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SEC/GRP:FL_IOT_611/B

Experiment – 3(AP)

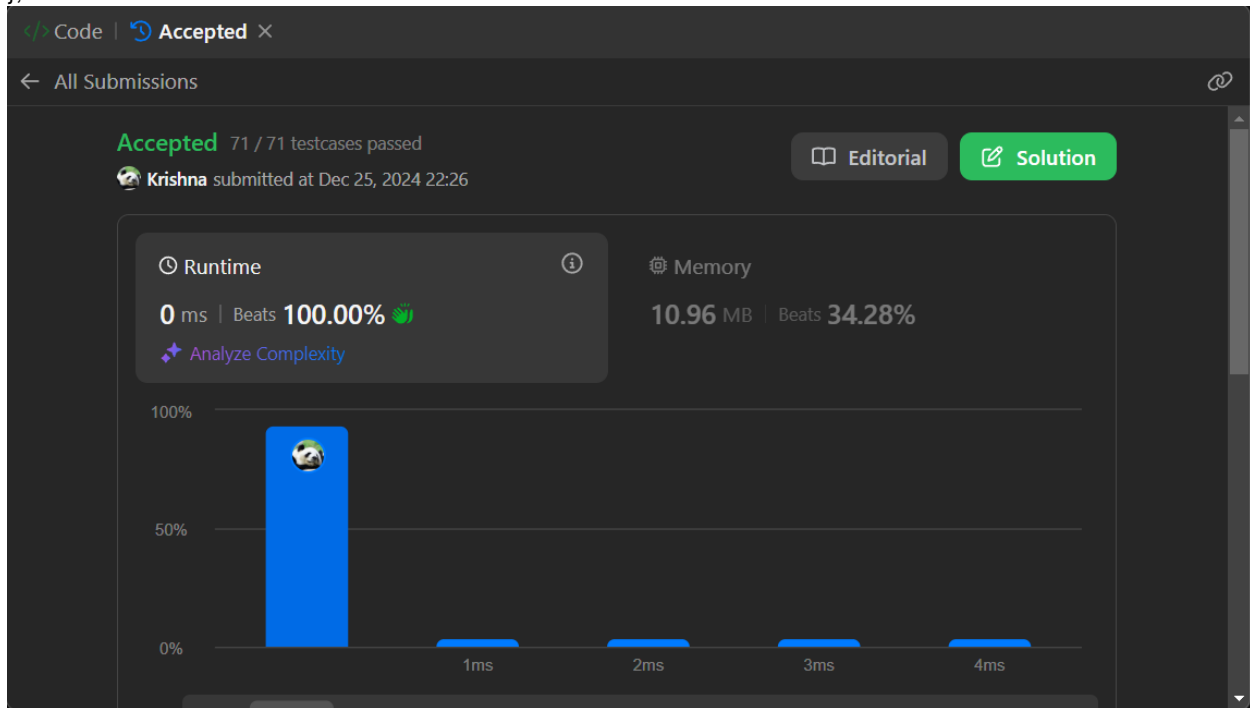
94. [Binary Tree Inorder Traversal](#)

```
class Solution {
public:
    vector<int> inorderTraversal(TreeNode* root) {
        if(root==nullptr)
        {
            return {};
        }

        vector<int>result;

        vector<int>lt=inorderTraversal(root->left);
        result.insert(result.end(),lt.begin(),lt.end());
        result.push_back(root->val);
        vector<int>rt=inorderTraversal(root->right);
        result.insert(result.end(),rt.begin(),rt.end());

        return result;
    }
};
```

