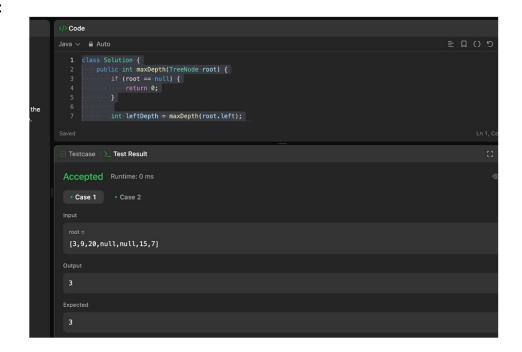
Name: Ved prakash UID: 22BET10237 Section: IOT_703/A

Problem 1

Aim:

```
Maximum Depth of Binary Tree
Code:
class Solution {
  public int maxDepth(TreeNode root) {
    if (root == null) {
     return 0;
  }
  int leftDepth = maxDepth(root.left);
  int rightDepth = maxDepth(root.right);
  return Math.max(leftDepth, rightDepth) + 1;
}
```



Aim:

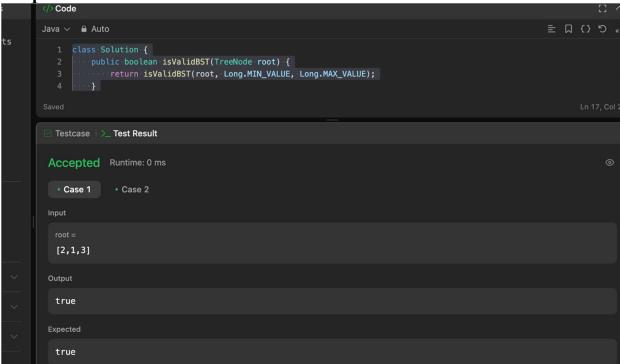
```
Validate Binary Search Tree

Code:
class Solution {
    public boolean isValidBST(TreeNode root) {
        return isValidBST(root, Long.MIN_VALUE, Long.MAX_VALUE);
    }

    private boolean isValidBST(TreeNode node, long min, long max) {
        if (node == null) {
            return true;
        }

        if (node.val <= min || node.val >= max) {
            return false;
        }

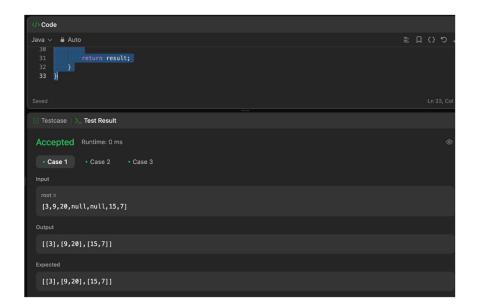
        return isValidBST(node.left, min, node.val) && isValidBST(node.right, node.val, max);
```



```
Aim: Symmetric Tree
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);
  }
}
```

Aim: Binary Tree Level Order Traversal Code:

```
import java.util.*;
class Solution {
  public List<List<Integer>> levelOrder(TreeNode root) {
    List<List<Integer>> result = new ArrayList<>();
    if (root == null) {
       return result;
     }
    Queue<TreeNode> queue = new LinkedList<>();
    queue.offer(root);
    while (!queue.isEmpty()) {
       int levelSize = queue.size();
       List<Integer> currentLevel = new ArrayList<>();
       for (int i = 0; i < levelSize; i++) {
          TreeNode currentNode = queue.poll();
          currentLevel.add(currentNode.val);
          if (currentNode.left != null) {
            queue.offer(currentNode.left);
          if (currentNode.right != null) {
            queue.offer(currentNode.right);
          }
       result.add(currentLevel);
    return result;
Output:
```



