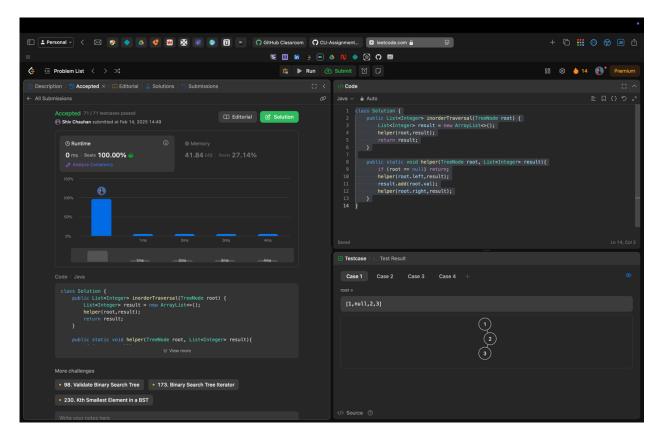
Binary Tree Inorder Traversal

```
class Solution {
   public List<Integer> inorderTraversal(TreeNode root) {
      List<Integer> result = new ArrayList<>();
      helper(root,result);
      return result;
   }

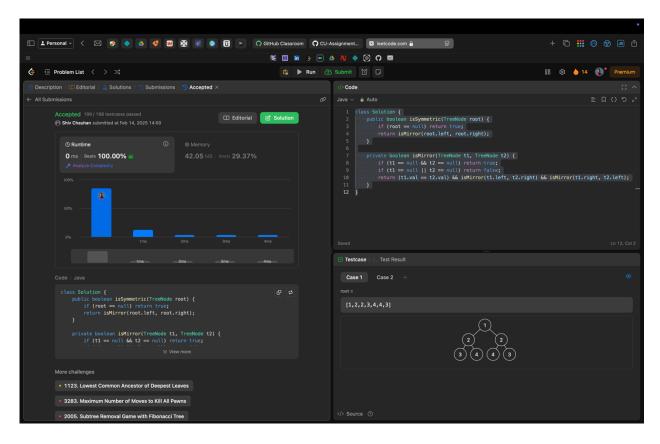
public static void helper(TreeNode root, List<Integer> result){
   if (root == null) return;
      helper(root.left,result);
      result.add(root.val);
      helper(root.right,result);
   }
}
```



Symmetric Tree

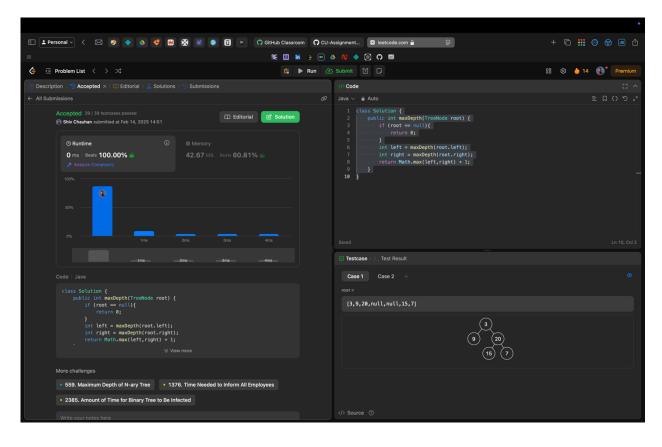
```
class Solution {
    public boolean isSymmetric(TreeNode root) {
        if (root == null) return true;
        return isMirror(root.left, root.right);
    }

    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);
    }
}
```



Maximum Depth of Binary Tree

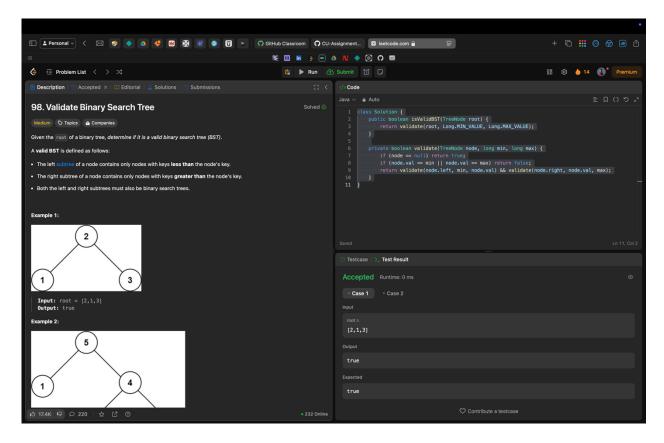
```
class Solution {
   public int maxDepth(TreeNode root) {
      if (root == null){
        return 0;
      }
      int left = maxDepth(root.left);
      int right = maxDepth(root.right);
      return Math.max(left,right) + 1;
   }
}
```



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);
   }
}
```



Binary Tree Level Order Traversal

```
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);

