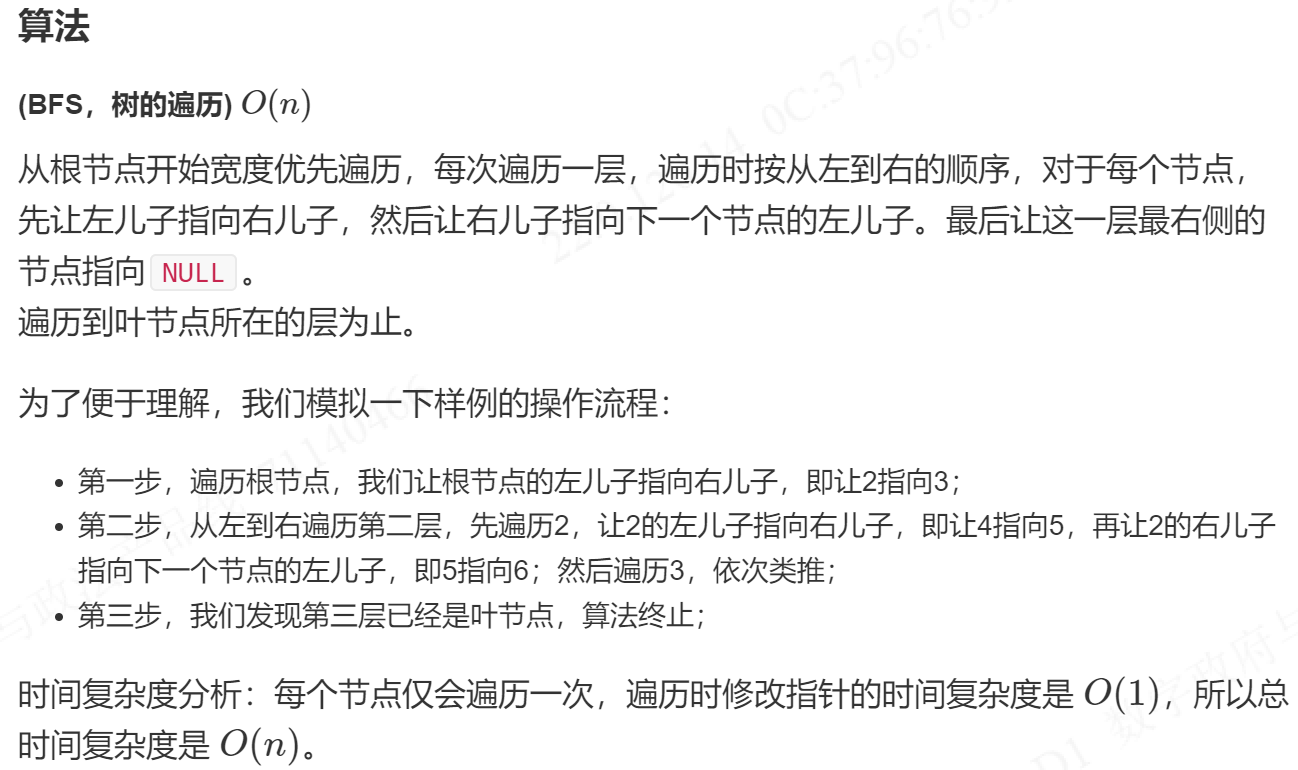
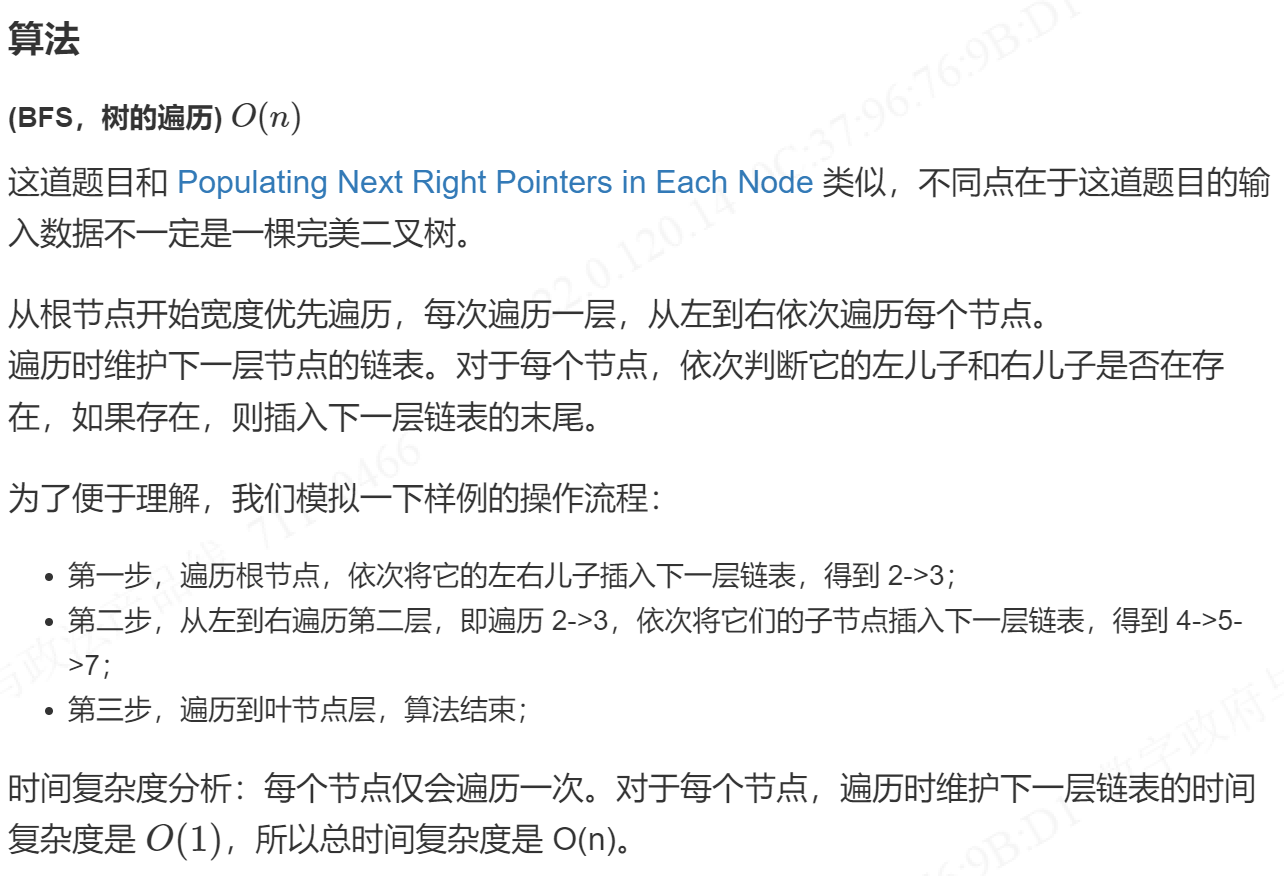
116.Populating Next Right Pointers in Each Node



