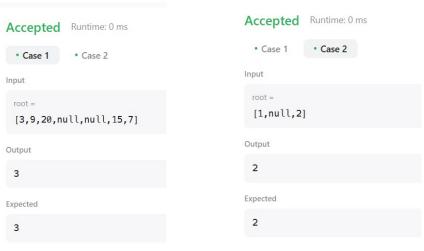
### Aim:

Maximum Depth of Binary Tree

#### Code:

```
class Solution {
    public int maxDepth(TreeNode root) {
        if (root == null) {
            return 0;
        }
        return 1 + Math.max(maxDepth(root.left), maxDepth(root.right));
    }
}
```

## **Output:**



Case 1 Case 2

#### Aim:

Validate Binary Search Tree

#### **Code:**

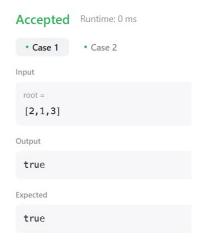
```
class Solution {
    private long minVal = Long.MIN_VALUE;
    public boolean isValidBST(TreeNode root) {
        if (root == null) return true;
        if (!isValidBST(root.left)) return false;

        if (minVal >= root.val) return false;

        minVal = root.val;

        if (!isValidBST(root.right)) return false;

        return true;
    }
}
```



Test Case 1



Test Case 2

#### Aim:

Symmetric Tree

#### Code:

```
class Solution {
    public boolean isSymmetric(TreeNode root) {
        return isMirror(root.left, root.right);
    }

    private boolean isMirror(TreeNode n1, TreeNode n2) {
        if (n1 == null && n2 == null) {
            return true;
        }

        if (n1 == null || n2 == null) {
            return false;
        }

        return n1.val == n2.val && isMirror(n1.left, n2.right) && isMirror(n1.right, n2.left);
    }
}
```

### **Output:**



Case 1 Case 2

#### Aim:

Binary Tree Level Order Traversal

#### Code:

```
class Solution {
    public List<List<Integer>> levelOrder(TreeNode root)
        List<List<Integer>>al=new ArrayList<>();
        pre(root,0,al);
        return al;
    public static void pre(TreeNode root,int l,List<List<Integer>>al)
        if(root==null)
            return;
        if(al.size()==1)
            List<Integer>li=new ArrayList<>();
            li.add(root.val);
            al.add(li);
        }
        else
            al.get(1).add(root.val);
        pre(root.left,l+1,al);
        pre(root.right,l+1,al);
}
```



#### Aim:

Convert Sorted Array to Binary Search Tree

#### Code:

```
// Definition for a binary tree node.
public class TreeNode {
    int val;
    TreeNode left;
   TreeNode right;
    TreeNode() {}
    TreeNode(int val) { this.val = val; }
    TreeNode(int val, TreeNode left, TreeNode right) {
        this.val = val;
        this.left = left;
        this.right = right;
    }
}
class Solution {
    public TreeNode sortedArrayToBST(int[] nums) {
        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) / 2;
        TreeNode root = new TreeNode(nums[mid]);
        root.left = helper(nums, left, mid - 1);
        root.right = helper(nums, mid + 1, right);
        return root;
   }
}
```



Case 1 Case 2

## **Problem 6**

#### Aim:

Binary Tree Inorder Traversal

#### Code:

```
class Solution {
    public List<Integer> inorderTraversal(TreeNode root) {
        List<Integer> res = new ArrayList<>();

        inorder(root, res);
        return res;
}

private void inorder(TreeNode node, List<Integer> res) {
        if (node == null) {
            return;
        }
        inorder(node.left, res);
        res.add(node.val);
        inorder(node.right, res);
    }
}
```



#### Aim:

Binary Zigzag Level Order Traversal

```
* Definition for a binary tree node.
  public class TreeNode {
      int val;
      TreeNode left;
      TreeNode right;
      TreeNode() {}
      TreeNode(int val) { this.val = val; }
      TreeNode(int val, TreeNode left, TreeNode right) {
          this.val = val;
          this.left = left;
          this.right = right;
      }
*/
class Solution {
   public List<List<Integer>> zigzagLevelOrder(TreeNode root) {
        if(root == null)return new ArrayList<>();
```

