Experiment-6

Student Name: Anshuman Raj UID: 22BET10081

Branch: BE-IT Section: 22BET_IOT-702 'A'

Semester: 6th Date of Performance: 07/03/25

Sub Name: Advanced Programming Lab-2 Subject Code: 22ITP-351

Problem 1

1. Aim:

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

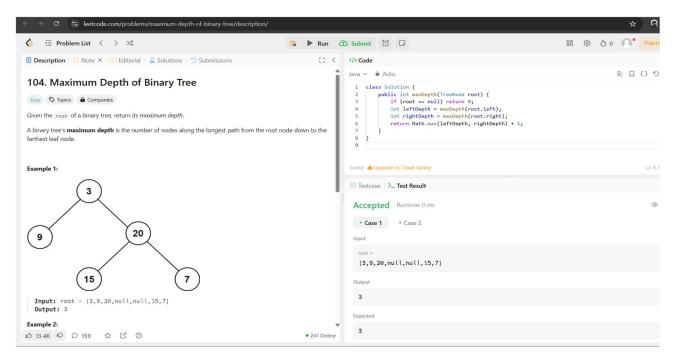
2. Objective:

- 1. Implement a function to compute the maximum depth of a binary tree.
- 2. Use recursion (DFS) and iteration (BFS) to solve the problem.
- 3. Ensure correct handling of edge cases, including an empty tree.

```
import java.util.LinkedList;
import java.util.Queue;
class Solution {
  public int maxDepth(TreeNode root) {
   if (root == null) return 0;
   Queue<TreeNode> queue = new LinkedList<>();
   queue.offer(root);
   int depth = 0;
   while (!queue.isEmpty()) {
   int size = queue.size();
   depth+++;
   for (int i = 0; i < size; i++) {
    TreeNode node = queue.poll();
}</pre>
```

```
if (node.left != null) queue.offer(node.left);
if (node.right != null) queue.offer(node.right);
}
return depth;
}
```

4. Output:



Maximum Depth

- 1. Recursive DFS Approach: Use recursion to find the max depth by exploring left and right subtrees.
- 2. Iterative BFS Approach: Use a queue for level-order traversal to compute depth iteratively.
- 3. Time Complexity: O(N)O(N) for both DFS and BFS, as all nodes are visited once.

1. Aim:

Given the root of a binary tree, determine if it is a valid binary search tree (BST).

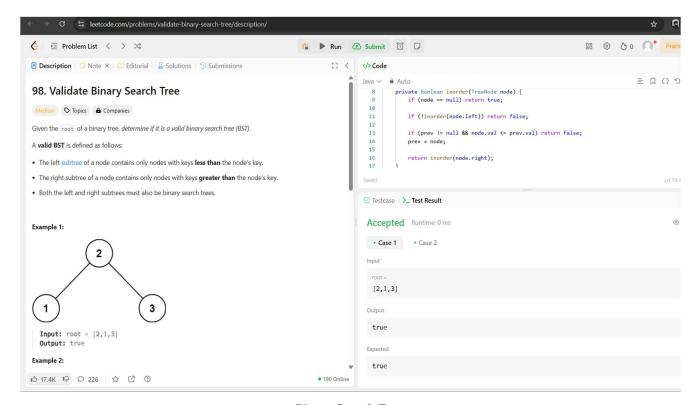
2. Objective:

- 1. Verify if a given binary tree is a valid Binary Search Tree (BST).
- 2. Implement recursive (DFS) and iterative (inorder traversal with stack) approaches.
- 3. Ensure BST properties are maintained using inorder traversal or min-max range validation.

```
import java.util.Stack;
class Solution {
public boolean isValidBST(TreeNode root) {
Stack<TreeNode> stack = new Stack<>();
TreeNode prev = null;
while (!stack.isEmpty() \parallel root != null) {
while (root != null) {
stack.push(root);
root = root.left;
root = stack.pop();
if (prev != null && root.val <= prev.val) return false;
prev = root;
root = root.right;
}
```

return true;
}

4.Output:



Binary Search Tree

- 1. BST Property: Left subtree values < root < Right subtree values.
- 2. Inorder Traversal: A valid BST should produce a strictly increasing sequence.
- 3. Recursive Approach: Use min-max constraints to validate BST structure.
- 4. Iterative Approach: Use a stack for inorder traversal to check order without recursion.

1.Aim:

Given the root of a binary tree, check whether it is a mirror of itself (i.e., symmetric around its center).

