Experiment-3

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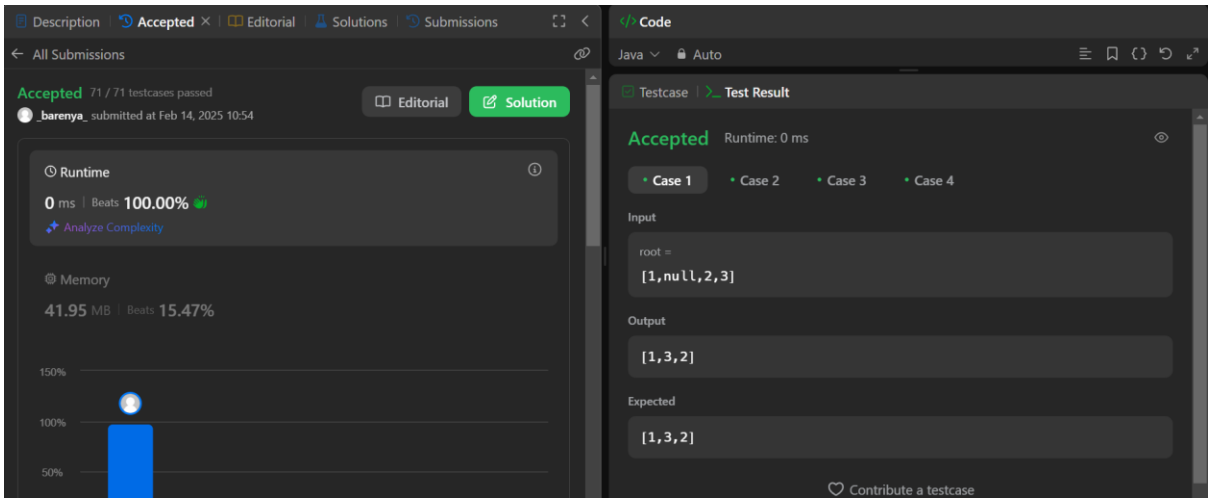
Subject Name: Advanced Programming **Subject Code: 22CSP-351**

Lab- 2

1. **Binary Tree Inorder Traversal**

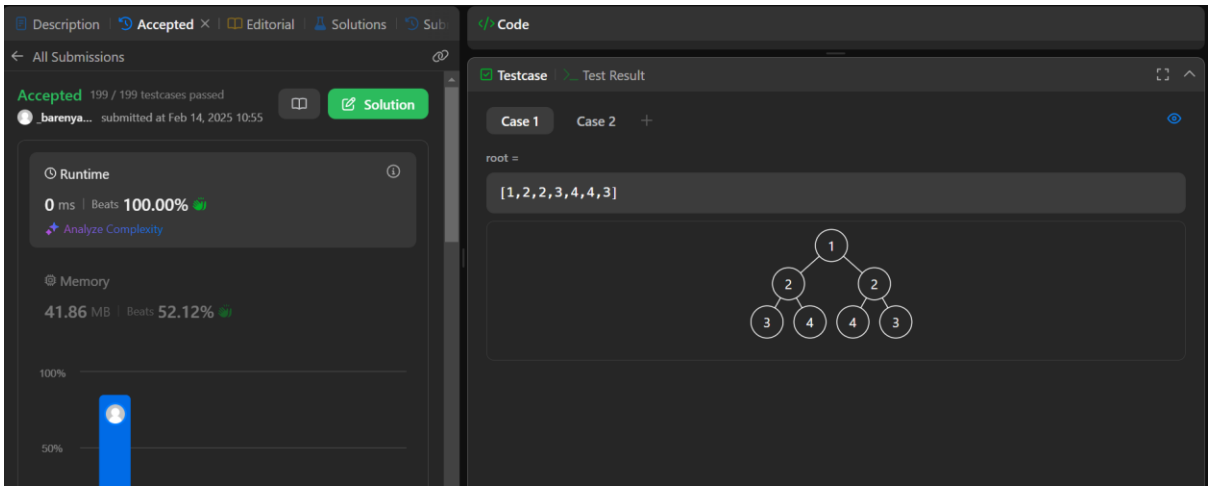
```
class Solution {
    public List<Integer> inorderTraversal(TreeNode root) {
        List<Integer> result = new ArrayList<>();
        inorderHelper(root, result);
        return result;
    }
    private void inorderHelper(TreeNode node, List<Integer> result) {
        if (node == null) return;
        inorderHelper(node.left, result);
        result.add(node.val);
        inorderHelper(node.right, result);
    }
}
```



