

## DOMAIN WINTER WINNING CAMP

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**Semester:**5th

**VERYEASY**

### 1. Binary Tree Inorder Traversal

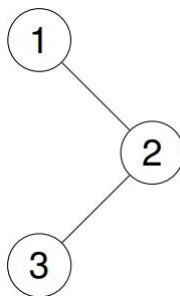
Given the root of a binary tree, return the inorder traversal of its nodes' values.

**Example1:**

**Input:**root=[1,null,2,3]

**Output:** [1,3,2]

**Explanation:**



**CODE:**

```
#include <iostream>
#include <vector>
using namespace std;
```

```
struct TreeNode {
    int val;TreeNode
    *left;
    TreeNode*right;
    TreeNode(intx):val(x),left(nullptr),right(nullptr){ }
};
```

```
voidinorder(TreeNode*root,vector<int>&result){ if
    (!root) return;
    inorder(root->left, result);
    result.push_back(root->val);
    inorder(root->right, result);
}
```

```
vector<int>inorderTraversal(TreeNode*root){
    vector<int> result;
    inorder(root,result);
    return result;
}
```

```
intmain() {
    // Create tree: [1, null, 2, 3]
    TreeNode*root=newTreeNode(1);
    root->right = new TreeNode(2);
    root->right->left=newTreeNode(3);

    vector<int>result=inorderTraversal(root);
    for (int val : result) {
        cout<<val<<" ";
    }
    cout<<endl;

    return0;
}
```

1 3 2

## 2.Binary Tree Preorder Traversal

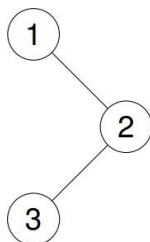
Given the root of a binary tree,return the preorder traversal of its nodes' values.

### Example1:

**Input:**root=[1,null,2,3]

**Output:** [1,2,3]

**Explanation:**



### CODE:

```
#include <iostream>
#include <vector>
usingnamespacestd;
```

```
struct TreeNode{
    int val;
    TreeNode*left;
```

```

TreeNode*right;
TreeNode(intx):val(x),left(nullptr),right(nullptr){}
};

voidpreorder(TreeNode*root,vector<int>&result){ if
    (!root) return;
    result.push_back(root->val);
    preorder(root->left, result);
    preorder(root->right,result);
}

vector<int>preorderTraversal(TreeNode*root){
    vector<int> result;
    preorder(root,result);
    return result;
}

intmain() {
    // Create tree: [1, null, 2, 3]
    TreeNode*root=newTreeNode(1);
    root->right = new TreeNode(2);
    root->right->left=newTreeNode(3);

    vector<int>result=preorderTraversal(root);
    for (int val : result) {
        cout<<val<<" ";
    }
    cout<<endl;

    return0;
}

```



1 2 3

### 3. Binary Tree-Sum of All Nodes

Given the root of a binary tree, you need to find the sum of all the node values in the binary tree.

#### Example1:

**Input:** root = [5,2, 6, 1,3, 4, 7]

**Output:** 28

**Explanation:** The sum of all nodes is  $5+2+6+1+3+4+7=28$ .

#### CODE:

```

#include <iostream>
using namespace std;

```

```
struct TreeNode {
    int val;TreeNode
    *left;
    TreeNode*right;
    TreeNode(intx):val(x),left(nullptr),right(nullptr){}
};

intsumOfAllNodes(TreeNode*root){ if
    (!root) return 0;
    returnroot->val+sumOfAllNodes(root->left)+sumOfAllNodes(root->right);
}

intmain() {
    // Create tree: [5, 2, 6, 1, 3, 4, 7]
    TreeNode*root=newTreeNode(5);
    root->left = new TreeNode(2);
    root->right = new TreeNode(6);
    root->left->left=newTreeNode(1);
    root->left->right = new TreeNode(3);
    root->right->left = new TreeNode(4);
    root->right->right=new TreeNode(7);

    cout<<"Sum of all nodes:"<<sumOfAllNodes(root)<<endl;

    return0;
}
```

```
Sum of all nodes: 28
```