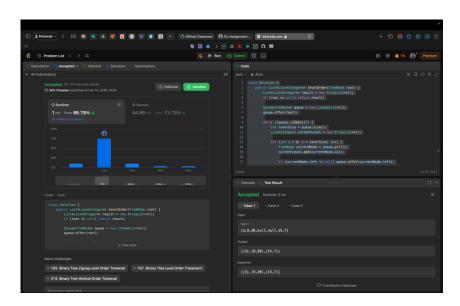
  while (!queue.isEmpty()) {
    int levelSize = queue.size();
    List<Integer> currentLevel = new ArrayList<>();

    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;
}</pre>
```



Binary Tree Level Order Traversal II

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

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

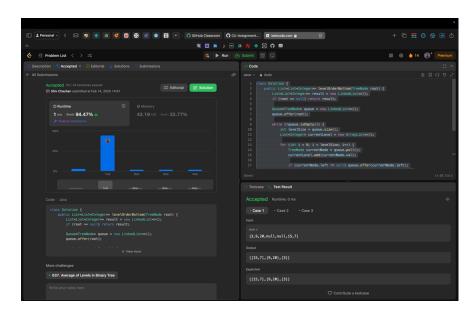
  while (!queue.isEmpty()) {
    int levelSize = queue.size();
    List<Integer> currentLevel = new ArrayList<();

    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(0, currentLevel);
}

return result;
}</pre>
```



Binary Tree ZigZag Order Traversal

```
class Solution {
    public 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;

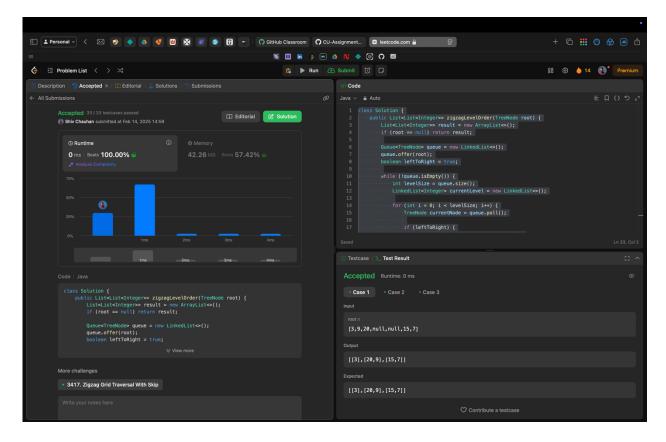
while (!queue.isEmpty()) {
        int levelSize = queue.size();
        LinkedList
();

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

        if (leftToRight) {
            currentLevel.addLast(currentNode.val);
        } else {
            currentLevel.addFirst(currentNode.val);
        }
        if (currentNode.left != null) queue.offer(currentNode.left);
        if (currentNode.right != null) queue.offer(currentNode.right);
    }

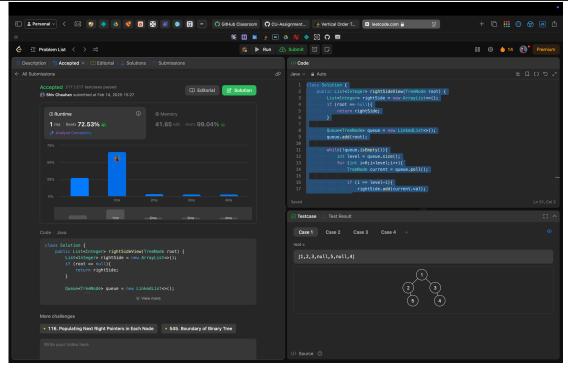
    result.add(currentLevel);
    leftToRight = !leftToRight;
}

return result;
}
</pre>
```



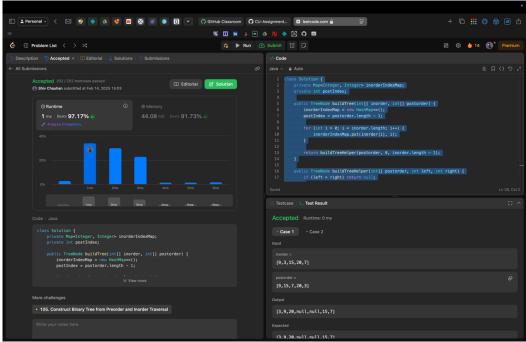
Binary Tree Right Side View

```
class Solution {
    public List<Integer> rightSideView(TreeNode root) {
        List<Integer> rightSide = new ArrayList<>();
        if (root == null){
            return rightSide;
        Queue<TreeNode> queue = new LinkedList<>();
        queue.add(root);
        while(!queue.isEmpty()){
            int level = queue.size();
            for (int i=0;i<level;i++){</pre>
                TreeNode current = queue.poll();
                if (i == level-1){
                    rightSide.add(current.val);
                if (current.left != null){
                    queue.add(current.left);
                if (current.right != null){
                    queue.add(current.right);
        return rightSide;
```