2. **Symmetric Tree**

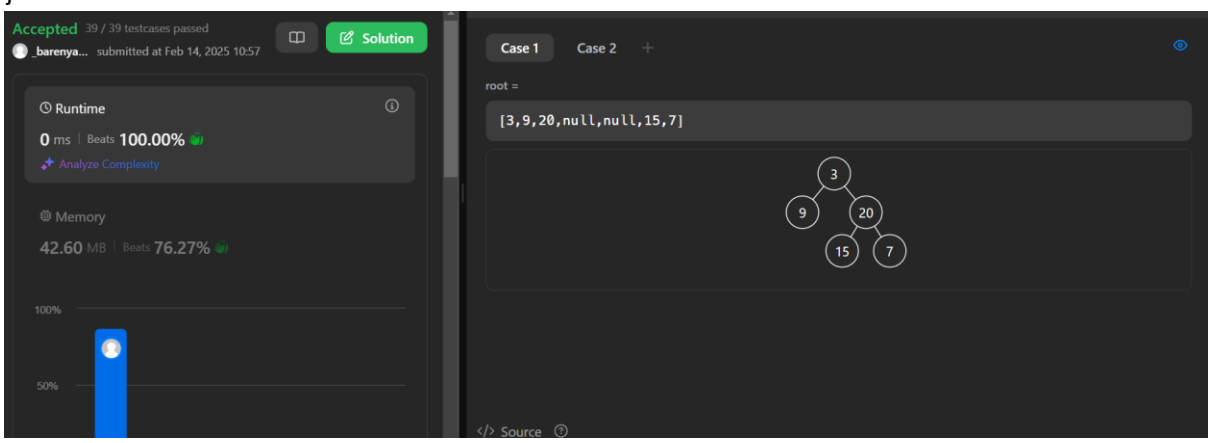
```
class Solution {
    public boolean isSymmetric(TreeNode root) {
        if(root==null){
            return true;
        }
        return isMirror(root.left,root.right);
    }
```

```
public 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);
  }
}
```