**Easy:**

## 1. Same Tree

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

**Example1:**

**Input:** p = [1,2,3], q = [1,2,3]

**Output:** true

**CODE:**

```
#include <iostream>
using namespace std;
```

```
struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
```

```

TreeNode(int x):val(x),left(nullptr),right(nullptr){}
};
bool isSameTree(TreeNode* p,TreeNode* q){
    if(!p &&!q)return true; //Both trees are empty
    if(!p||!q||p->val!=q->val)return false; //Structure or value mismatch return
    isSameTree(p->left, q->left) && isSameTree(p->right, q->right);
}

int main() {
    // Create tree p: [1, 2, 3]
    TreeNode* p=new TreeNode(1);
    p->left = new TreeNode(2);
    p->right=new TreeNode(3);

    // Create tree q: [1, 2, 3]
    TreeNode* q=new TreeNode(1);
    q->left = new TreeNode(2);
    q->right=new TreeNode(3);

    cout<<(isSameTree(p,q)?"true":"false")<<endl;

    return 0;
}.

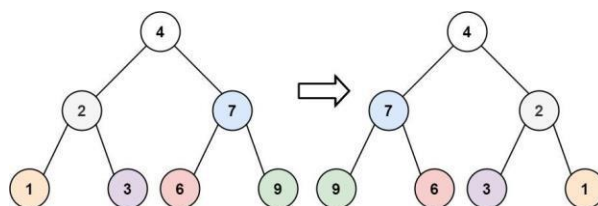
```

true

## 2. Invert Binary Tree

Given the root of a binary tree, invert the tree, and return its root

### Example 1:



**Input: root = [4,2,7,1,3,6,9]**

**Output: [4,7,2,9,6,3,1]**

### CODE:

```

#include <iostream>
using namespace std;

```

```

struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
}

```

```

TreeNode(intx):val(x),left(nullptr),right(nullptr){}
};

TreeNode*invertTree(TreeNode*root){ if
    (!root) return nullptr;
    swap(root->left,root->right);//Swap left and right child
    invertTree(root->left);
    invertTree(root->right);
    return root;
}

void preorderTraversal(TreeNode*root){
    if (!root) return;
    cout << root->val <<"";
    preorderTraversal(root->left);
    preorderTraversal(root->right);
}

int main() {
    // Create tree: [4, 2, 7, 1, 3, 6, 9]
    TreeNode*root=newTreeNode(4);
    root->left = new TreeNode(2);
    root->right = new TreeNode(7);
    root->left->left=newTreeNode(1);
    root->left->right = new TreeNode(3);
    root->right->left = new TreeNode(6);
    root->right->right=newTreeNode(9);

    root = invertTree(root);

    preorderTraversal(root);//Expected output:4796231 cout <<
    endl;

    return 0;
}

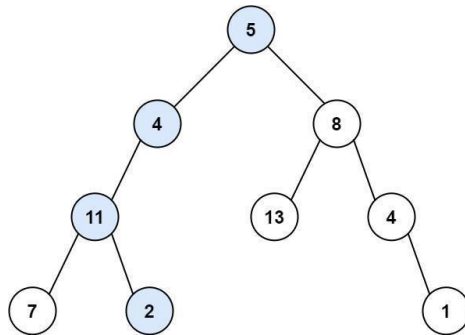
```

4 7 9 6 2 3 1

### 3. Path Sum

Given a binary tree and a sum, return true if the tree has a root-to-leaf path such that adding up all the values along the path equals the given sum. Return false if no such path can be found.