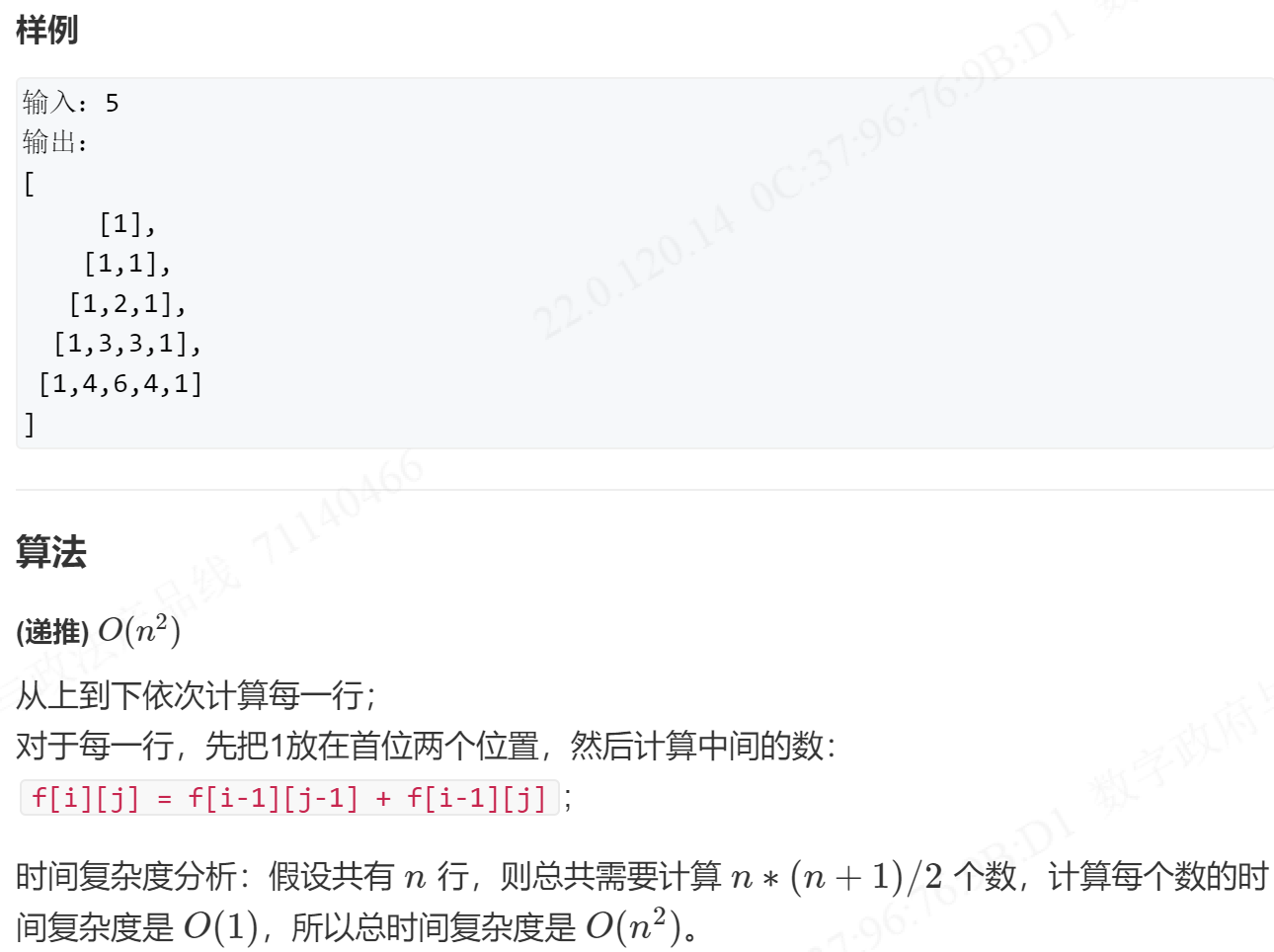


117.Populating Next Right Pointers in Each Node II