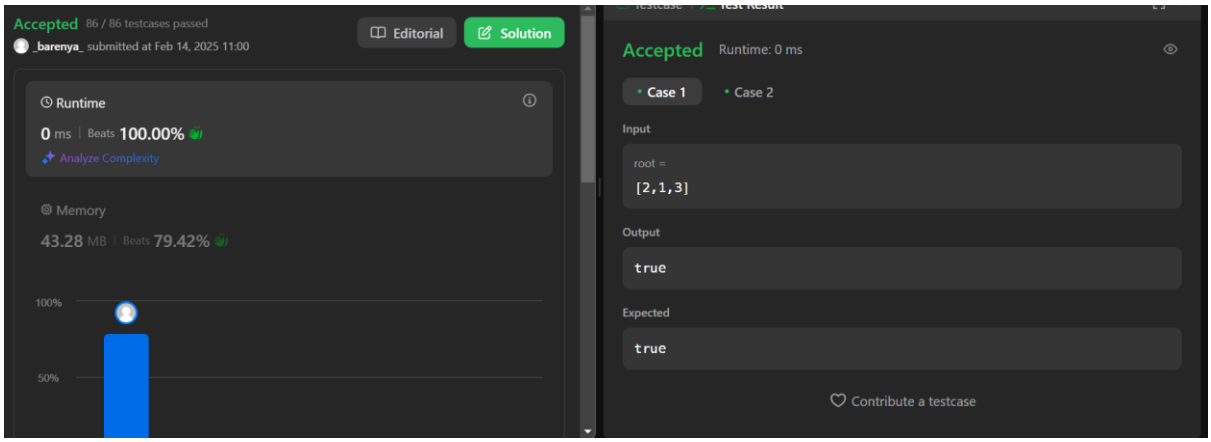
3. Maximum Depth of Binary Tree

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



4. Validate Binary Search Tree

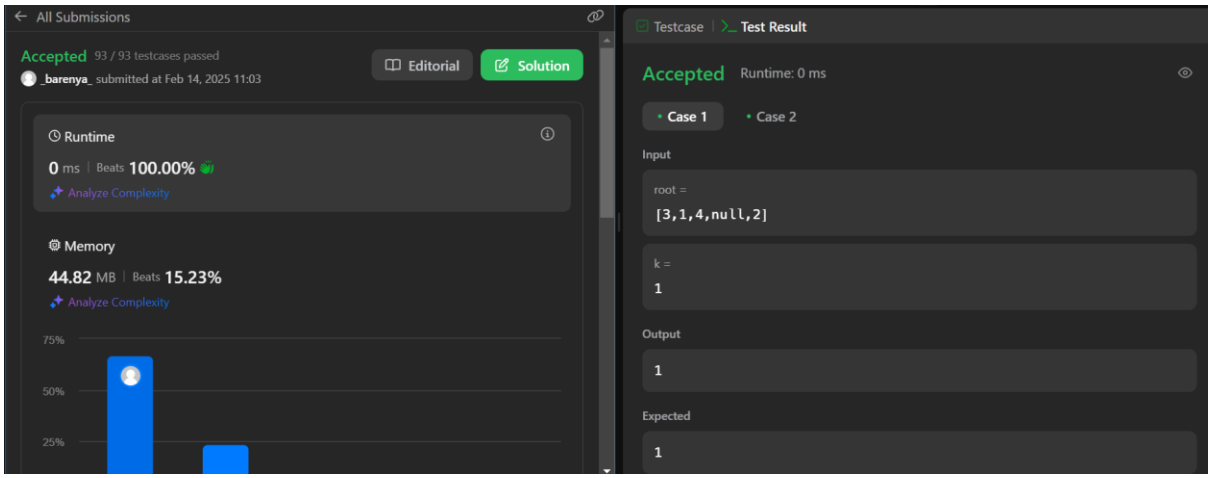
```
class Solution {
    public boolean isValidBST(TreeNode root) {

    return validate(root, Long.MIN_VALUE, Long.MAX_VALUE);
    }

    private boolean validate(TreeNode node, long min, long max) {
        if (node == null) return true;
        if (node.val <= min || node.val >= max) return false;
        return validate(node.left, min, node.val) && validate(node.right, node.val, max);
    }
}
```



5. Kth Smallest Element in a BST

```
class Solution {
    private int count = 0;
    private int 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;
```

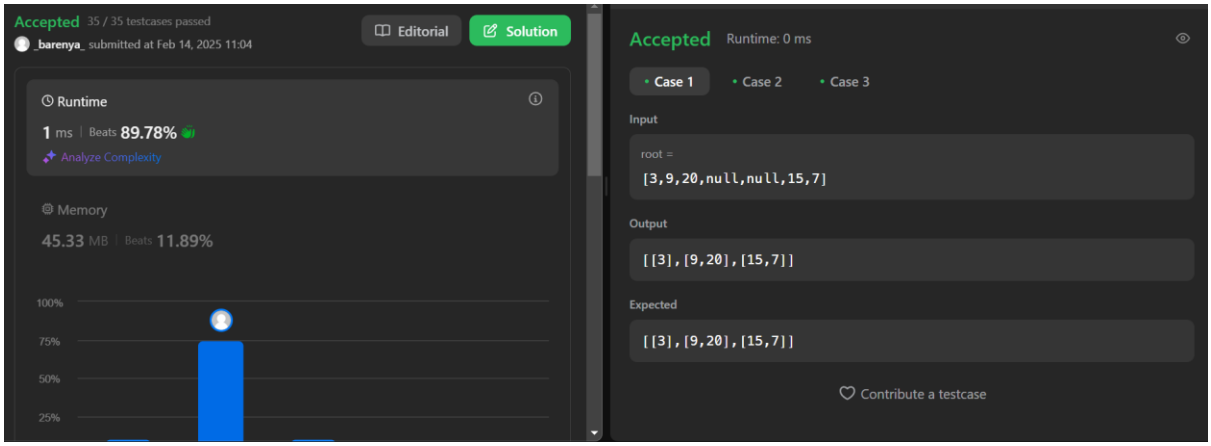
```
            return;
        }
        inorder(node.right, k);
    }
}
```



