ASSIGNMENT-3(AP)

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Group: A

1) binary-tree-inorder-traversal

```
void inorder(TreeNode* root,vector<int>&ans){
    if(root==NULL){
        return;
    }
    inorder(root->left,ans);
    ans.push_back(root->val);
    inorder(root->right,ans);
}

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

```
94. Binary Tree Inorder Traversal

Solved ♥

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

Example 1:

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

Output: [1,3,2]

Explanation:

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* Insulation to the root of a binary tree, return the inorder traversal of its nodes' values.

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```

2) symmetric-tree

```
bool mirrorcheck(TreeNode* p, TreeNode* q) {
```

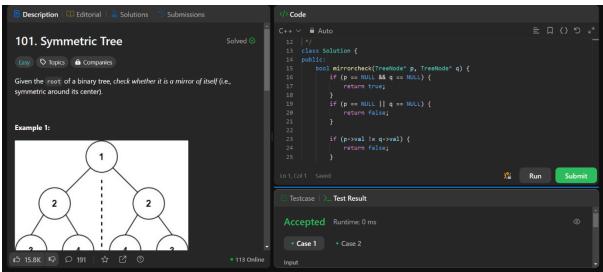
```
if (p == NULL && q == NULL) {
    return true;
}

if (p == NULL || q == NULL) {
    return false;
}

if (p->val != q->val) {
    return false;
}

return mirrorcheck(p->left, q->right) && mirrorcheck(p->right, q->left);
}

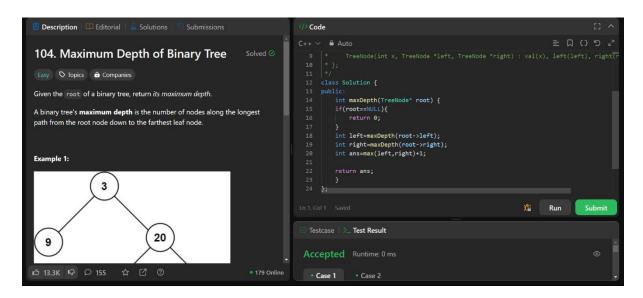
bool isSymmetric(TreeNode* root) {
    if (mirrorcheck(root->left, root->right) == true) {
        return true;
    } else {
        return false;
    }
}
```



3) maximum-depth-of-binary-tree

```
int maxDepth(TreeNode* root) {
  if(root==NULL){
    return 0;
```

```
int left=maxDepth(root->left);
int right=maxDepth(root->right);
int ans=max(left,right)+1;
return ans;
}
```

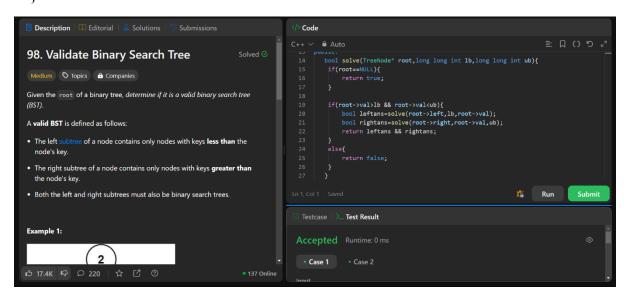


4) validate-binary-search-tree

```
bool solve(TreeNode* root,long long int lb,long long int ub){
   if(root==NULL){
      return true;
   }

   if(root->val>lb && root->val<ub){
      bool leftans=solve(root->left,lb,root->val);
      bool rightans=solve(root->right,root->val,ub);
      return leftans && rightans;
   }
   else{
```

```
return false;
}
bool isValidBST(TreeNode* root) {
long long int lowerbound=-4294967296;
long long int upperbound=4294967296;
bool ans= solve(root,lowerbound,upperbound);
return ans;
}
```

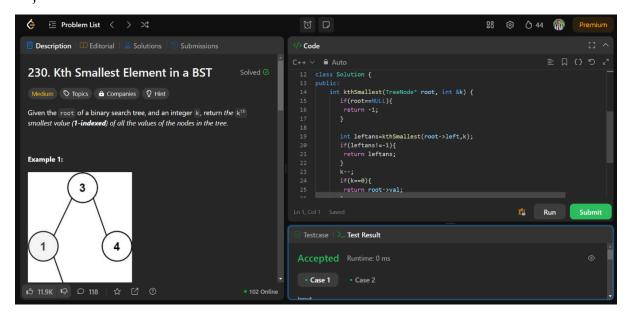


5) kth-smallest-element-in-a-bst

```
int kthSmallest(TreeNode* root, int &k) {
    if(root==NULL){
    return -1;
    }

int leftans=kthSmallest(root->left,k);
    if(leftans!=-1){
    return leftans;
    }
    k--;
```

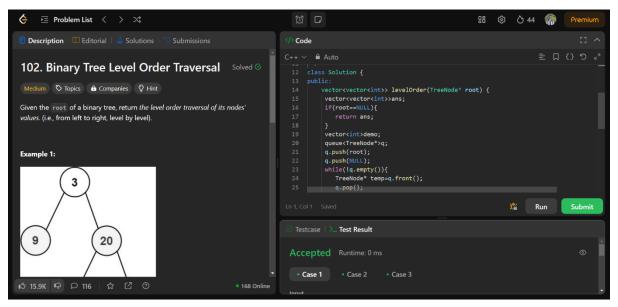
```
if(k==0){
  return root->val;
}
int rightans=kthSmallest(root->right,k);
return rightans;
}
```



