

Experiment 5:

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Subject Name: Advanced Programming Lab-2

Subject Code: 22CSP-351

1. Aim(a):

Given the root of a binary tree, return *its maximum depth*.

A binary tree's maximum depth is the number of nodes along the longest path from the root node down to the farthest leaf node.

2. Objective: The objective of this program is to determine the maximum depth of a given binary tree by finding the longest path from the root node to the farthest leaf node.

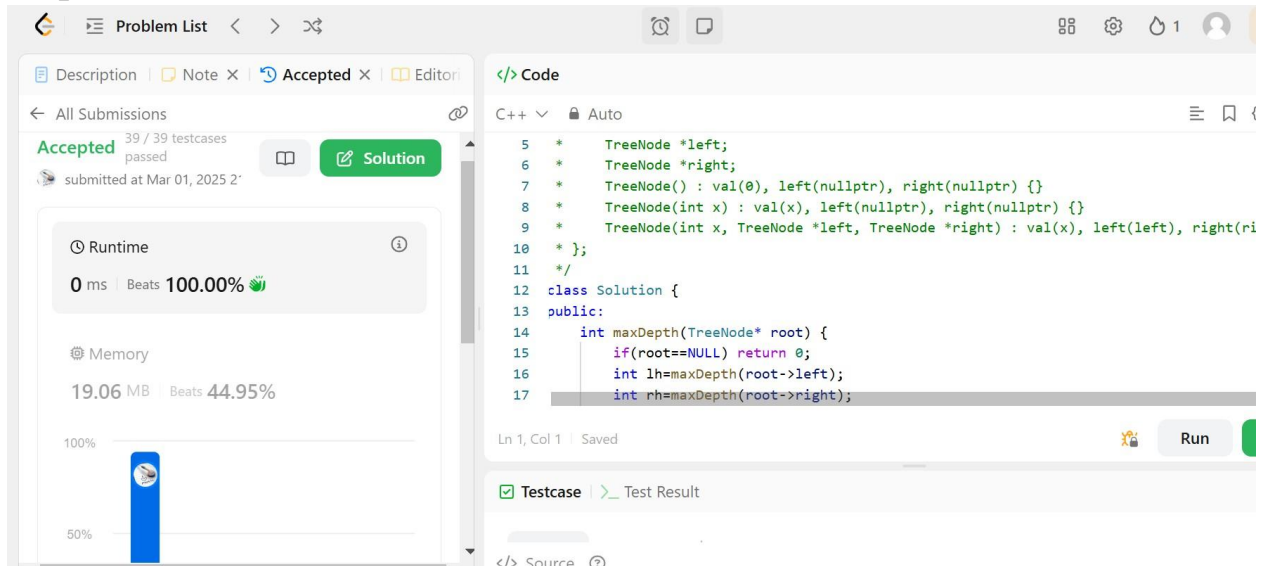
3. Algorithm:

- If the root is nullptr, return 0 (empty tree has depth 0).
- Compute the depth of the left and right subtrees using `maxDepth(root->left)` and `maxDepth(root->right)`.
- Take the maximum of both subtree depths.
- Add 1 to account for the current node.
- Return the computed maximum depth.

4. Code: `class Solution { public:`

```
    int maxDepth(TreeNode* root) {  
        if (root == nullptr)  
            return 0;  
        return 1 + max(maxDepth(root->left), maxDepth(root->right));  
    }  
};
```

5. Output:



The screenshot displays a coding interface with a problem list on the left, a code editor in the center, and a test result panel on the right. The code is written in C++ and implements a recursive function to find the maximum depth of a binary tree. The test result panel shows that the solution is accepted, with a runtime of 0 ms and a memory usage of 19.06 MB, which beats 44.95% of other solutions.

```
5 *   TreeNode *left;
6 *   TreeNode *right;
7 *   TreeNode() : val(0), left(nullptr), right(nullptr) {}
8 *   TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
9 *   TreeNode(int x, TreeNode *left, TreeNode *right) : val(x), left(left), right(right) {}
10 * };
11 */
12 class Solution {
13 public:
14     int maxDepth(TreeNode* root) {
15         if(root==NULL) return 0;
16         int lh=maxDepth(root->left);
17         int rh=maxDepth(root->right);
```

6. Time Complexity:

The time complexity is $O(n)$, where n is the number of nodes in the tree.

7. Learning Outcomes:

- Learnt how to calculate the maximum depth of a binary tree using recursion.
- Learnt how to apply the divide and conquer approach in tree traversal.
- Learnt how recursion helps in solving tree-based problems efficiently.
- Learnt the time complexity analysis of $O(n)$ for tree traversal.