6. Binary Tree Level Order Traversal I

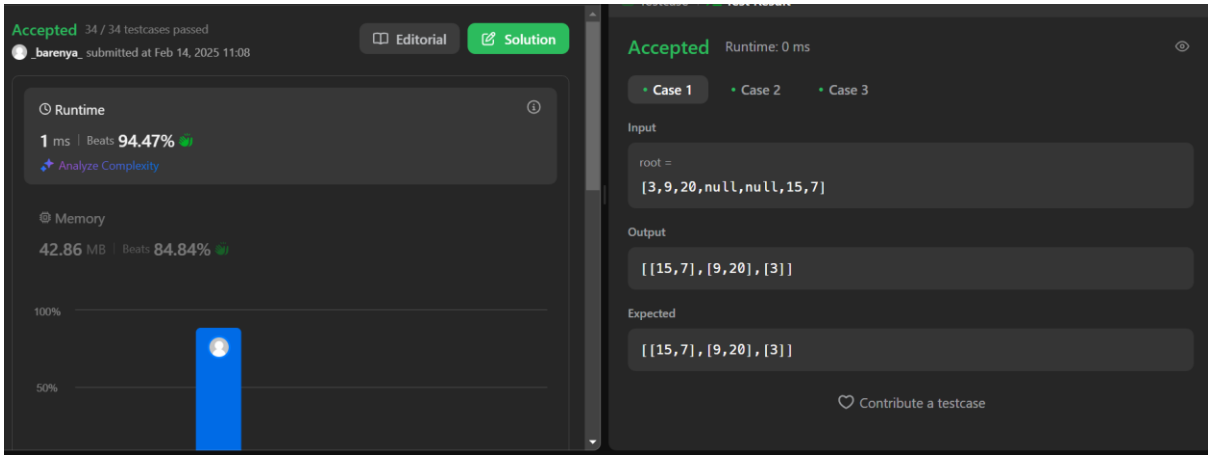
```
class Solution {
    public List<List<Integer>> levelOrder(TreeNode root) {
        List<List<Integer>> result = new ArrayList<>();
        if (root == null) return result;

        Queue<TreeNode> queue = new LinkedList<>();
        queue.add(root);

        while (!queue.isEmpty()) {
            int levelSize = queue.size();
            List<Integer> level = new ArrayList<>();

            for (int i = 0; i < levelSize; i++) {
                TreeNode current = queue.poll();
                level.add(current.val);

                if (current.left != null) queue.add(current.left);
                if (current.right != null) queue.add(current.right);
            }

            result.add(level);
        }

        return result;
```

```
    }

}
```