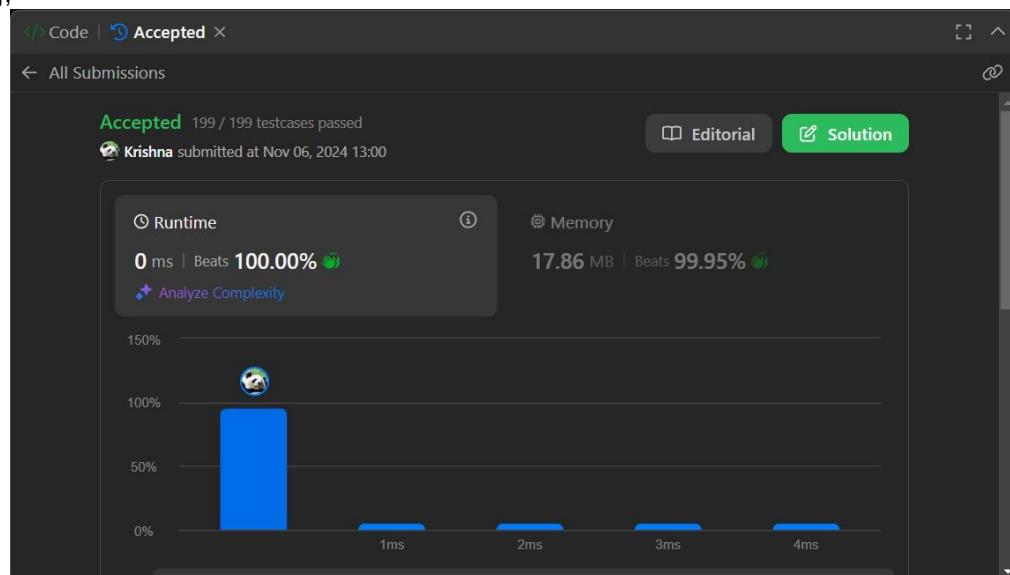


101. [Symmetric Tree](#)

```
class Solution {  
public:
```

```
bool ismirror(TreeNode* r,TreeNode* l)  
{  
    if(r==nullptr && l==nullptr)  
    {  
        return true;  
    }  
    if(r==nullptr || l==nullptr)  
    {  
        return false;  
    }  
  
    return (r->val==l->val) && ismirror(r->right,l->left) && ismirror(r->left,l->right);  
}
```

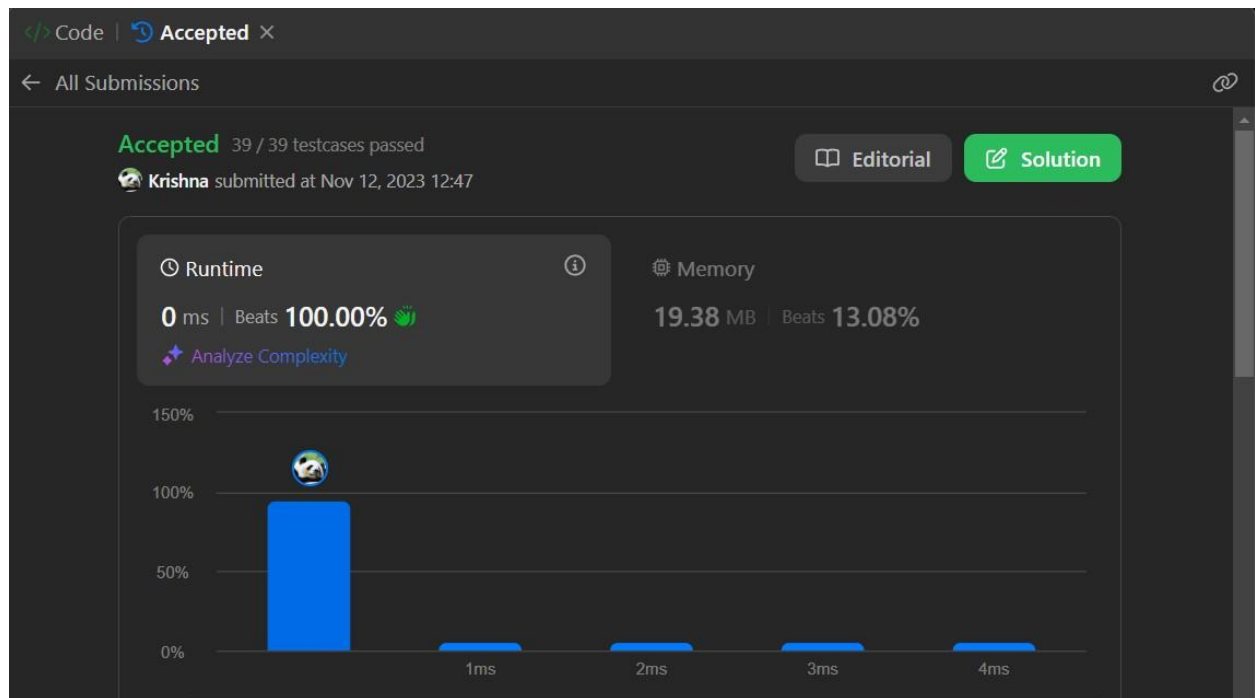
```
bool isSymmetric(TreeNode* root) {  
    return ismirror(root->right,root->left);  
}  
};
```



