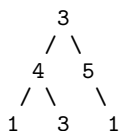
Determine the maximum amount of money the thief can rob tonight without alerting the police.

Example 1:



Maximum amount of money the thief can rob = 3 + 3 + 1 = 7.

Example 2:



Maximum amount of money the thief can rob = 4 + 5 = 9.

Solution

```

public int rob(TreeNode root) {
    return rob(root, true);
}

private int rob(TreeNode root, boolean rob) {
    if (root == null) {
        return 0;
    }

    if (rob) {
        return Math.max(root.val + rob(root.left, false) + rob(root.right, false),
            rob(root.left, true) + rob(root.right, true));
    } else {
        return rob(root.left, true) + rob(root.right, true);
    }
}

```

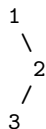
1.32 Binary Tree Inorder Traversal

Description

Given a binary tree, return the inorder traversal of its nodes' values.

For example:

Given binary tree [1,null,2,3],



return [1,3,2].

Note: Recursive solution is trivial, could you do it iteratively?

Solution

```
public List<Integer> inorderTraversal(TreeNode root) {
    List<Integer> list = new LinkedList<Integer>();
    Stack<TreeNode> stack = new Stack<TreeNode>();
    while (!stack.isEmpty() || root != null) {
        if (root != null) {
            stack.push(root);
            root = root.left;
        } else {
            root = stack.pop();
            list.add(root.val);
            root = root.right;
        }
    }
    return list;
}
```

1.33 Binary Tree Postorder Traversal

Description

Given a binary tree, return the postorder traversal of its nodes' values.

For example: Given binary tree,

```
  1
   \
    2
   /
  3
```

return [3,2,1].

Note: Recursive solution is trivial, could you do it iteratively?

Solution

// 这里虽然最后的结果返回的是对的，但真正访问节点的顺序是不对的，root 并不是最后访问的

```
public List<Integer> postorderTraversal(TreeNode root) {
    List<Integer> results = new LinkedList<>();
    Deque<TreeNode> stack = new ArrayDeque<TreeNode>();
    while (!stack.isEmpty() || root != null) {
        if (root != null) {
            stack.push(root);
            results.add(0, root.val);
            root = root.right;
        } else {
            root = stack.pop().left;
        }
    }
    return results;
}
```

1.34 Minimum Depth of Binary Tree

Description

Given a binary tree, find its minimum depth.

The minimum depth is the number of nodes along the shortest path from the root node down to the nearest leaf node.

Solution

```
/**
 * 错误的写法，和第 104 题非常类似
 */
public int minDepth(TreeNode root) {
    if (root == null) {
        return 0;
    }
    if (root.left == null && root.right == null) {
        return 1;
    }
    return Math.min(minDepth(root.left), minDepth(root.right)) + 1;
}

public int minDepth(TreeNode root) {
    if (root == null) {
        return 0;
    }
    // 如果一边空了，那这边深度为 0，但是由于不是叶子节点，所以不能算，得看另一边。
    if (root.left == null) {
        return minDepth(root.right) + 1;
    } else if (root.right == null) {
        return minDepth(root.left) + 1;
    } else {
        return Math.min(minDepth(root.left), minDepth(root.right)) + 1;
    }
}

/**
 */
public int minDepth(TreeNode root) {
    if (root == null) {
        return 0;
    }
    return helper(root);
}

private int helper(TreeNode root) {
    if (root == null) {
        return Integer.MAX_VALUE;
    }
    if (root.left == null && root.right == null) {
        return 1;
    }
    return Math.min(helper(root.left), helper(root.right)) + 1;
}
```

1.35 Count Univalue Subtrees

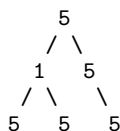
Description

Given a binary tree, count the number of uni-value subtrees.

A Uni-value subtree means all nodes of the subtree have the same value.

For example:

Given binary tree,



return 4.

Solution

```
public int countUnivalSubtrees(TreeNode root) {
    int[] count = new int[1];
    helper(root, count);
    return count[0];
}

boolean helper(TreeNode root, int[] count) {
    if (root == null) {
        return true;
    }

    boolean left = helper(root.left, count);
    boolean right = helper(root.right, count);

    if (left && right) {
        if (root.left != null && root.left.val != root.val) {
            return false;
        }
        if (root.right != null && root.right.val != root.val) {
            return false;
        }
        count[0]++;
        return true;
    }
    return false;
}
```


1.36 Validate Binary Search Tree

Description

Given a binary tree, determine if it is a valid binary search tree (BST).