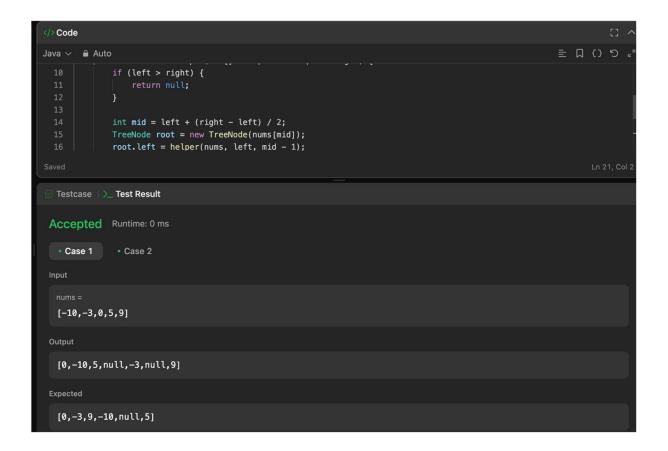
Aim:

Convert Sorted Array to Binary Search Tree Code:

```
class Solution {
    public TreeNode sortedArrayToBST(int[] nums) {
        if (nums == null || nums.length == 0) {
            return null;
        }
        return helper(nums, 0, nums.length - 1);
    }

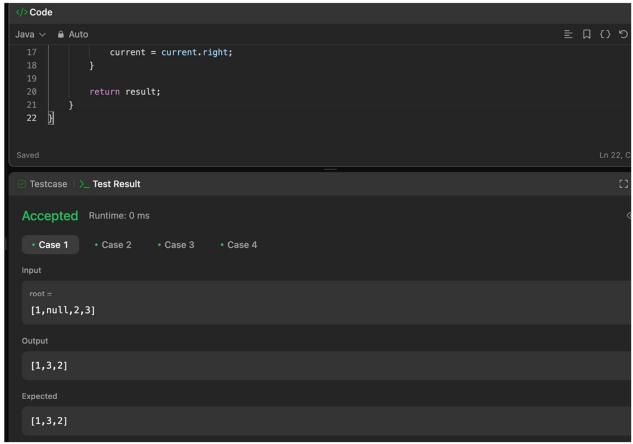
private TreeNode helper(int[] nums, int left, int right) {
        if (left > right) {
            return null;
        }

        int mid = left + (right - left) / 2;
        TreeNode root = new TreeNode(nums[mid]);
        root.left = helper(nums, left, mid - 1);
        root.right = helper(nums, mid + 1, right);
        return root;
    }
}
```



```
Binary Tree Inorder Traversal
Code:
import java.util.*;
class Solution {
  public List<Integer> inorderTraversal(TreeNode root) {
    List<Integer> result = new ArrayList<>();
     Stack<TreeNode> stack = new Stack<>();
    TreeNode current = root;
    while (current != null || !stack.isEmpty()) {
       while (current != null) {
          stack.push(current);
          current = current.left;
       current = stack.pop();
       result.add(current.val);
       current = current.right;
     }
    return result;
```

Aim:



Aim:

Construct Binary Tree from Inorder and Postorder Traversal

Code:

```
import java.util.*;
class Solution {
  public TreeNode buildTree(int[] inorder, int[] postorder) {
     if (inorder == null || postorder == null || inorder.length != postorder.length) {
       return null;
     Map<Integer, Integer> inorderMap = new HashMap<>();
     for (int i = 0; i < inorder.length; i++) {
       inorderMap.put(inorder[i], i);
     }
     return buildTreeHelper(inorder, 0, inorder.length - 1, postorder, 0, postorder.length - 1,
inorderMap);
  private TreeNode buildTreeHelper(int[] inorder, int inStart, int inEnd, int[] postorder, int postStart, int
postEnd, Map<Integer, Integer> inorderMap) {
     if (inStart > inEnd || postStart > postEnd) {
       return null;
     }
     int rootVal = postorder[postEnd];
     TreeNode root = new TreeNode(rootVal);
     int rootIndex = inorderMap.get(rootVal);
     int leftSize = rootIndex - inStart:
```

```
root.left = buildTreeHelper(inorder, inStart, rootIndex - 1, postorder, postStart + leftSize - 1, inorderMap);
    root.right = buildTreeHelper(inorder, rootIndex + 1, inEnd, postorder, postStart + leftSize, postEnd - 1, inorderMap);
    return root;
}

// Codd

// Codd

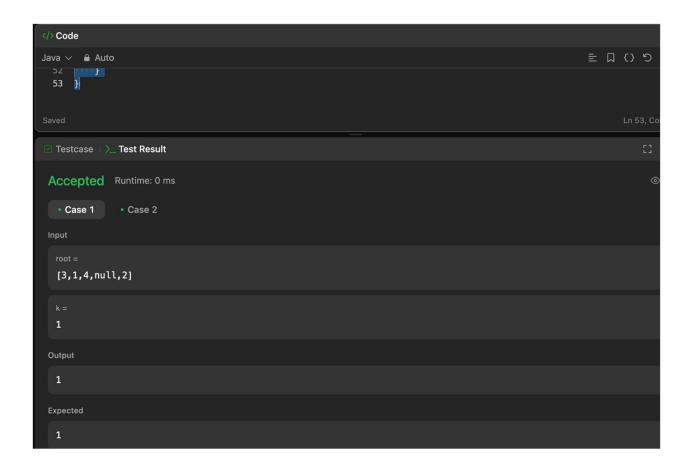
// Tost.right = buildTreeHelper(inorder, rootIndex + 1, inEnd, postorder, postStart + leftSize, postEnd - 1, inorderMap);

// Tost / Auto

// Tost / T
```

```
Aim:
Kth Smallest element in a BST
Code:
import java.util.*;
class Solution {
  public TreeNode buildTree(int[] inorder, int[] postorder) {
    if (inorder == null || postorder == null || inorder.length != postorder.length) {
       return null;
    Map<Integer, Integer> inorderMap = new HashMap<>();
     for (int i = 0; i < inorder.length; i++) {
       inorderMap.put(inorder[i], i);
     return buildTreeHelper(inorder, 0, inorder.length - 1, postorder, 0, postorder.length - 1,
inorderMap);
  }
  private TreeNode buildTreeHelper(int[] inorder, int inStart, int inEnd, int[] postorder, int
postStart, int postEnd, Map<Integer, Integer> inorderMap) {
    if (inStart > inEnd || postStart > postEnd) {
       return null;
    }
    int rootVal = postorder[postEnd];
```

```
TreeNode root = new TreeNode(rootVal);
    int rootIndex = inorderMap.get(rootVal);
    int leftSize = rootIndex - inStart;
    root.left = buildTreeHelper(inorder, inStart, rootIndex - 1, postorder, postStart, postStart +
leftSize - 1, inorderMap);
    root.right = buildTreeHelper(inorder, rootIndex + 1, inEnd, postorder, postStart + leftSize,
postEnd - 1, inorderMap);
    return root;
  }
  public int kthSmallest(TreeNode root, int k) {
    Stack<TreeNode> stack = new Stack<>();
    TreeNode current = root;
    int count = 0;
    while (current != null || !stack.isEmpty()) {
       while (current != null) {
         stack.push(current);
         current = current.left;
       }
       current = stack.pop();
       count++;
       if (count == k) {
         return current.val;
       current = current.right;
    }
    return -1; // Should not reach here if k is valid
  }
Output:
```



Aim:

Populating Next Right Pointers in Each Node

Code:

```
class Solution {
  public Node connect(Node root) {
    if (root == null) {
      return null;
    }
}
```

```
Node leftmost = root;
     while (leftmost.left != null) {
       Node current = leftmost;
       while (current != null) {
          // Connect left child to right child
          current.left.next = current.right;
          // Connect right child to the left child of next node
          if (current.next != null) {
            current.right.next = current.next.left;
          }
          // Move to the next node in the current level
          current = current.next;
       }
       // Move to the next level
       leftmost = leftmost.left;
     }
    return root;
  }
Output:
    Accepted Kuntime: u ms

 Case 1

                   · Case 2
     Input
                                                                                              Q
       [1,2,3,4,5,6,7]
     Output
       [1,#,2,3,#,4,5,6,7,#]
     Expected
       [1 # 7 2 # A E E 7 #]
```