104. [Maximum Depth of Binary Tree](#)

```
class Solution {
public:
    int maxDepth(TreeNode* root) {
        if(root==nullptr)
        {
            return 0;
        }
        int lh=maxDepth(root->left);
        int rh=maxDepth(root->right);

        return 1+max(lh,rh);
    }
};
```



98. Validate Binary Search Tree

```
class Solution {
public:
    bool solve(TreeNode* root, long long minVal, long long maxVal) {
        if(!root) return true;
        if(root->val >= maxVal || root->val <= minVal) return false;
        return solve(root->left, minVal, root->val) && solve(root->right, root->val, maxVal);
    }
    bool isValidBST(TreeNode* root) {
        return solve(root, LLONG_MIN, LLONG_MAX);
    }
};
```

← All Submissions

Accepted 86 / 86 testcases passed

Krishna submitted at Feb 14, 2025 21:23

[Editorial](#) [Solution](#)

Runtime ⓘ

0 ms | Beats 100.00% 🌿

[Analyze Complexity](#)

Memory ⓘ

22.02 MB | Beats 19.45%

100% —————

50% —————

2

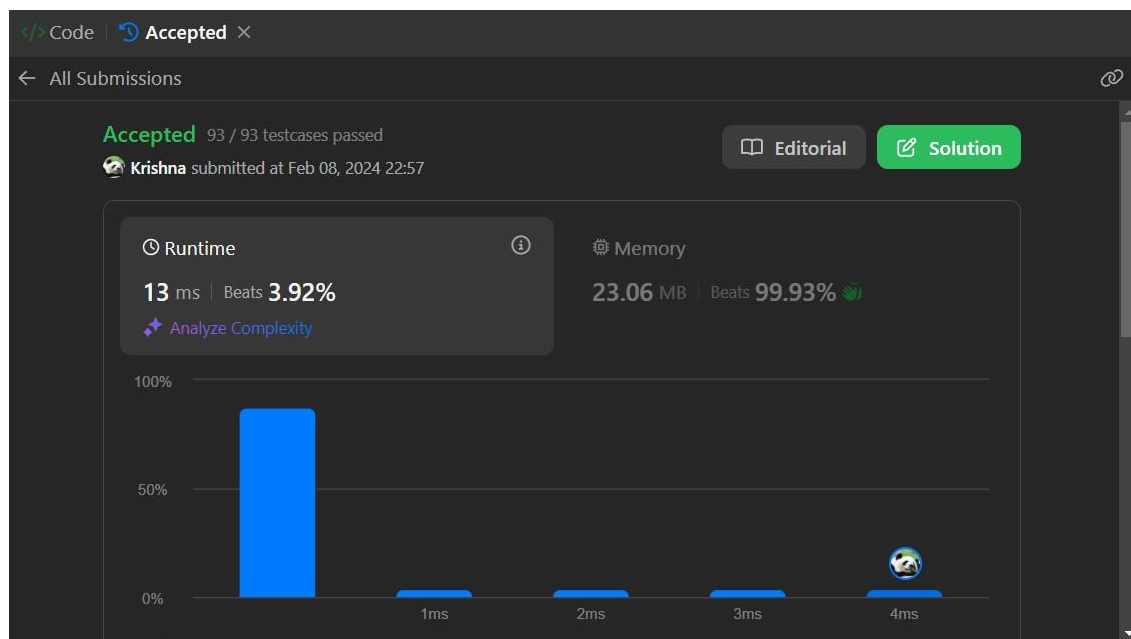
230. Kth Smallest Element in a BST

```
class Solution {
public:
    int kthSmallest(TreeNode* root, int& k) {
        if(root==nullptr)
        {
            return INT_MAX;
        }
        int leftans=kthSmallest(root->left,k);

        if(k==0)
        {
            return leftans;
        }

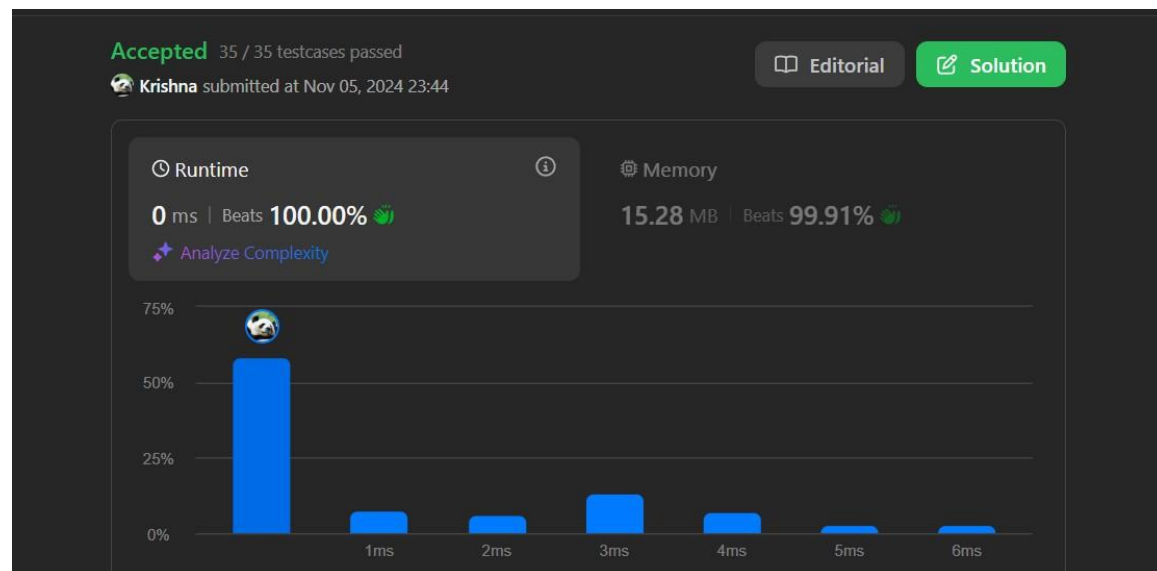
        if(--k==0)
        {
            return root->val;
        }

        return kthSmallest(root->right,k);
    }
};
```