Assume a BST is defined as follows:

1. The left subtree of a node contains only nodes with keys less than the node's key.
2. The right subtree of a node contains only nodes with keys greater than the node's key.
3. Both the left and right subtrees must also be binary search trees.

Solution

```
// 耗时 1ms
```

```
public boolean isValidBST(TreeNode root) {  
    return isValidBST(root, (long) Integer.MIN_VALUE - 1, (long) Integer.MAX_VALUE + 1);  
}
```

```
private boolean isValidBST(TreeNode root, long lower, long upper) {
```

```
    /**
```

```
     * root 为 null 可以认为是合法的，如果是 null 为非法，则当某个节点没有子节点时，下面就返回 false 了，显
```

```
     */
```

```
    if (root == null) {
```

```
        return true;
```

```
    }
```

```
    return root.val > lower && root.val < upper
```

```
        && isValidBST(root.left, lower, root.val)
```

```
        && isValidBST(root.right, root.val, upper);
```

```
}
```

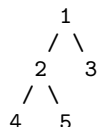
1.37 Binary Tree Upside Down

Description

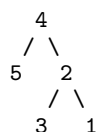
Given a binary tree where all the right nodes are either leaf nodes with a sibling (a left node that shares the same parent node) or empty, flip it upside down and turn it into a tree where the original right nodes turned into left leaf nodes. Return the new root.

For example:

Given a binary tree 1,2,3,4,5,



return the root of the binary tree



Solution

```

/**
 * 将 root 的左子树看作一个整体，root.left 就作为倒置后的 root 和 root.right 的新 parent
 * 注意若 root 的左子树为空，则无法倒置了，什么也不做
 */
public TreeNode upsideDownBinaryTree(TreeNode root) {
    if(root == null || root.left == null) {
        return root;
    }
    TreeNode newRoot = upsideDownBinaryTree(root.left);
    root.left.left = root.right;    // node 2 left children
    root.left.right = root;        // node 2 right children
    root.left = null;
    root.right = null;
    return newRoot;
}

```

1.38 Sum Root to Leaf Numbers

Description

Given a binary tree containing digits from 0-9 only, each root-to-leaf path could represent a number.

An example is the root-to-leaf path 1->2->3 which represents the number 123.

Find the total sum of all root-to-leaf numbers.

For example,



The root-to-leaf path 1->2 represents the number 12.

The root-to-leaf path 1->3 represents the number 13.

Return the sum = 12 + 13 = 25.

Solution

```
private int result;

public int sumNumbers(TreeNode root) {
    sumNumbers(root, 0);
    return result;
}

private void sumNumbers(TreeNode root, int sum) {
    if (root == null) {
        return;
    }

    sum = sum * 10 + root.val;

    if (root.left == null && root.right == null) {
        result += sum;
        return;
    }

    sumNumbers(root.left, sum);
    sumNumbers(root.right, sum);
}
```

1.39 Inorder Successor in BST

Description

Given a binary search tree and a node in it, find the in-order successor of that node in the BST.

Note: If the given node has no in-order successor in the tree, return null.

Solution I

```
// 耗时 10ms
public TreeNode inorderSuccessor(TreeNode root, TreeNode p) {
    Stack stack = new Stack();
    TreeNode node = null, prev = null;
    while (!stack.isEmpty() || node != null) {
        if (node != null) {
            stack.push(node);
            node = node.left;
        } else {
            node = stack.pop();
            if (prev == p) {
                return node;
            }
            prev = node;
            node = node.right;
        }
    }
    return null;
}
```

Solution II

```
/**
 * p 的下一个节点一定是比 p 大的，所以这里遍历时当 p 的值小于当前节点，则当前节点
 * 可作为备选，同时往左走。如果在遍历过程中遇到仍然比 p 大的，说明更接近 p，则更新备选。
 *
 * 有两点要注意，
 * 1, 首先 res 初始要为 null，一个节点时，或 root 为 null 时，或 p 为最大节点时，res 都没机会赋值
 * 2, 当 root 迭代到等于 p 时，走哪个分支呢，为什么选 root = root.right，假如 root.right 为空，则之前的 r
 * 下一个迭代肯定走到 root.val > p.val 分支中，更新 res。
 */
// 耗时 4ms
public TreeNode inorderSuccessor2(TreeNode root, TreeNode p) {
    TreeNode res = null;
    while (root != null) {
        if (root.val > p.val) {
            res = root;
            root = root.left;
        } else {
            root = root.right;
        }
    }
    return res;
}
```