#### Example 1:



**Input:** root=[5,4,8,11,null,13,4,7,2,null,null,null,1], targetSum=22

**Output:** true

**Explanation:** The root-to-leaf path with the target sum is shown. **CODE:**

```
#include <iostream>
```

```
using namespace std;
```

```
struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x):val(x),left(nullptr),right(nullptr){}
};
```

```
bool hasPathSum(TreeNode* root, int targetSum) { if
    (!root) return false;
    if(!root->left && !root->right) return root->val==targetSum; //Check if leaf
    return hasPathSum(root->left, targetSum-root->val) || hasPathSum(root->right, targetSum-
    root->val);
}
```

```
int main() {
    //Create tree: [5,4,8,11,null,13,4,7,2,null,null,null,1]
    TreeNode* root = new TreeNode(5);
    root->left = new TreeNode(4);
    root->right = new TreeNode(8);
    root->left->left = new TreeNode(11);
    root->left->left->left = new TreeNode(7);
    root->left->left->right = new TreeNode(2);
    root->right->left = new TreeNode(13);
    root->right->right = new TreeNode(4);
    root->right->right->right = new TreeNode(1);

    int targetSum = 22;
    cout << (hasPathSum(root, targetSum) ? "true" : "false") << endl; return

    0;
```

```
}
```

```
true
```

**Medium:**

## 1. Construct Binary Tree from Preorder and Inorder Traversal

Given two integer arrays preorder and inorder where preorder is the preorder traversal of a binary tree and inorder is the inorder traversal of the same tree, construct and return the binary tree.

**Example 1:**

**Input:** preorder=[3,9,20,15,7], inorder=[9,3,15,20,7]

**Output:** [3,9,20,null,null,15,7]

**CODE:**

```
#include <iostream>
#include<unordered_map>
#include <vector>
using namespace std;
```

```
struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x):val(x),left(nullptr),right(nullptr){}
};
```

```
TreeNode* buildTreeHelper(vector<int>&preorder,int preStart,int preEnd,
                        vector<int>& inorder, int inStart, int inEnd,
                        unordered_map<int, int>& inMap) {
    if(preStart>preEnd||inStart>inEnd)return nullptr;
```

```
    TreeNode* root=new TreeNode(preorder[preStart]); int
    inRoot = inMap[root->val];
    int numsLeft =inRoot-inStart;
```

```
    root->left=buildTreeHelper(preorder,preStart+1,preStart+numsLeft,inorder,inStart,inRoot - 1,
    inMap);
```

```
    root->right=buildTreeHelper(preorder,preStart+numsLeft+1,preEnd,inorder,inRoot+1, inEnd,
    inMap);
```

```
    return root;
}
```

```
TreeNode* buildTree(vector<int>&preorder,vector<int>&inorder){
    unordered_map<int, int> inMap;
    for(int i=0; i<inorder.size(); i++)inMap[inorder[i]] =i;
    return buildTreeHelper(preorder,0,preorder.size()-1,inorder,0,inorder.size()-1,inMap);
}
```



```

}

void printInorder(TreeNode* root) {
    if (!root) return;
    printInorder(root->left);
    cout << root->val << " ";
    printInorder(root->right);
}

int main() {
    vector<int> preorder = {3, 9, 20, 15, 7};
    vector<int> inorder = {9, 3, 15, 20, 7};

    TreeNode* root = buildTree(preorder, inorder);

    printInorder(root); // Output: 9 3 15 20 7
    cout << endl;

    return 0;
}

```

9 3 15 20 7

## 2. Construct Binary Tree from Inorder and Postorder Traversal

Given two integer arrays `inorder` and `postorder` where `inorder` is the inorder traversal of a binary tree and `postorder` is the postorder traversal of the same tree, construct and return the binary tree.

### Example 1:

**Input:** `inorder = [9, 3, 15, 20, 7], postorder = [9, 15, 7, 20, 3]`

**Output:** `[3, 9, 20, null, null, 15, 7]`

### CODE:

```

#include <iostream>
#include <unordered_map>
#include <vector>
using namespace std;

struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};

TreeNode* buildTreeHelper(vector<int>& inorder, int inStart, int inEnd,
                        vector<int>& postorder, int postStart, int postEnd,
                        unordered_map<int, int>& inMap) {