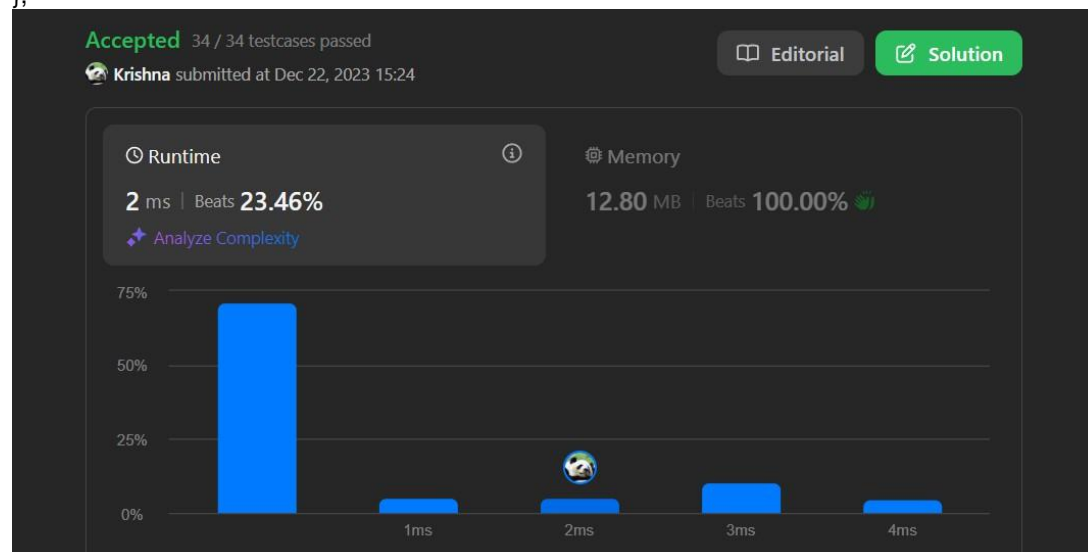
102. Binary Tree Level Order Traversal

```
class Solution {
public:
    vector<vector<int>> levelOrder(TreeNode* root) {
        vector<vector<int>>ans;
        if(root==nullptr) return ans;
        queue<TreeNode*>q;
        q.push(root);
        while(!q.empty())
        {
            vector<int>level;
            int n=q.size();
            for(int i=0;i<n;i++)
            {
                TreeNode* node=q.front();
                q.pop();
                if(node->left != nullptr) q.push(node->left);
                if(node->right != nullptr) q.push(node->right);
                level.push_back(node->val);
            }
            ans.push_back(level);
        }
        return ans;
    }
};
```



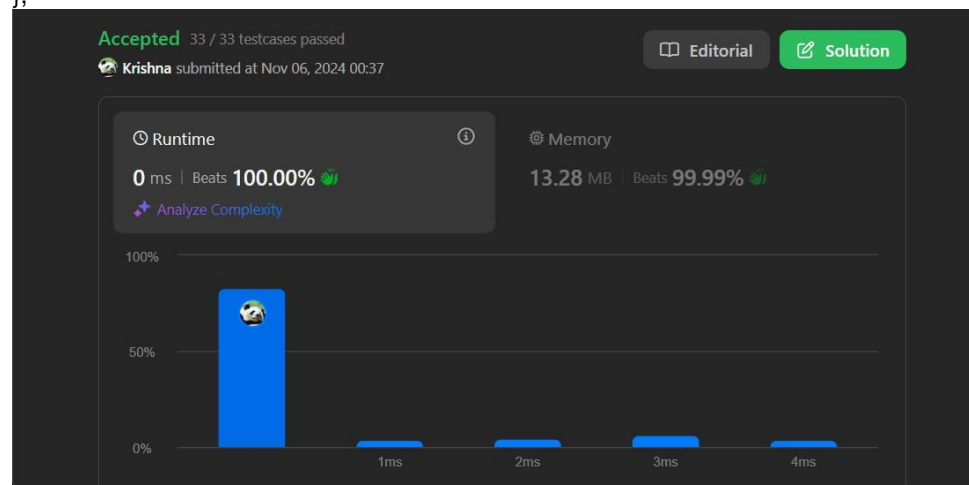
107. Binary Tree Level Order Traversal II

```
class Solution {
public:
    vector<vector<int>> getSkyline(vector<vector<int>>& buildings) {
        vector<vector<int>> ans;
        multiset<int> pq{0};
        vector<pair<int, int>> points;
        for(auto b: buildings){
            points.push_back({b[0], -b[2]});
            points.push_back({b[1], b[2]});
        }
        sort(points.begin(), points.end());
        int ongoingHeight = 0;
        for(int i = 0; i < points.size(); i++){
            int currentPoint = points[i].first;
            int heightAtCurrentPoint = points[i].second;
            if(heightAtCurrentPoint < 0){
                pq.insert(-heightAtCurrentPoint);
            } else pq.erase(pq.find(heightAtCurrentPoint));
            auto pqTop = *pq.rbegin();
            if(ongoingHeight != pqTop){
                ongoingHeight = pqTop;
                ans.push_back({currentPoint, ongoingHeight});
            }
        }
        reverse(ans.begin(),ans.end());
        return ans;
    }
};
```



