## Construct Binary Search Tree from the Preorder Traversal <u>LeetCode</u>

Given an array of integers preorder, which represents the **preorder 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 Preorder Traversal: [8,5,1,7,10,12]

Output:

## Approach 1: Build a Binary Search Tree (BST) from a given preorder traversal using a bruteforce approach

- **Function Purpose**: Build a binary search tree (BST) from a given preorder traversal using a brute-force approach.
- Explanation:
  - Create a new node for the root with the first element of the preorder traversal
  - Iterate through the remaining elements in the preorder 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 preorder traversal.
- Space Complexity: O(N) to store the constructed BST.

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

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

## Conclusion:

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