```

```

if(inStart > inEnd||postStart >postEnd)return nullptr;

TreeNode*root=newTreeNode(postorder[postEnd]); int
inRoot = inMap[root->val];
intnumsLeft =inRoot-inStart;

root->left=buildTreeHelper(inorder,inStart,inRoot-1,postorder,postStart,postStart+numsLeft
-1, inMap);
root->right=buildTreeHelper(inorder,inRoot+1,inEnd,postorder,postStart+numsLeft, postEnd - 1,
inMap);

return root;
}

TreeNode*buildTree(vector<int>&inorder,vector<int>&postorder){
unordered_map<int, int> inMap;
for(int i=0; i<inorder.size(); i++)inMap[inorder[i]] =i;

returnbuildTreeHelper(inorder,0,inorder.size() -1,postorder,0,postorder.size()-1,inMap);
}

voidprintInorder(TreeNode*root){
if (!root) return;
printInorder(root->left);
cout<<root->val<<" ";
printInorder(root->right);
}

intmain() {
vector<int>inorder= {9,3, 15,20, 7};
vector<int> postorder = {9, 15, 7, 20, 3};

TreeNode*root=buildTree(inorder,postorder);

printInorder(root);//Output:9315207 cout
<< endl;

return0;
}

```

9 3 15 20 7

### 3. Sum Root to Leaf Numbers

You are given the root of a binary tree containing digits from 0 to 9 only.

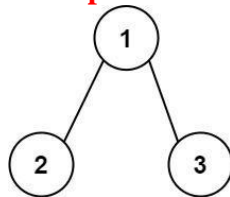
Each root-to-leaf path in the tree represents a number.

For example, the root-to-leaf path 1->2->3 represents the number 123.

Return the total sum of all root-to-leaf numbers. Test cases are generated so that the answer will fit in a 32-bit integer.

A leaf node is a node with no children.

### Example 1:



**Input:** root = [1,2,3] **Output:** 25

**Explanation:**

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

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

Therefore, sum = 12 + 13 = 25.

**CODE:**

```
#include <iostream>
using namespace std;
```

```
struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x):val(x),left(nullptr),right(nullptr){}
};
```

```
int sumNumbersHelper(TreeNode* root, int currentSum) { if
    (!root) return 0;
    currentSum = currentSum * 10 + root->val;
    if (!root->left && !root->right) return currentSum; // Leaf node
    return sumNumbersHelper(root->left, currentSum) + sumNumbersHelper(root->right,
    currentSum);
}
```

```
int sumNumbers(TreeNode* root) {
    return sumNumbersHelper(root, 0);
}
```

```
int main() {
    TreeNode* root = new TreeNode(1);
    root->left = new TreeNode(2);
    root->right = new TreeNode(3);
}
```

```
cout<<sumNumbers(root)<< endl; // Output:25

return 0;
}
```

25

**Hard:**

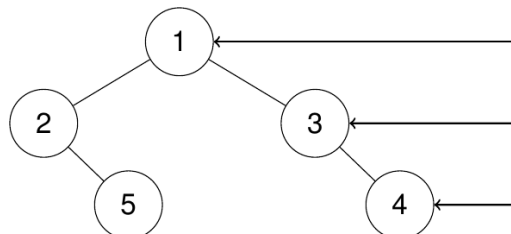
## 1. Binary Tree Right Side View

Given the root of 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.

**Example 1:**

**Input:** root = [1, 2, 3, null, 5, null, 4]

**Output:** [1, 3, 4]



**Explanation:**

**CODE:**

```
#include <iostream>
#include <vector>
#include <queue>
using namespace std;
```

```
struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x):val(x),left(nullptr),right(nullptr){}
};
```

```
vector<int> rightSideView(TreeNode* root){
    vector<int> result;
    if(!root) return result;
```

```

queue<TreeNode*>q;
q.push(root);

while(!q.empty()){
    int levelSize=q.size();
    for(int i=0;i<levelSize;i++){
        TreeNode*current=q.front();
        q.pop();

        // Add the last node of the current level to the
        result if(i==levelSize-1) result.push_back(current->val);

        if(current->left) q.push(current->left);
        if(current->right) q.push(current->right);
    }
}
return result;
}

int main() {
    TreeNode*root=newTreeNode(1);
    root->left = new TreeNode(2);
    root->right=new TreeNode(3);
    root->left->right = new TreeNode(5);
    root->right->right=newTreeNode(4);

    vector<int>result=rightSideView(root);
    for (int val : result) {
        cout<<val<<" ";
    }
    // Output: 1 3 4
    return 0;
}