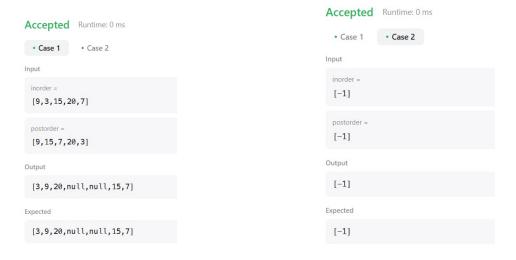
```
ArrayDeque<TreeNode> dq = new ArrayDeque<>();
        dq.offer(root);
        List<List<Integer>> result = new ArrayList<>();
        boolean leftToRight = true;
        while(!dq.isEmpty()){
            List<Integer> currLevel = new ArrayList<>();
            for(int i = dq.size(); i > 0; i--){
                TreeNode curr = (leftToRight)?dq.pollFirst():dq.pollLast();
                currLevel.add(curr.val);
                if(leftToRight){
                    if(curr.left != null)
                        dq.offerLast(curr.left);
                    if(curr.right != null)
                        dq.offerLast(curr.right);
                }
                else{
                    if(curr.right != null)
                        dq.offerFirst(curr.right);
                    if(curr.left != null)
                        dq.offerFirst(curr.left);
                }
            }
            leftToRight = !leftToRight;
            result.add(currLevel);
        }
        return result;
    }
}
```



#### Aim:

Construct Binary Tree from Inorder and Postorder Traversal

```
class Solution {
public:
    TreeNode* buildTree(vector<int>& inorder, vector<int>& postorder) {
        unordered_map<int, int> index;
        for (int i = 0; i < inorder.size(); i++) {</pre>
            index[inorder[i]] = i;
        }
        return buildTreeHelper(inorder, postorder, 0, inorder.size() - 1, 0, postorder.size() - 1, index);
    }
    TreeNode* buildTreeHelper(vector<int>& inorder, vector<int>& postorder, int inorderStart, int inorderEnd, int
postorderStart, int postorderEnd, unordered_map<int, int>& index) {
        if (inorderStart > inorderEnd || postorderStart > postorderEnd) {
            return nullptr;
        int rootVal = postorder[postorderEnd];
        TreeNode* root = new TreeNode(rootVal);
        int inorderRootIndex = index[rootVal];
        int leftSubtreeSize = inorderRootIndex - inorderStart;
```



Case 1 Case 2

# Problem 9

#### Aim:

Kth Smallest element in a BST

```
/**
 * Definition for a binary tree node.
 * public class TreeNode {
 * int val;
 * TreeNode left;
 * TreeNode right;
 * TreeNode(int x) { val = x; }
 * }
 */
class Solution {
 private int count = 0; // Counter for visited nodes

public int kthSmallest(TreeNode root, int k) {
    TreeNode result = helper(root, k);
    return result != null ? result.val : 0; // Return value or 0 if not found
}
```

```
private TreeNode helper(TreeNode root, int k) {
    if (root == null) return null;

    // Traverse left subtree
    TreeNode left = helper(root.left, k);
    if (left != null) return left; // If found in left subtree

    count++; // Increment count for current node
    if (count == k) return root; // Found k-th smallest

    // Traverse right subtree
    return helper(root.right, k);
}
```



## Problem 10

#### Aim:

Populating Next Right Pointers in Each Node

```
/*
// Definition for a Node.
class Node {
   public int val;
   public Node left;
   public Node right;
   public Node next;

public Node() {}

public Node(int _val) {
```

```
val = _val;
   }
    public Node(int _val, Node _left, Node _right, Node _next) {
        val = _val;
        left = _left;
        right = _right;
        next = _next;
    }
};
*/
class Solution {
    public Node connect(Node root) {
        Queue<Node> q = new LinkedList<>();
        if (root == null ) return root;
        q.offer(root);
        while(!q.isEmpty()){
            int level = q.size();
            for(int i =0; i< level; i++){
               Node cur = q.poll();
               if (cur.left != null && cur.right !=null) {
                   q.offer(cur.left);
                    q.offer(cur.right);
               }
               if (q.isEmpty() || i == level -1)
                    cur.next = null;
                else
                    cur.next = q.peek();
            }
        }
        return root;
}
}
```



Case 1 Case 2