Construct Binary Search Tree from the Postorder Traversal CodeStudio

Given an array of integers postorder, which represents the **postorder traversal** of a BST (i.e., **binary search tree**), construct the tree and return *its root*.

It is **guaranteed** that there is always possible to find a binary search tree with the given requirements for the given test cases.

Example:

The Input Postorder Traversal: [2,4,3,7,6,5]

Output:

Approach 1: Build a Binary Search Tree (BST) from a given postorder traversal using a brute-force approach

- **Function Purpose**: Build a binary search tree (BST) from a given postorder traversal using a brute-force approach.
- Explanation:
 - Create a new node for the root with the last element of the postorder traversal
 - Iterate through the remaining elements in the postorder traversal to insert them into the BST.
 - Traverse the BST to find the appropriate position for each new node.
- Time Complexity: O(N^2) in the worst case, where N is the number of elements in the postorder traversal.
- Space Complexity: O(N) to store the constructed BST.

Approach 2: Build a Binary Search Tree (BST) from a given postorder traversal using an optimized approach

- **Function Purpose**: Build a binary search tree (BST) from a given postorder traversal using an optimized approach.
- Explanation:
 - Initialize the minimum and maximum values for elements in the BST.
 - Initialize an index for the postorder traversal.
 - Use a helper function to create the BST by recursively updating the minimum and maximum values and decrementing the index.
- Time Complexity: O(N), where N is the number of elements in the postorder traversal.
- Space Complexity: O(N) to store the constructed BST.

Conclusion:

- Both approaches construct a binary search tree from a given postorder traversal.
- The optimized range-based approach is more efficient in terms of time complexity and is recommended for larger postorders, as it has a time complexity of O(N), which is better than the brute-force approach's O(N^2).