```



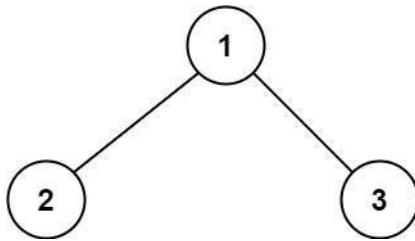
## 2. Binary Tree Maximum Path Sum

A path in a binary tree is a sequence of nodes where each pair of adjacent nodes in the sequence has an edge connecting them. A node can only appear in the sequence at most once. Note that the path does not need to pass through the root.

The path sum of a path is the sum of the node's values in the path.

Given the root of a binary tree, return the maximum path sum of any non-empty path.

### Example 1:



**Input:** root=[1,2,3]

**Output:** 6

**Explanation:** The optimal path is 2 → 1 → 3 with a path sum of 2+1+3=6. **CODE:**

```
#include <iostream>
```

```
#include <limits>
```

```
using namespace std;
```

```
struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x):val(x),left(nullptr),right(nullptr){}
};
```

```
int maxPathSumHelper(TreeNode* root, int& maxSum) {
    if (!root) return 0;

    // Compute maximum path sums for left and right subtrees
    int leftMax = max(0, maxPathSumHelper(root->left,
        maxSum));
    int rightMax = max(0, maxPathSumHelper(root->right,
        maxSum));

    // Update the overall maximum path sum
    maxSum = max(maxSum, leftMax + rightMax + root->val);

    // Return the maximum path sum including the current node
    return max(leftMax, rightMax) + root->val;
}
```

```
int maxPathSum(TreeNode* root) {
    int maxSum = INT_MIN;
    maxPathSumHelper(root, maxSum);
    return maxSum;
}
```

```
int main() {
    TreeNode* root = new TreeNode(1);
    root->left = new TreeNode(2);
    root->right = new TreeNode(3);

    cout << maxPathSum(root) << endl; // Output: 6
}
```

```
    return 0;
}
```

6

**Very Hard:**

## 1. Count Paths That Can Form a Palindrome in a Tree

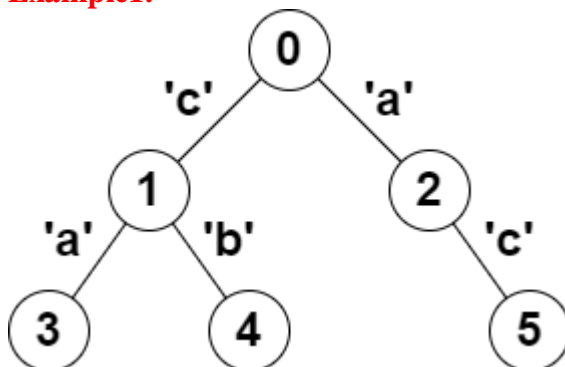
You are given a tree (i.e. a connected, undirected graph that has no cycles) rooted at node 0 consisting of  $n$  nodes numbered from 0 to  $n - 1$ . The tree is represented by a 0-indexed array `parent` of size  $n$ , where `parent[i]` is the parent of node  $i$ . Since node 0 is the root, `parent[0] == -1`.

You are also given a string `s` of length  $n$ , where `s[i]` is the character assigned to the edge between  $i$  and `parent[i]`. `s[0]` can be ignored.

Return the number of pairs of nodes  $(u, v)$  such that  $u < v$  and the characters assigned to edges on the path from  $u$  to  $v$  can be rearranged to form a palindrome.

A string is a palindrome when it reads the same backwards as forwards.

**Example 1:**



**Input:** `parent = [-1, 0, 0, 1, 1, 2]`, `s = "acaabc"` **Output:** 8

**Explanation:** The valid pairs are:

- All the pairs  $(0, 1)$ ,  $(0, 2)$ ,  $(1, 3)$ ,  $(1, 4)$  and  $(2, 5)$  result in one character which is always a palindrome.