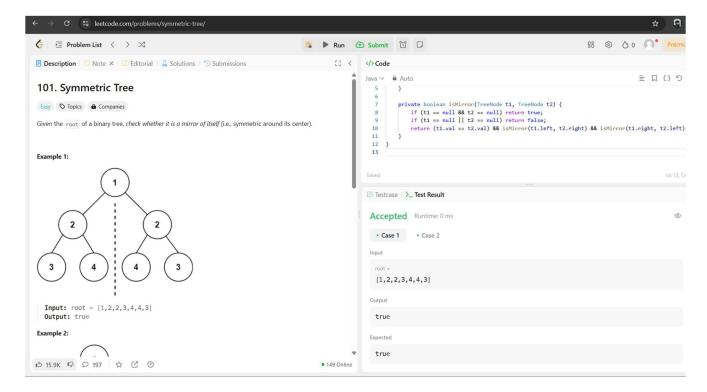
2.Objective:

- 1. Determine if a given binary tree is symmetric (mirror image of itself).
- 2. Implement recursive (DFS) and iterative (BFS with queue) approaches.
- 3. Ensure symmetry by comparing left and right subtrees pairwise.
- 4. Optimize for time complexity O(N)O(N) and space complexity O(H)O(H) or O(N)O(N).

3.Code:

```
class Solution {
public boolean isSymmetric(TreeNode root) {
  if (root == null) return true;
  return isMirror(root.left, root.right);
}
private boolean isMirror(TreeNode t1, TreeNode t2) {
  if (t1 == null && t2 == null) return true;
  if (t1 == null || t2 == null) return false;
  return (t1.val == t2.val) && isMirror(t1.left, t2.right) && isMirror(t1.right, t2.left);
}
}
```

4.Output:



Mirror Binary Tree

- 1. Symmetric Tree Property: A tree is symmetric if the left subtree is a mirror of the right subtree.
- 2. Recursive Approach: Use DFS to compare corresponding nodes in mirrored positions.
- 3. Iterative Approach: Use BFS with a queue to check symmetry level by level.

1.Aim:

Given the root of a binary tree, return the level order traversal of its nodes' values. (i.e., from left to right, level by level).

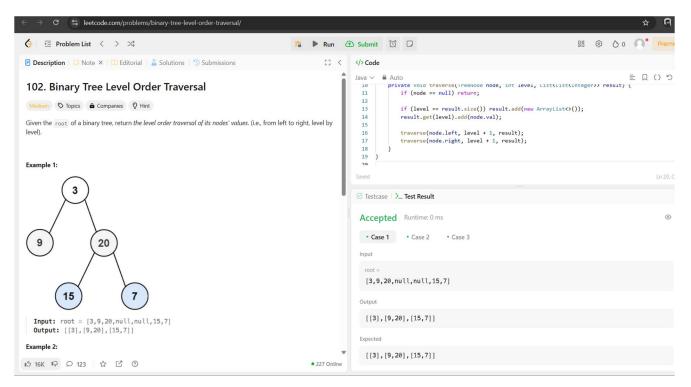
2.Objective:

- 1. Determine if a given binary tree is symmetric (mirror image of itself).
- 2. Implement recursive (DFS) and iterative (BFS with queue) approaches.
- 3. Ensure symmetry by comparing left and right subtrees pairwise.
- 4. Optimize for time complexity O(N)O(N) and space complexity O(H)O(H) or O(N)O(N).

3.Code:

```
import java.util.*;
class Solution {
public List<List<Integer>> levelOrder(TreeNode root) {
  List<List<Integer>> result = new ArrayList<>();
  traverse(root, 0, result);
  return result;
}
private void traverse(TreeNode node, int level, List<List<Integer>> result) {
  if (node == null) return;
  if (level == result.size()) result.add(new ArrayList<>());
  result.get(level).add(node.val);
  traverse(node.left, level + 1, result);
}
}
```

4.Output:



Traversal of nodes

- BFS Approach: Use a queue to process nodes level by level.
- DFS Approach: Use recursion to store values at corresponding depth levels.
- Time Complexity: O(N)O(N)O(N) for both approaches; Space Complexity: O(N)O(N)O(N) for BFS, O(H)O(H)O(H) for DFS.

1.Aim:

Given an integer array nums where the elements are sorted in ascending order, convert it to a height-balanced binary search tree.

