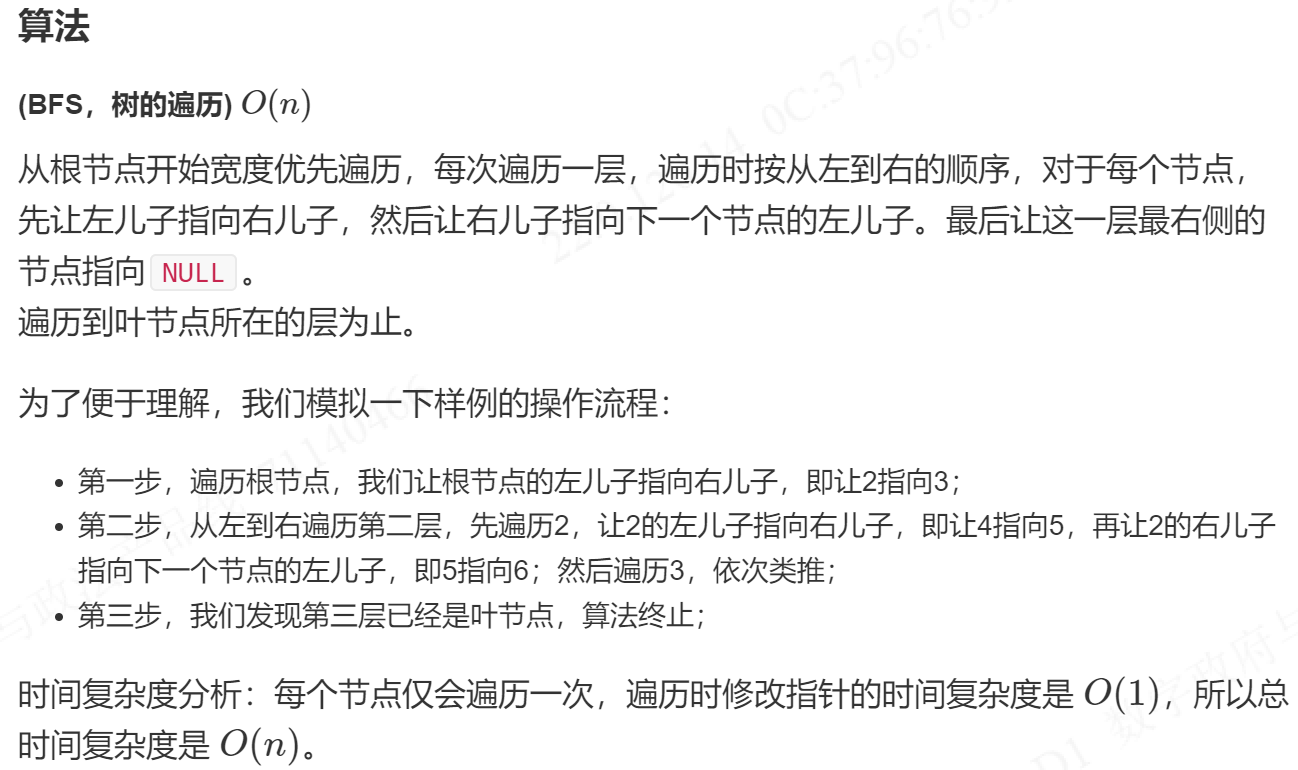
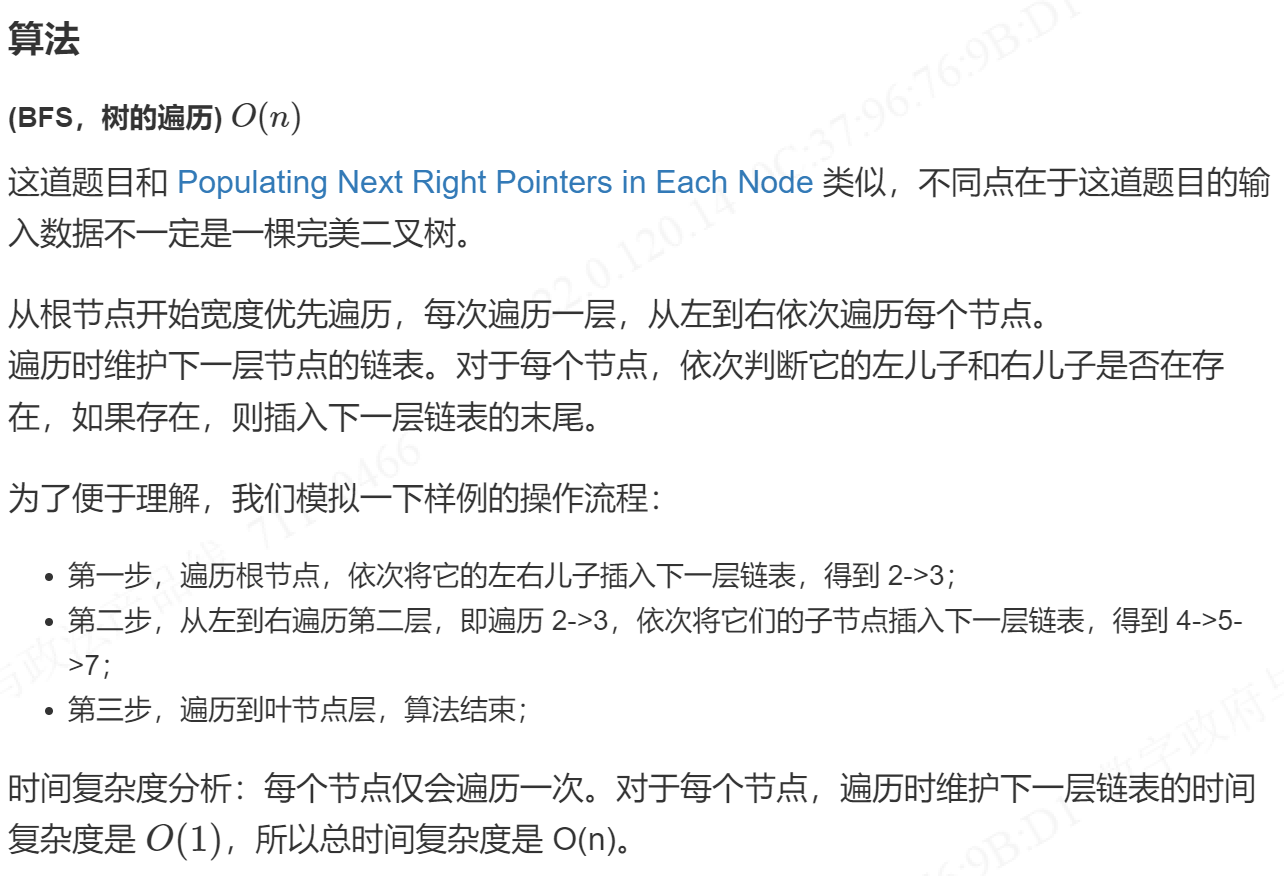
**116.Populating Next Right Pointers in Each Node**