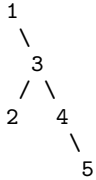
1.40 Binary Tree Longest Consecutive Sequence

Description

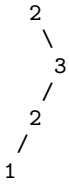
Given a binary tree, find the length of the longest consecutive sequence path.

The path refers to any sequence of nodes from some starting node to any node in the tree along the parent-child connections. The longest consecutive path need to be from parent to child (cannot be the reverse).

For example,



Longest consecutive sequence path is 3-4-5, so return 3.



Longest consecutive sequence path is 2-3, not 3-2-1, so return 2.

Solution

```

private int longest;

public int longestConsecutive(TreeNode root) {
    if (root == null) {
        return 0;
    }
    longestConsecutive(root, 0, root.val);
    return longest;
}

public void longestConsecutive(TreeNode root, int length, int target) {
    if (root == null) {
        return;
    } else if (root.val == target) {
        length++;
    } else {
        length = 1;
    }
    longest = Math.max(longest, length);
    longestConsecutive(root.left, length, root.val + 1);
    longestConsecutive(root.right, length, root.val + 1);
}
  
```

1.41 Delete Node in a BST

Description

Given a root node reference of a BST and a key, delete the node with the given key in the BST. Return the root node reference (possibly updated) of the BST.

Basically, the deletion can be divided into two stages:

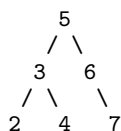
1. Search for a node to remove.
2. If the node is found, delete the node.

Note: Time complexity should be $O(\text{height of tree})$.

Example:

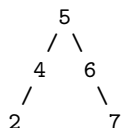
root = [5,3,6,2,4,null,7]

key = 3

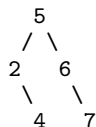


Given key to delete is 3. So we find the node with value 3 and delete it.

One valid answer is [5,4,6,2,null,null,7], shown in the following BST.



Another valid answer is [5,2,6,null,4,null,7].



Solution

```

public TreeNode deleteNode(TreeNode root, int key) {
    if (root == null) {
        return null;
    }
    if (key < root.val) {
        root.left = deleteNode(root.left, key);
    } else if (key > root.val) {
        root.right = deleteNode(root.right, key);
    } else {
        if (root.left == null) {
            return root.right;
        } else if (root.right == null) {
            return root.left;
        }
        TreeNode node = root.right;
        while (node.left != null) {

```

```
        node = node.left;
    }

    root.val = node.val;
    root.right = deleteNode(root.right, node.val);
}

return root;
}
```

1.42 Verify Preorder Sequence in Binary Search Tree

Description

Given an array of numbers, verify whether it is the correct preorder traversal sequence of a binary search tree.

You may assume each number in the sequence is unique.

Follow up:

Could you do it using only constant space complexity?

Solution

```
public boolean verifyPreorder(int[] preorder) {
    return verifyPreorder(preorder, 0, preorder.length - 1);
}

private boolean verifyPreorder(int[] preorder, int start, int end) {
    if (start >= end) {
        return true;
    }

    int i = start + 1;
    for ( ; i <= end; i++) {
        if (preorder[i] > preorder[start]) {
            break;
        }
    }
    for (int j = i; j <= end; j++) {
        if (preorder[j] <= preorder[start]) {
            return false;
        }
    }
    return verifyPreorder(preorder, start + 1, i - 1) && verifyPreorder(preorder, i, end);
}
```


1.43 Closest Binary Search Tree Value

Description

Given a non-empty binary search tree and a target value, find the value in the BST that is closest to the target.

Note:

Given target value is a floating point.

You are guaranteed to have only one unique value in the BST that is closest to the target.