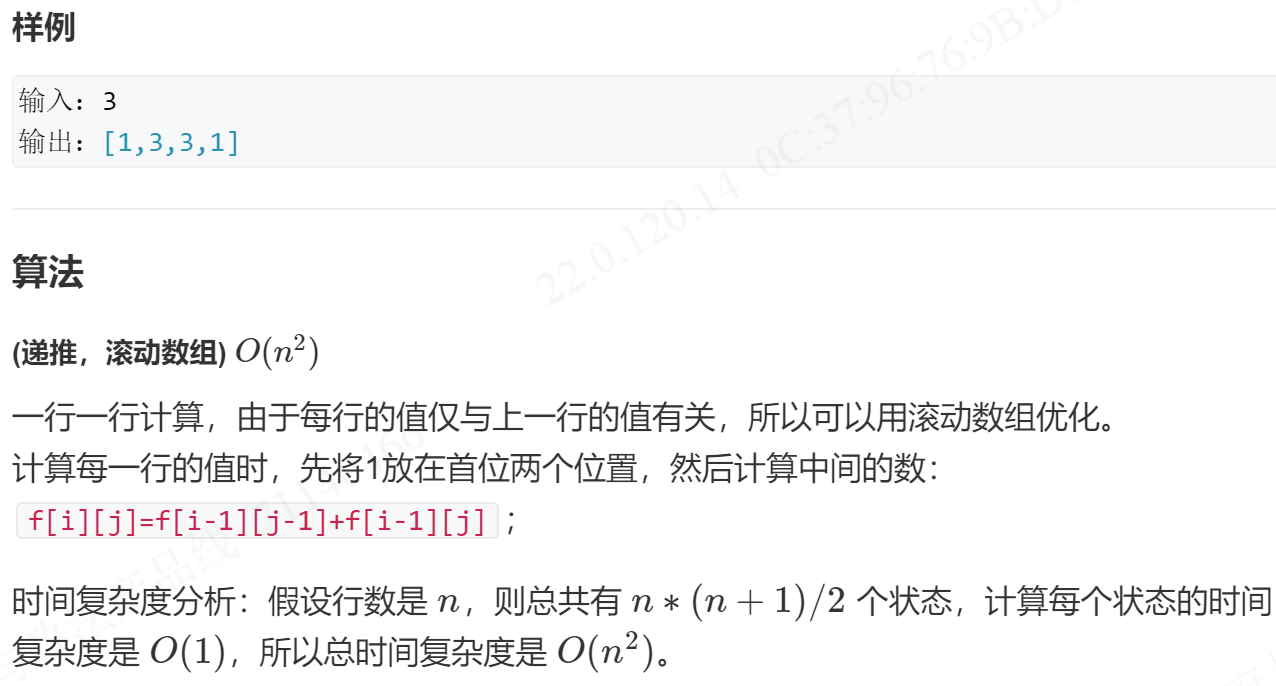
118.Pascal's Triangle



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：