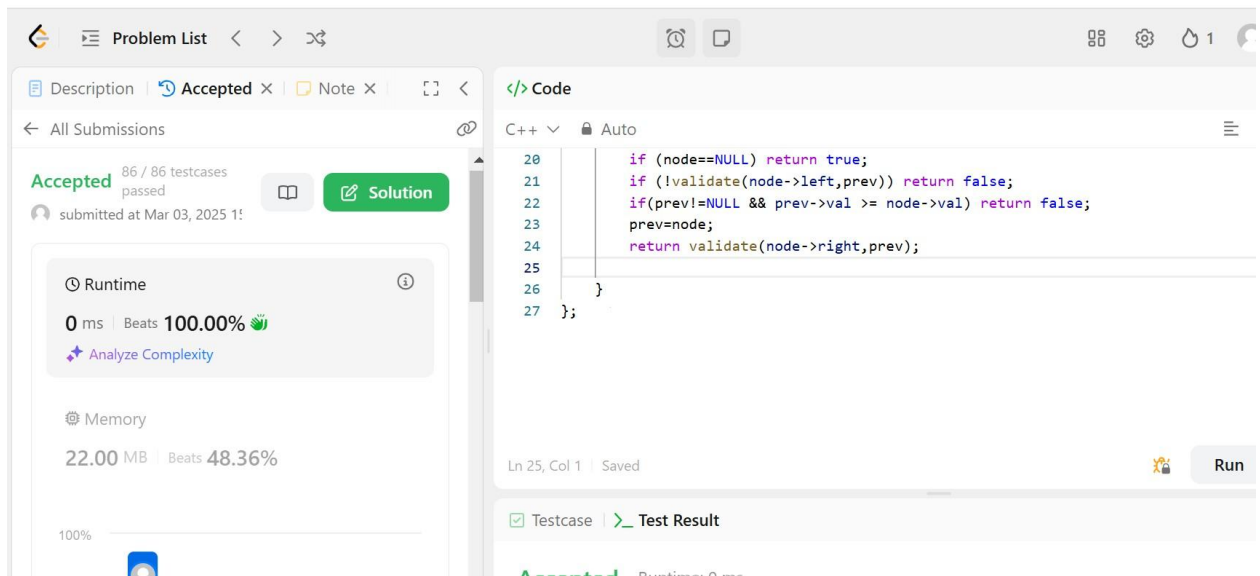
PROBLEM-2

1. **Aim(b):** Given the root of a binary tree, *determine if it is a valid binary search tree (BST)*. A **valid BST** is defined as follows:
 - The left subtree of a node contains only nodes with keys **less than** the node's key.
 - The right subtree of a node contains only nodes with keys **greater than** the node's key.
 - Both the left and right subtrees must also be binary search trees.
2. **Objective:** The objective of this program is to determine whether a given binary tree is a valid Binary Search Tree (BST) by ensuring that all nodes satisfy the BST properties, where the left subtree contains smaller values, the right subtree contains larger values, and both subtrees are valid BSTs.
3. **Algorithm:**
 - Initialize Pointers: Use a prev pointer to track the previous node in an inorder traversal.
 - Perform Inorder Traversal: Recursively traverse the left subtree first.
 - Check BST Condition: If the prev node exists and its value is greater than or equal to the current node's value, return false.
 - Update prev: Set prev = node and continue traversal to the right subtree.
 - Return Result: If all nodes satisfy BST conditions, return true; otherwise, return false.
4. **Code:**

```
class Solution { public:  
    bool    isValidBST(TreeNode*    root)    {  
        TreeNode* prev = NULL;  
        return validate(root,prev);  
    }  
    bool validate(TreeNode* node, TreeNode* &prev)  
    {
```

```
if (node==NULL) return true;
if (!validate(node->left,prev)) return false;
if(prev!=NULL && prev->val >= node->val) return false;
prev=node;
return validate(node->right,prev);
}
};
```

5. Output:



The screenshot displays a code editor interface for a C++ solution. The code is as follows:

```
20 if (node==NULL) return true;
21 if (!validate(node->left,prev)) return false;
22 if(prev!=NULL && prev->val >= node->val) return false;
23 prev=node;
24 return validate(node->right,prev);
25 }
26 }
27 ;;
```

The interface shows the solution is "Accepted" with 86/86 testcases passed. The runtime is 0 ms, beating 100.00% of other solutions. The memory usage is 22.00 MB, beating 48.36% of other solutions. A "Run" button is visible at the bottom right.

6. Time Complexity:

The time complexity is $O(n)$, where n is the number of nodes in the tree.

7. Learning outcomes:

- Learned how to validate a Binary Search Tree (BST) using in order traversal.
- Learnt the importance of maintaining a Prev pointer to track the last visited node in in order traversal.
- Learned how to implement recursive tree traversal efficiently.
- Learnt how in order traversal of a BST produces a sorted sequence, which helps in validation.