- The pair  $(2, 3)$  results in the string "aca" which is a palindrome.

- The pair  $(1, 5)$  results in the string "cac" which is a palindrome.

- The pair  $(3, 5)$  results in the string "acac" which can be rearranged into the palindrome "acca". **CODE:**

```
#include <iostream>
```

```
#include <vector>
```

```
#include <unordered_map>
```

```
#include <unordered_set>
```

```
using namespace std;
```

```
// Helper function to perform DFS and count palindromic paths
```

```
void dfs(int node, int mask, const vector<vector<int>>& graph, const string& s, unordered_map<int, int>& count, int& result) {
```

```
//Update result based on the current mask result
+= count[mask];
for(int i = 0; i < 26; ++i) {
    result += count[mask ^ (1 << i)];
}

//Increment the count for the current mask
count[mask]++;

//Recur for child nodes
for(int child : graph[node]){
    dfs(child, mask ^ (1 << (s[child] - 'a')), graph, s, count, result);
}

//Decrement the count to backtrack
count[mask]--;
}

int countPalindromePaths(vector<int>&parent, strings){
    int n = parent.size();
    vector<vector<int>>> graph(n);
    for (int i = 1; i < n; ++i) {
        graph[parent[i]].push_back(i);
    }

    unordered_map<int, int> count;
    count[0] = 1; //Initial mask (no characters)
    int result = 0;
    dfs(0, 0, graph, s, count, result);
    return result;
}

int main() {
    vector<int> parent = {-1, 0, 0, 1, 1, 2};
    string s = "acaabc";
    cout << countPalindromePaths(parent, s) << endl; //Output: 8
    return 0;
}
```

## 2. Longest Path With Different Adjacent Characters

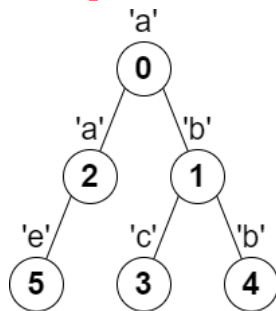
You are given a tree (i.e. a connected, undirected graph that has no cycles) rooted at node 0 consisting of  $n$  nodes numbered from 0 to  $n - 1$ . The tree is represented by a 0-indexed array `parent` of size  $n$ , where `parent[i]` is the parent of node  $i$ . Since node 0 is the root, `parent[0] == -1`.

You are also given a string `s` of length  $n$ , where `s[i]` is the character assigned to node  $i$ .

Return the length of the longest path in the tree such that no pair of adjacent nodes on the path have the same character assigned to them.



## Example 1:



**Input:** parent=[-1,0,0,1,1,2], s="abacbe"

**Output:** 3

**Explanation:** The longest path where each two adjacent nodes have different characters in the tree is the path: 0 -> 1 -> 3. The length of this path is 3, so 3 is returned. It can be proven that there is no longer path that satisfies the conditions.

## CODE:

```
from collections import defaultdict
```

```
def longestPath(parent, s):
    n = len(parent)
    adj = defaultdict(list)
```

```
    # Build the adjacency list of the tree for i
    for i in range(1, n):
        adj[parent[i]].append(i)
```

```
    # This will store the longest path starting from each node
    longest = [0] * n
```

```
    def dfs(node):
        first_max, second_max = 0, 0
```

```
        # Explore all the children of the current node
        for child in adj[node]:
            child_path = dfs(child)
```

```
        # Only consider the child's path if the characters are different
        if s[child] != s[node]:
            if child_path > first_max:
                second_max = first_max
                first_max = child_path
            elif child_path > second_max:
                second_max = child_path
```

```
        # The longest path that passes through this node is the sum of first_max and second_max + 1 (for the current node itself)
        longest[node] = first_max + 1
```

```
#Return the length of the longest path for the subtree rooted at this node return  
first_max + 1
```

```
#Start DFS from the root (node 0) dfs(0)
```

```
#The answer is the longest path in the tree return  
max(longest)
```

```
#Example usage  
parent = [-1, 0, 0, 1, 1, 2]  
s = "abacbe"  
print(longestPath(parent, s)) #Output: 3
```

3