7. Binary Tree Level Order Traversal II

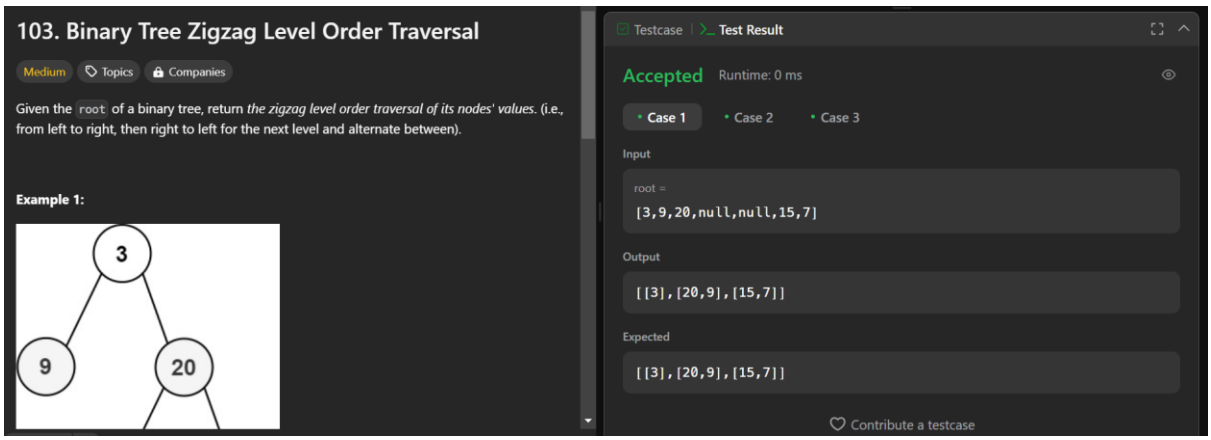
```
class Solution {
    public List<List<Integer>> levelOrderBottom(TreeNode root) {
        LinkedList<List<Integer>> result = new LinkedList<>();
        if (root == null) return result;

        Queue<TreeNode> queue = new LinkedList<>();
        queue.add(root);

        while (!queue.isEmpty()) {
            int levelSize = queue.size();
            List<Integer> level = new ArrayList<>();

            for (int i = 0; i < levelSize; i++) {
                TreeNode current = queue.poll();
                level.add(current.val);

                if (current.left != null) queue.add(current.left);
                if (current.right != null) queue.add(current.right);
            }
            result.addFirst(level);
        }

        return result;
    }
}
```



8. Binary Tree ZigZag Level Order Traversal

```
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.add(root);
        boolean leftToRight = true;

        while (!queue.isEmpty()) {
            int levelSize = queue.size();
            LinkedList<Integer> level = new LinkedList<>();

            for (int i = 0; i < levelSize; i++) {
                TreeNode current = queue.poll();

                // Add elements based on the traversal direction
                if (leftToRight) {
                    level.addLast(current.val);
                } else {
                    level.addFirst(current.val);
                }

                if (current.left != null) queue.add(current.left);
                if (current.right != null) queue.add(current.right);
            }
```

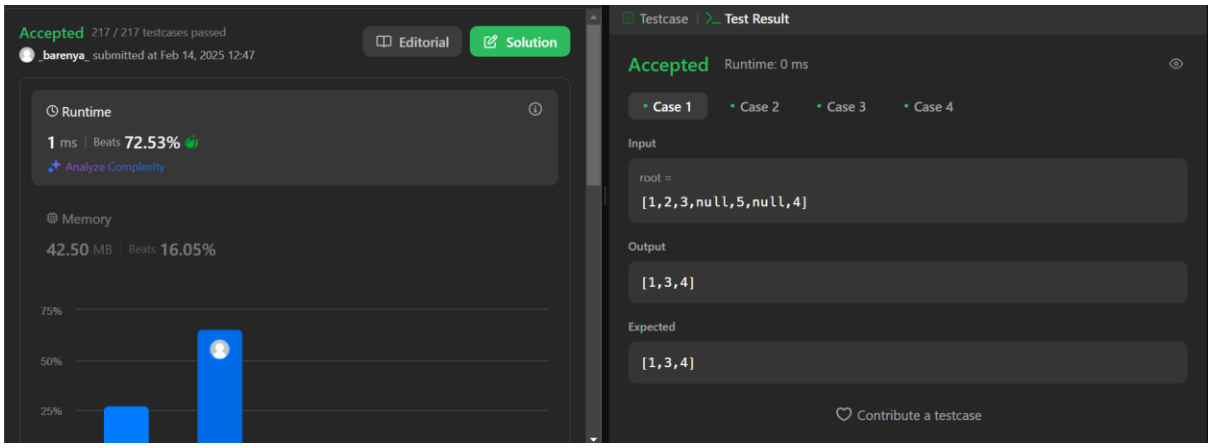
```
            result.add(level);
            leftToRight = !leftToRight; // Toggle direction
        }

        return result;
    }
}
```