6) binary-tree-level-order-traversal

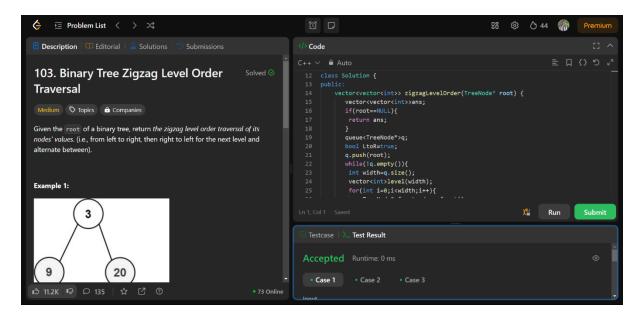
```
vector<vector<int>>> levelOrder(TreeNode* root) {
    vector<vector<int>>> ans;
    if(root==NULL){
        return ans;
    }
    vector<int>demo;
    queue<TreeNode*>q;
    q.push(root);
    q.push(NULL);
    while(!q.empty()){
        TreeNode* temp=q.front();
        q.pop();
        if(temp==NULL){
```

```
ans.push_back(demo);
   demo.clear();
  if(!q.empty()){
    q.push(NULL);
  }
 else{
 demo.push back(temp->val);
    if(temp->left){
      q.push(temp->left);
    if(temp->right){
      q.push(temp->right);
}
return ans;
```



7) binary-tree-zigzag-level-order-traversal

```
vector<vector<int>>> zigzagLevelOrder(TreeNode* root) {
    vector<vector<int>>ans;
    if(root==NULL){
    return ans;
    queue<TreeNode*>q;
    bool LtoR=true;
    q.push(root);
    while(!q.empty()){
    int width=q.size();
    vector<int>level(width);
    for(int i=0;i < width;i++){
       TreeNode* frontnode=q.front();
       q.pop();
       int index= LtoR? i: width-i-1;
       level[index]=frontnode->val;
       if(frontnode->left){
         q.push(frontnode->left);
       if(frontnode->right){
         q.push(frontnode->right);
       }
     }
    LtoR=!LtoR;
    ans.push_back(level);
    return ans;
```



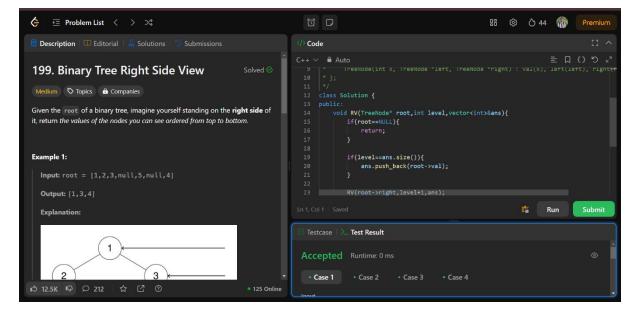
8) binary-tree-right-side-view

```
void RV(TreeNode* root,int level,vector<int>&ans){
    if(root==NULL){
        return;
    }

    if(level==ans.size()){
        ans.push_back(root->val);
    }

    RV(root->right,level+1,ans);
    RV(root->left,level+1,ans);
}

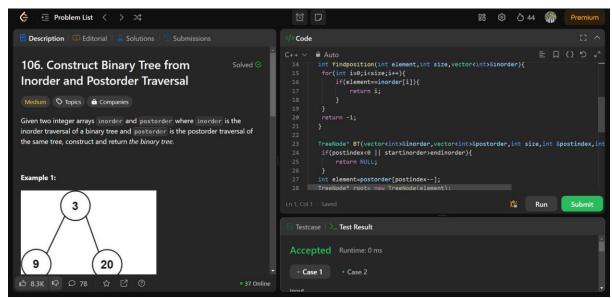
vector<int> rightSideView(TreeNode* root) {
    vector<int> ans;
    int level=0;
    RV(root,level,ans);
    return ans;
}
```



9) construct-binary-tree-from-inorder-and-postorder-traversal

```
int findposition(int element,int size,vector<int>&inorder){
  for(int i=0;i < size;i++){
     if(element==inorder[i]){
       return i;
  return -1;
 TreeNode* BT(vector<int>&inorder,vector<int>&postorder,int size,int &postindex,int
startinorder, int endinorder) {
  if(postindex<0 || startinorder>endinorder){
     return NULL;
 int element=postorder[postindex--];
 TreeNode* root= new TreeNode(element);
 int position = findposition(element, size, inorder);
 root->right=BT(inorder,postorder,size,postindex,position+1,endinorder);
```

```
root->left=BT(inorder,postorder,size,postindex,startinorder,position-1);
return root;
}
TreeNode* buildTree(vector<int>& inorder, vector<int>& postorder) {
    int size=inorder.size();
    int postindex=size-1;
    int startinorder=0;
    int endinorder=size-1;
    TreeNode* root= BT(inorder,postorder,size,postindex,startinorder,endinorder);
    return root;
}
```



10) vertical-order-traversal-of-a-binary-tree

```
vector<vector<int>> verticalTraversal(TreeNode* root) {
    vector<vector<int>>ans;
    queue<pair<TreeNode*,pair<int,int>>>q;
    q.push({root, {0,0}});
```

```
map<int,map<int,multiset<int>>>mp;
while(!q.empty()){
  auto temp=q.front();
  q.pop();
  TreeNode* node=temp.first;
  auto coordinate=temp.second;
  int row=coordinate.first;
  int col=coordinate.second;
  mp[col][row].insert(node->val);
  if(node->left){
    q.push({node->left,{row+1,col-1}});
  }
  if(node->right){
    q.push({node->right,{row+1,col+1}});
}
for(auto i:mp){
  auto &map=i.second;
  vector<int>vline;
  for(auto j:map){
     auto &multiset=j.second;
     vline.insert(vline.end(),multiset.begin(),multiset.end());
  }
  ans.push_back(vline);
return ans;
```

}