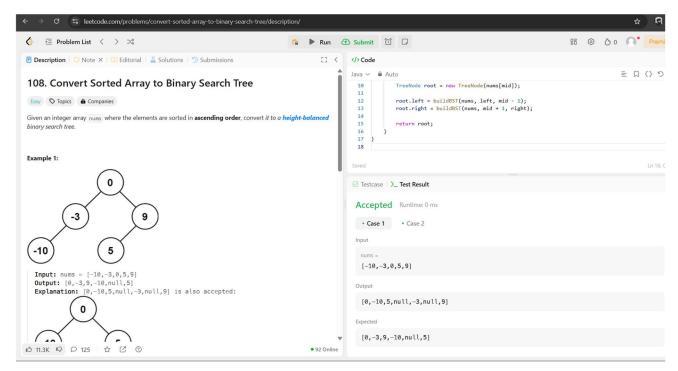
2.Objective:

- 1. Convert a sorted array into a height-balanced Binary Search Tree (BST).
- 2. Use a divide & conquer approach to ensure minimal tree height.
- 3. Implement a recursive solution that selects the middle element as the root.

3.Code:

```
class Solution {
  public TreeNode sortedArrayToBST(int[] nums) {
    return buildBST(nums, 0, nums.length - 1);
  }
  private TreeNode buildBST(int[] nums, int left, int right) {
    if (left > right) return null;
    int mid = left + (right - left) / 2;
    TreeNode root = new TreeNode(nums[mid]);
    root.left = buildBST(nums, left, mid - 1);
    root.right = buildBST(nums, mid + 1, right);
    return root;
  }
}
```

4.Output:



Height Balanced Binary Tree

- 1. Balanced BST Property: Choosing the middle element ensures a height-balanced structure.
- 2. Divide & Conquer: Recursively split the array into left and right subtrees.
- 3. Recursive Approach: Construct the tree top-down, ensuring efficient height management.
- 4. Time Complexity: O(N)O(N), as each element is processed once.
- 5. Space Complexity: O(log N)O(\log N), due to recursive function calls (depth of recursion).

1.Aim:

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

2.Objective:

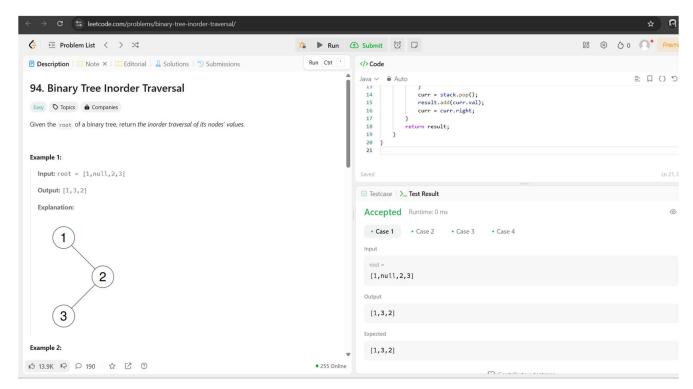
- 1. Find a peak element in an array where nums[i] > nums[i-1] and nums[i] > nums[i+1].
- 2. Implement an efficient algorithm to locate a peak in O(log n) time using Binary Search.
- 3. Ensure the solution works for various edge cases, including single-element arrays and strictly increasing/decreasing sequences.
- 4. Optimize space usage by solving the problem in-place with O(1) extra space.

```
import java.util.*;
class Solution {
public List<Integer> inorderTraversal(TreeNode root) {
List<Integer> result = new ArrayList<>();
Stack<TreeNode> stack = new Stack<>();
TreeNode curr = root;

while (curr != null || !stack.isEmpty()) {
 while (curr != null) {
    stack.push(curr);
    curr = curr.left;
    }
    curr = stack.pop();
    result.add(curr.val);
    curr = curr.right;
    }
    return result;
}
```



4.Output:



Binary Tree Inorder Traversal

- 1. Inorder Traversal: Follows the order Left \rightarrow Root \rightarrow Right.
- 2. Recursive Approach: Uses DFS with an implicit call stack.
- 3. Iterative Approach: Uses a stack to manually simulate recursion.

1.Aim:

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.