9. Binary Tree Right Side View

```
class Solution {
    public List<Integer> rightSideView(TreeNode root) {
        List<Integer> result = new LinkedList<>();
        if (root == null) {
            return result;
        }

        Queue<TreeNode> queue = new LinkedList<>();
        queue.offer(root);

        while (!queue.isEmpty()) {
            int levelSize = queue.size();
            int rightmostValue = 0;

            for (int i = 0; i < levelSize; i++) {
                TreeNode current = queue.poll();
                rightmostValue = current.val;

                if (current.left != null) {
                    queue.offer(current.left);
                }
                if (current.right != null) {
```

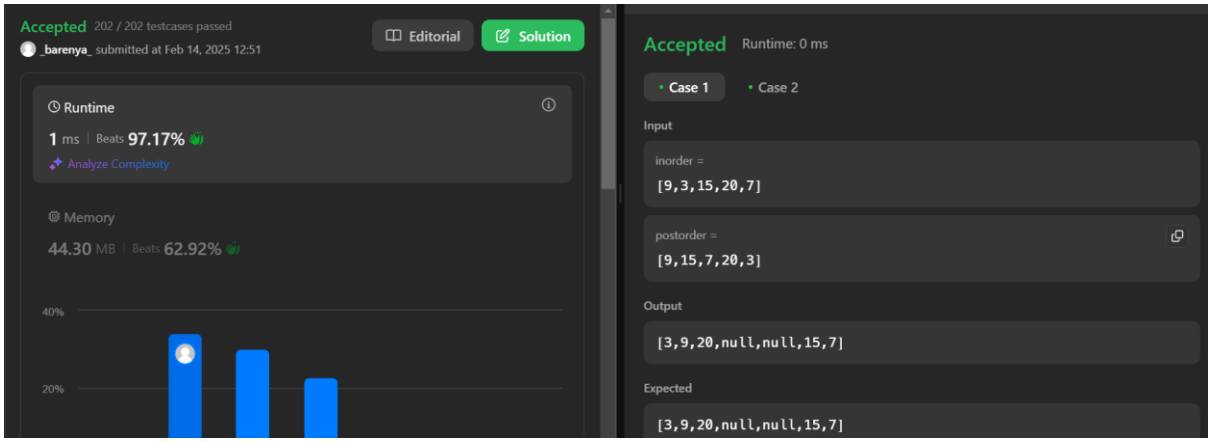
```
                queue.offer(current.right);
            }
        }

        result.add(rightmostValue);
    }

    return result;
  }
}
```