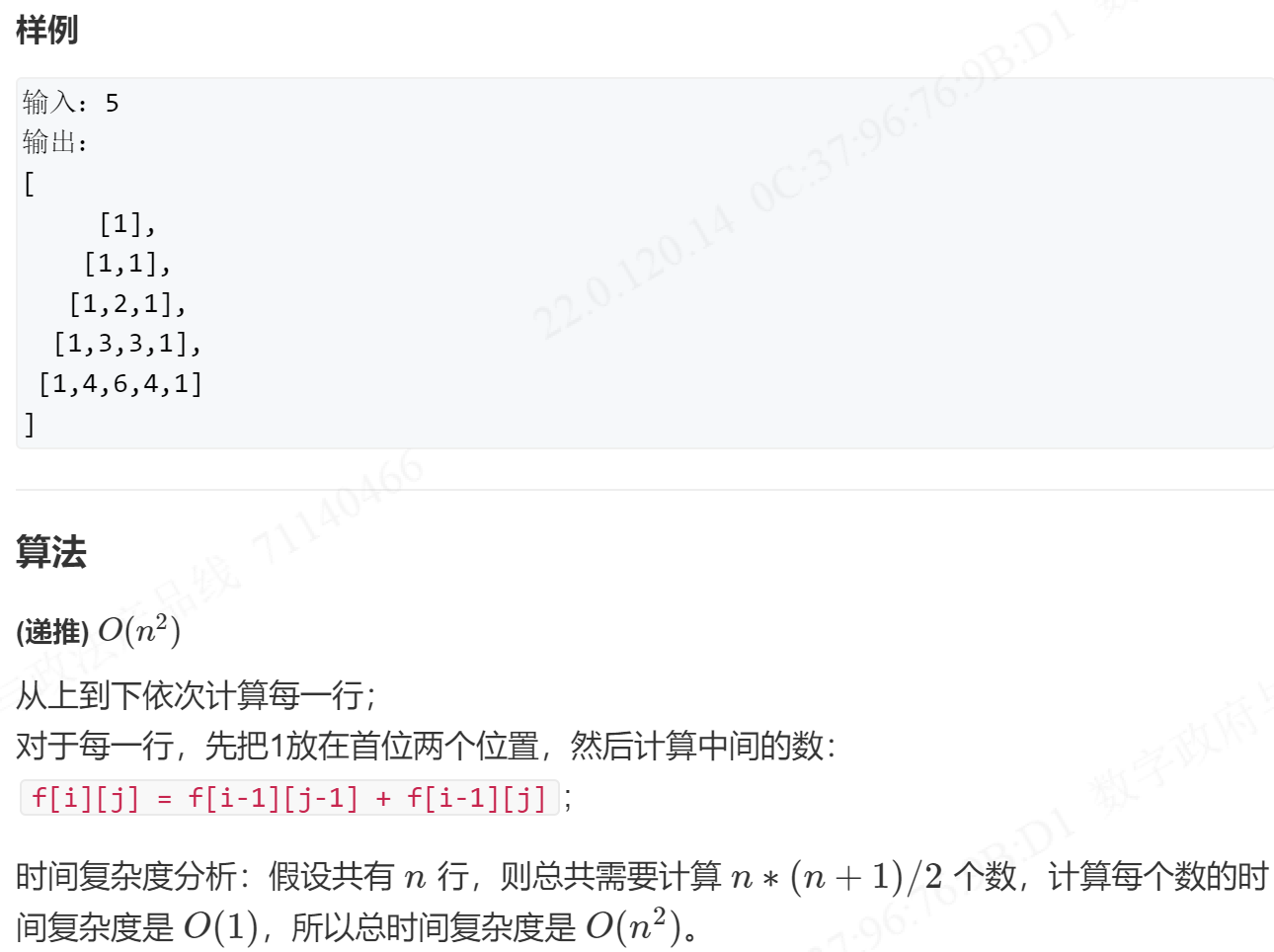


**117.Populating Next Right Pointers in Each Node II**





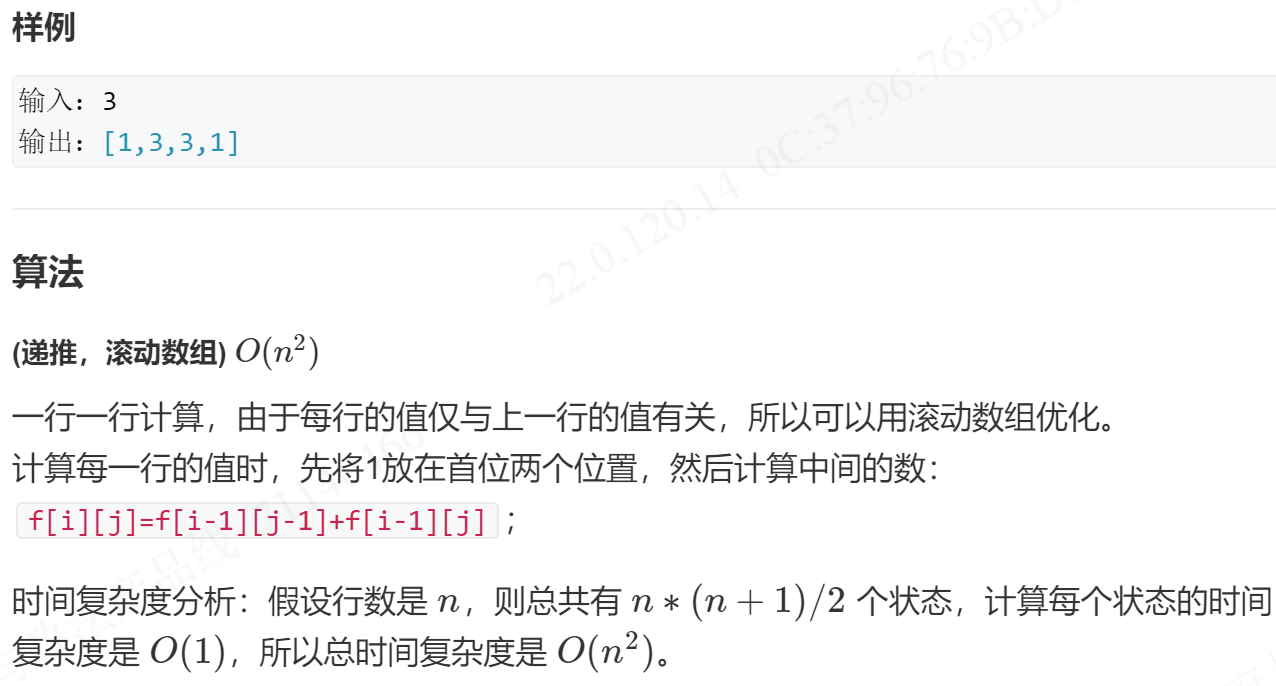