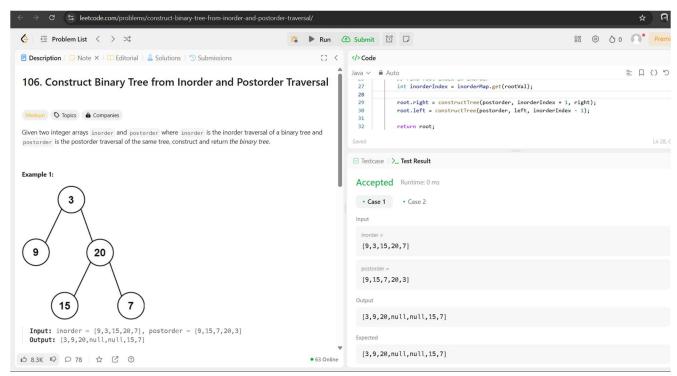
2.Objective:

- 1. Construct a binary tree from given inorder and postorder traversal arrays.
- 2. Use postorder traversal to determine the root node.
- 3. Use inorder traversal to identify left and right subtrees.
- 4. Implement an efficient recursive approach with HashMap optimization for quick lookups.

```
import java.util.*;
class Solution {
private int postIndex;
private Map<Integer, Integer> inorderMap;
public TreeNode buildTree(int[] inorder, int[] postorder) {
postIndex = postorder.length - 1;
inorderMap = new HashMap<>();
for (int i = 0; i < inorder.length; i++) {
inorderMap.put(inorder[i], i);
return constructTree(postorder, 0, inorder.length - 1);
private TreeNode constructTree(int[] postorder, int left, int right) {
if (left > right) return null;
int rootVal = postorder[postIndex--];
TreeNode root = new TreeNode(rootVal);
int inorderIndex = inorderMap.get(rootVal);
root.right = constructTree(postorder, inorderIndex + 1, right);
root.left = constructTree(postorder, left, inorderIndex - 1);
```

```
return root;
}
```

4.Output:



Binary Tree from Inorder & Postorder Traversal

- 1. Understanding Tree Construction: Learn how to build a binary tree using inorder and postorder traversals.
- 2. Recursive Problem-Solving: Develop recursive logic to construct subtrees efficiently.
- 3. Optimizing with HashMap: Use a HashMap for quick lookup of node positions in inorder traversal.
- 4. Traversal Order Insights: Understand how postorder (left \rightarrow right \rightarrow root) helps in identifying roots and inorder (left \rightarrow root \rightarrow right) helps in splitting subtrees.

1.Aim:

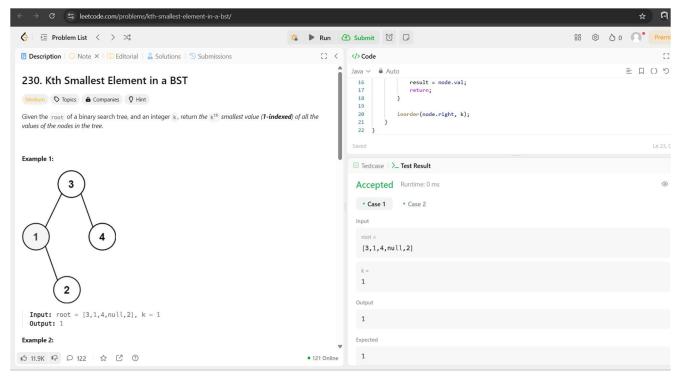
Given the root of a binary search tree, and an integer k, return the kth smallest value (1-indexed) of all the values of the nodes in the tree.

2.Objective:

- 1. Find the k-th smallest element in a Binary Search Tree (BST).
- 2. Use inorder traversal (Left \rightarrow Root \rightarrow Right) to get elements in sorted order.
- 3. Implement both recursive (DFS) and iterative (stack-based) approaches.

```
class Solution {
private int count = 0, result = 0
public int kthSmallest(TreeNode root, int k) {
inorder(root, k);
return result;
private void inorder(TreeNode node, int k) {
if (node == null) return;
inorder(node.left, k);
count++;
if (count == k) {
result = node.val;
return;
}
inorder(node.right, k);
}
```

4.Output:



Kth Smallest Element in a BST

- 1. Find the k-th smallest element in a Binary Search Tree (BST).
- 2. Use inorder traversal (Left \rightarrow Root \rightarrow Right) to get elements in sorted order.
- 3. Implement both recursive (DFS) and iterative (stack-based) approaches.

1.Aim:

You are given a perfect binary tree where all leaves are on the same level, and every parent has two children. Populate each next pointer to point to its next right node. If there is no next right node, the next pointer should be set to NULL.