10. Construct Binary Tree from Inorder and Postorder Traversal

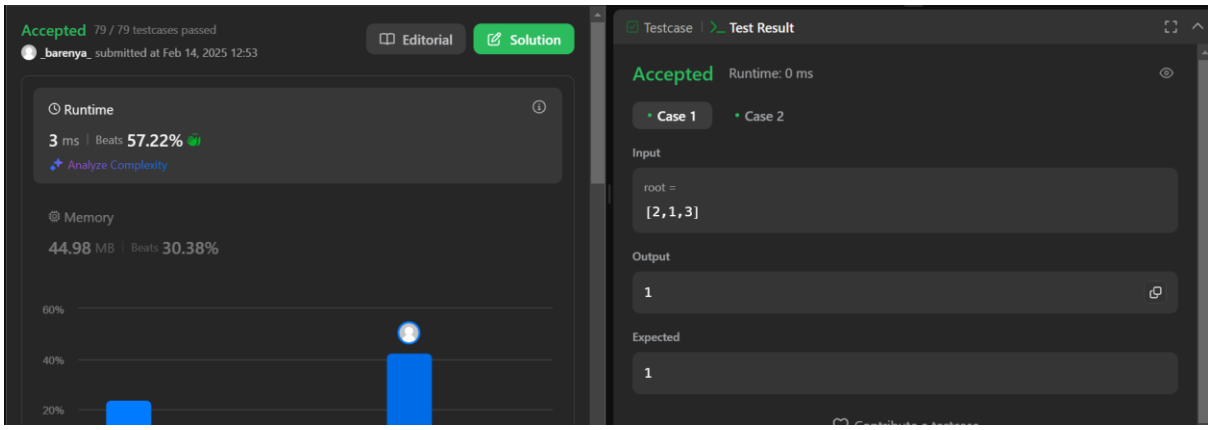
```
class Solution {
  private HashMap<Integer, Integer> inorderMap;
  private int postIndex;

  public TreeNode buildTree(int[] inorder, int[] postorder) {
    inorderMap = new HashMap<>();
    postIndex = postorder.length - 1;

    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;
    }
}
```



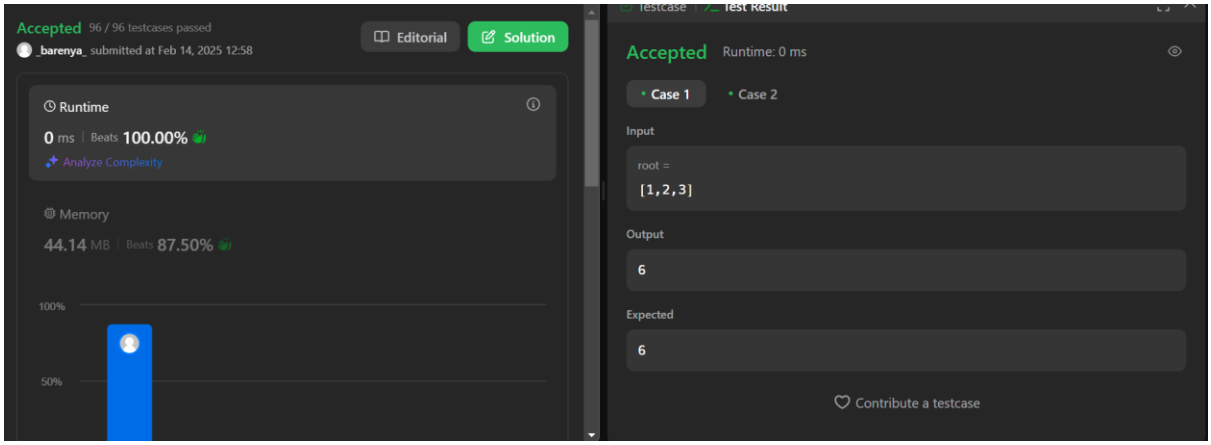
11. Find Bottom Left Tree Value

```
class Solution {
    public int findBottomLeftValue(TreeNode root) {
        Queue<TreeNode> queue = new LinkedList<>();
        queue.offer(root);
        int leftMostValue = root.val;

        while (!queue.isEmpty()) {
            int size = queue.size();
            leftMostValue = queue.peek().val;

            for (int i = 0; i < size; i++) {
                TreeNode node = queue.poll();

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



12. Binary Tree Maximum Path Sum

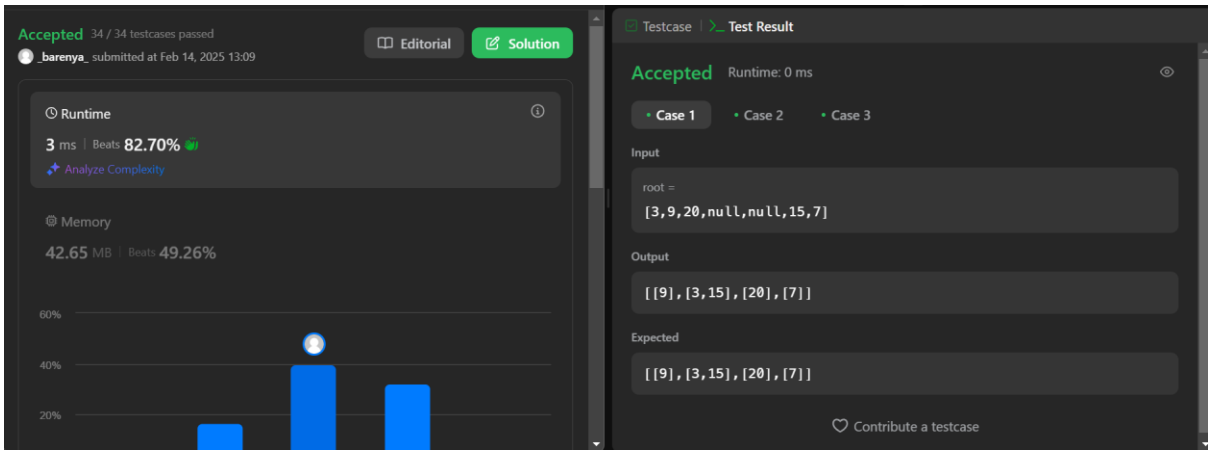
```
class Solution {
    private int maxSum = Integer.MIN_VALUE;