Construct Binary Tree from Inorder and Postorder Traversal

```
class Solution {
    private Map<Integer, Integer> inorderIndexMap;
    private int postIndex;
    public TreeNode buildTree(int[] inorder, int[] postorder) {
        inorderIndexMap = new HashMap<>();
        postIndex = postorder.length - 1;
        for (int i = 0; i < inorder.length; i++) {</pre>
            inorderIndexMap.put(inorder[i], i);
        return buildTreeHelper(postorder, 0, inorder.length - 1);
    public TreeNode buildTreeHelper(int[] postorder, int left, int right) {
        if (left > right) return null;
        int rootValue = postorder[postIndex--];
        TreeNode root = new TreeNode(rootValue);
        int inorderIndex = inorderIndexMap.get(rootValue);
        root.right = buildTreeHelper(postorder, inorderIndex + 1, right);
        root.left = buildTreeHelper(postorder, left, inorderIndex - 1);
        return root;
```



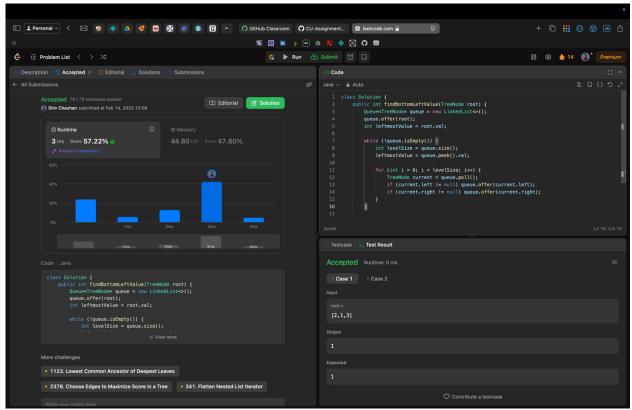
Find Bottom Left Tree Value

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

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

      for (int i = 0; i < levelSize; i++) {
            TreeNode current = queue.poll();
            if (current.left != null) queue.offer(current.left);
            if (current.right != null) queue.offer(current.right);
        }
    }

    return leftmostValue;
}</pre>
```

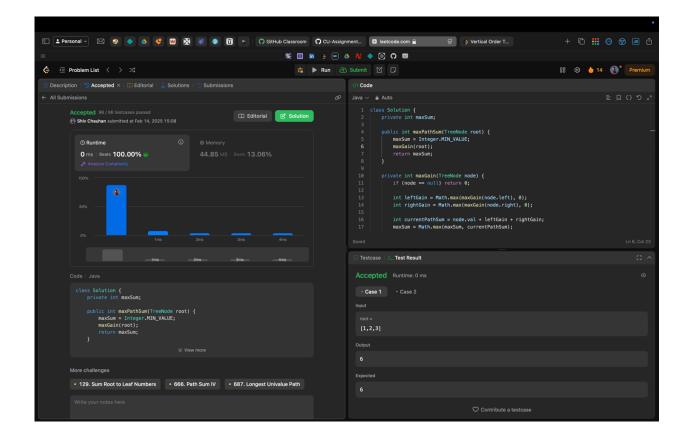


Binary Tree Maximum Path Sum

```
class Solution {
    private int maxSum;

public int maxPathSum(TreeNode root) {
    maxSum = Integer.MIN_VALUE;
    maxGain(root);
    return maxSum;
}

private int maxGain(TreeNode node) {
    if (node == null) return 0;
    int leftGain = Math.max(maxGain(node.left), 0);
    int rightGain = Math.max(maxGain(node.right), 0);
    int currentPathSum = node.val + leftGain + rightGain;
    maxSum = Math.max(maxSum, currentPathSum);
    return node.val + Math.max(leftGain, rightGain);
}
```



Vertical Order Traversal of Binary Tree

```
class Pair<K, V> {
    private K key;
    private V value;
    public Pair(K key, V value) {
        this.key = key;
       this.value = value;
    public K getKey() { return key; }
    public V getValue() { return value; }
class Solution {
    public List<List<Integer>> verticalTraversal(TreeNode root) {
        TreeMap<Integer, TreeMap<Integer, PriorityQueue<Integer>>> map = new
TreeMap<>();
        Queue<Pair<TreeNode, int[]>> queue = new LinkedList<>();
        queue.offer(new Pair<>(root, new int[]{0, 0}));
       while (!queue.isEmpty()) {
            Pair<TreeNode, int[]> pair = queue.poll();
           TreeNode node = pair.getKey();
            int col = pair.getValue()[0], row = pair.getValue()[1];
            map.putIfAbsent(col, new TreeMap<>());
            map.get(col).putIfAbsent(row, new PriorityQueue<>());
            map.get(col).get(row).offer(node.val);
            if (node.left != null) queue.offer(new Pair<> (node.left, new
int[]{col - 1, row + 1}));
            if (node.right != null) queue.offer(new Pair<>(node.right, new
int[]{col + 1, row + 1}));
        List<List<Integer>> result = new ArrayList<>();
        for (TreeMap<Integer, PriorityQueue<Integer>> colMap : map.values())
            List<Integer> colList = new ArrayList<>();
            for (PriorityQueue<Integer> nodes : colMap.values()) {
               while (!nodes.isEmpty()) {
```

```
colList.add(nodes.poll());
}
result.add(colList);
}
return result;
}
```