Solution I

```
public int closestValue(TreeNode root, double target) {
    int closest = root.val;
    double min = Double.MAX_VALUE;

    for (TreeNode p = root; p != null; ) {
        double gap = Math.abs(target - p.val);
        if (gap < min) {
            min = gap;
            closest = p.val;
        }

        if (target > p.val) {
            p = p.right;
        } else if (target < p.val) {
            p = p.left;
        } else {
            break;
        }
    }

    return closest;
}
```

Solution II

```
public int closestValue(TreeNode root, double target) {
    int a = root.val;
    TreeNode kid = target < a ? root.left : root.right;
    if (kid == null) return a;
    int b = closestValue(kid, target);
    return Math.abs(a - target) < Math.abs(b - target) ? a : b;
}
```

1.44 Closest Binary Search Tree Value II

Description

Given a non-empty binary search tree and a target value, find k values in the BST that are closest to the target.

Note:

Given target value is a floating point.

You may assume k is always valid, that is: $k \leq \text{total nodes}$.

You are guaranteed to have only one unique set of k values in the BST that are closest to the target.

Follow up:

Assume that the BST is balanced, could you solve it in less than $O(n)$ runtime (where $n = \text{total nodes}$)?

Analysis

有三种解法：

- 1，中序完整遍历一遍二叉树形成一个 list，再找到最接近 target 的 node，然后依次往左右两边延伸到找满 k 个节点，复杂度 $O(n + \lg n + k)$
- 2，中序遍历两遍二叉树，不过每次都会中途退出，构成双栈，一个是大于 target，一个是小于 target，然后依次出栈满 k 为止，复杂度 $O(n + k)$
- 3，中序完整遍历一遍二叉树，依次将节点加入优先级队列，按与 target 的差排序，选前 k 个，复杂度 $O(n \lg k)$

Solution I

```
// 耗时 5ms, 时间复杂度 O(n)
public List<Integer> closestKValues(TreeNode root, double target, int k) {
    List<TreeNode> list = new ArrayList<TreeNode>();
    inorderTraversal(root, list);

    int index = -1;
    double min = Double.MAX_VALUE;
    for (int i = 0; i < list.size(); i++) {
        double delta = Math.abs(list.get(i).val - target);
        if (delta < min) {
            min = delta;
            index = i;
        } else {
            break;
        }
    }

    List<Integer> result = new LinkedList<Integer>();
    result.add(list.get(index).val);

    for (int i = index - 1, j = index + 1; result.size() < k; ) {
        double delta1 = i >= 0 ? Math.abs(list.get(i).val - target) : Double.MAX_VALUE;
        double delta2 = j < list.size() ? Math.abs(list.get(j).val - target) : Double.MAX_VALUE;
        if (delta1 > delta2) {
            result.add(list.get(j++).val);
        } else {
            result.add(list.get(i--).val);
        }
    }

    return result;
}

private void inorderTraversal(TreeNode root, List<TreeNode> list) {
    if (root == null) {
        return;
    }
    inorderTraversal(root.left, list);
    list.add(root);
    inorderTraversal(root.right, list);
}
```

Solution II

/** 复杂度 $O(n + k)$, 双栈挺巧妙

```
public List<Integer> closestKValues(TreeNode root, double target, int k) {
    Stack<TreeNode> preStack = new Stack<>();
    Stack<TreeNode> postStack = new Stack<>();

    inorderTraverse(preStack, root, target, false);
    inorderTraverse(postStack, root, target, true);

    List<Integer> list = new LinkedList<>();

    for (int i = 0; i < k; i++) {
        if (preStack.isEmpty()) {
            list.add(postStack.pop().val);
        } else if (postStack.isEmpty()) {
            list.add(preStack.pop().val);
        } else if (Math.abs(target - preStack.peek().val) < Math.abs(target - postStack.peek().val)) {
            list.add(preStack.pop().val);
        } else {
            list.add(postStack.pop().val);
        }
    }

    return list;
}

private void inorderTraverse(Stack<TreeNode> stack0, TreeNode root, double target, boolean reverse) {
    Stack<TreeNode> stack = new Stack<>();
    while (!stack.isEmpty() || root != null) {
        if (root != null) {
            stack.push(root);
            root = reverse ? root.right : root.left;
        } else {
            TreeNode node = stack.pop();

            if ((reverse && node.val <= target) || (!reverse && node.val > target)) {
                return;
            }

            stack0.push(node);
            root = reverse ? node.left : node.right;
        }
    }
}
```