    public int maxPathSum(TreeNode root) {
        findMaxPath(root);
        return maxSum;
    }

    private int findMaxPath(TreeNode node) {
        if (node == null) return 0;

        int left = Math.max(0, findMaxPath(node.left));
        int right = Math.max(0, findMaxPath(node.right));

        maxSum = Math.max(maxSum, left + right + node.val);

        return Math.max(left, right) + node.val;
    }
}
```



13. Vertical Order Traversal of Binary Tree

```
class Solution {
  public List<List<Integer>> verticalTraversal(TreeNode root) {
    TreeMap<Integer, PriorityQueue<NodeInfo>> map = new TreeMap<>();
    Queue<NodeInfo> queue = new LinkedList<>();
    queue.offer(new NodeInfo(root, 0, 0));

    while (!queue.isEmpty()) {
      NodeInfo curr = queue.poll();
      map.putIfAbsent(curr.col, new PriorityQueue<>());
      map.get(curr.col).offer(curr);

      if (curr.node.left != null) queue.offer(new NodeInfo(curr.node.left, curr.row + 1,
curr.col - 1));
      if (curr.node.right != null) queue.offer(new NodeInfo(curr.node.right, curr.row + 1,
curr.col + 1));
    }

    List<List<Integer>> result = new ArrayList<>();
    for (PriorityQueue<NodeInfo> pq : map.values()) {
      List<Integer> columnList = new ArrayList<>();
      while (!pq.isEmpty()) columnList.add(pq.poll().node.val);
      result.add(columnList);
    }
    return result;
  }

  private static class NodeInfo implements Comparable<NodeInfo> {
    TreeNode node;
    int row, col;
    NodeInfo(TreeNode node, int row, int col) {
      this.node = node;
      this.row = row;
      this.col = col;
    }

    @Override
    public int compareTo(NodeInfo other) {
      if (this.row == other.row) return Integer.compare(this.node.val, other.node.val);
      return Integer.compare(this.row, other.row);
    }
  }
```

```
}
```


Accepted 34 / 34 testcases passed
barenya submitted at Feb 14, 2025 13:09
Editorial
Solution
Runtime
3 ms | Beats 82.70%
Analyze Complexity
Memory
42.65 MB | Beats 49.26%
60%
40%
20%
Testcase
Test Result
Accepted
Runtime: 0 ms
Case 1
Case 2
Case 3
Input
root =
[3,9,20,null,null,15,7]
Output
[[9],[3,15],[20],[7]]
Expected
[[9],[3,15],[20],[7]]
Contribute a testcase