2.Objective:

- 1. Populate the next right pointers for each node in a perfect binary tree.
- 2. Use BFS (Queue-based) and O(1) space pointer traversal approaches.
- 3. Ensure that each node's next pointer connects to its right neighbor at the same level.

```
import java.util.*;
class Solution {
public Node connect(Node root) {
  if (root == null) return null;

Queue<Node> queue = new LinkedList<>();
  queue.offer(root);
  while (!queue.isEmpty()) {
  int size = queue.size();
  Node prev = null;
  for (int i = 0; i < size; i++) {
   Node curr = queue.poll();
  if (prev != null) prev.next = curr;
  prev = curr;

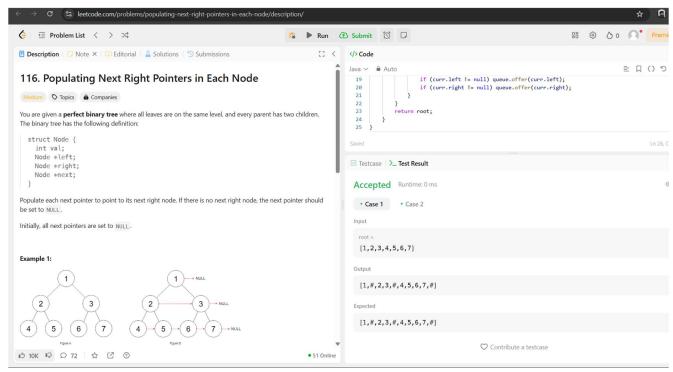
if (curr.left != null) queue.offer(curr.left);
  if (curr.right != null) queue.offer(curr.right);
}
</pre>
```



}

4.Output:

return root;



Populating Next Right Pointers in Each Node

- 1. Next Pointers in a Perfect Binary Tree: Every node should point to its next right sibling.
- 2. BFS Approach (Queue-Based): Uses a queue for level-order traversal.
- 3. O(1) Space Approach: Uses already established next pointers to traverse without extra memory.

1.Aim:

Given the root of a binary tree, return the zigzag level order traversal of its nodes' values. (i.e., from left to right, then right to left for the next level and alternate between).

2.Objective:

- 1. Perform a zigzag level order traversal of a binary tree (alternate left-to-right and right-to-left).
- 2. Use BFS (queue-based level order traversal) to process nodes level by level.
- 3. Efficiently reverse order using a deque (LinkedList) for O(1) insertions at both ends.

```
import java.util.*;
class Solution {
public List<List<Integer>> zigzagLevelOrder(TreeNode root) {
List<List<Integer>> result = new ArrayList<>();
if (root == null) return result;
Queue<TreeNode> queue = new LinkedList<>();
queue.offer(root);
boolean leftToRight = true;
while (!queue.isEmpty()) {
int size = queue.size();
LinkedList<Integer> level = new LinkedList<>();
for (int i = 0; i < size; i++) {
TreeNode node = queue.poll();
if (leftToRight) {
level.addLast(node.val);
} else {
```

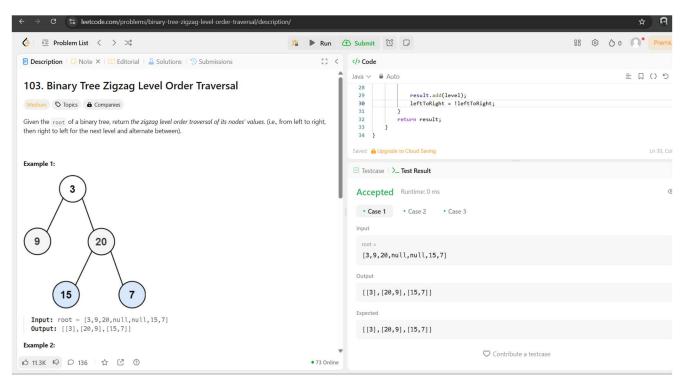
```
level.addFirst(node.val);
}

if (node.left != null) queue.offer(node.left);
if (node.right != null) queue.offer(node.right);
}

result.add(level);
leftToRight = !leftToRight; // Toggle direction for next level
}

return result;
}
```

4.Output:



Zigzag Binary Tree

- 1. Understanding Zigzag Traversal: Learn how to traverse a binary tree in a left-to-right, then right-to-left order.
- 2. Using BFS for Level Order Traversal: Utilize a queue to process nodes level by level efficiently.
- 3. Deque for Order Reversal: Implement O(1) insertions at both ends using LinkedList (Deque).
- 4. Direction Toggle Technique: Use a boolean flag to switch traversal direction at each level.