**118.Pascal's Triangle**



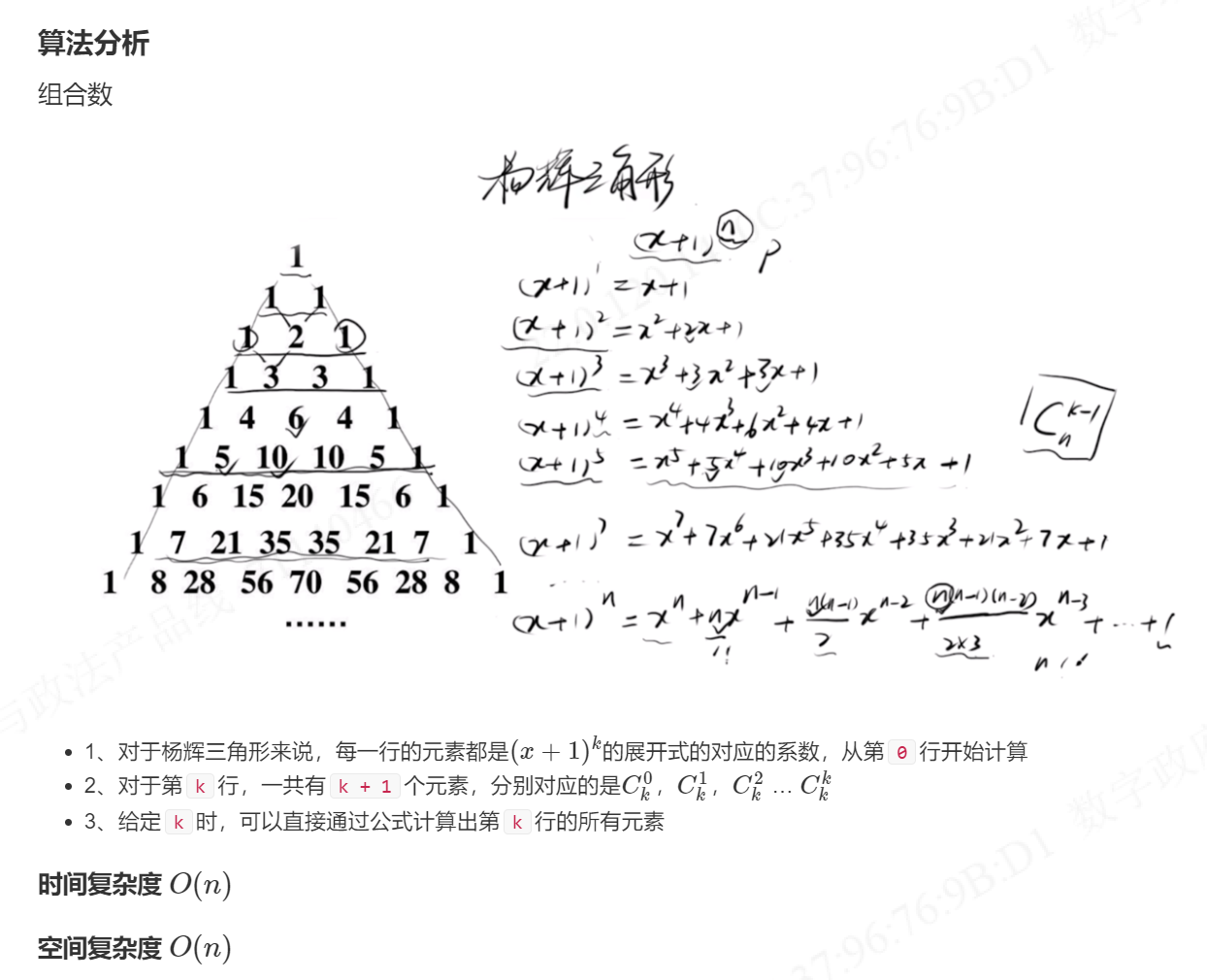
**119.Pascal's Triangle II**

使用解法二更好，时间复杂度更优，且空间复杂度的常数项更小。

解法一：



解法二：



120.Triangle