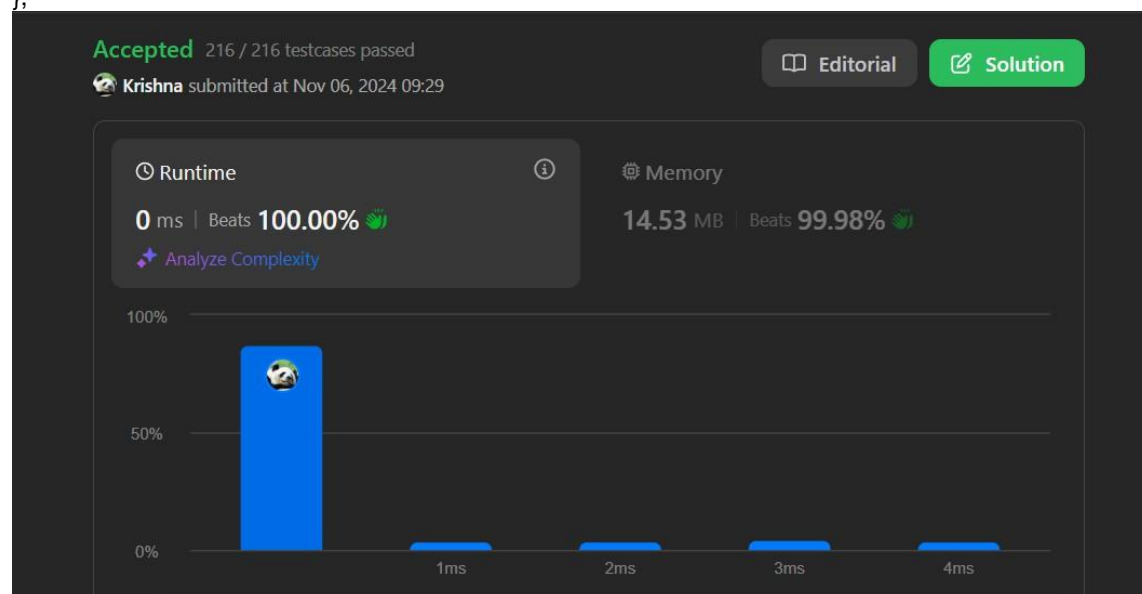
103. [Binary Tree Zigzag Level Order Traversal](#)

```
class Solution {
public:
    vector<vector<int>> zigzagLevelOrder(TreeNode* root) {
        vector<vector<int>> res;
        if(!root)
            {return res;}
        queue<TreeNode*> q;
        q.push(root);
        while(!q.empty()) {
            vector<int> ans;
            int n=q.size();
            int c=0;
            for(int i=0;i<n;i++) {
                TreeNode* temp=q.front();
                q.pop();
                ans.push_back(temp->val);
                if(temp->left) q.push(temp->left);
                if(temp->right) q.push(temp->right);
            }
            if(c%2!=0) {
                reverse(ans.begin(),ans.end());
            }
            res.push_back(ans);
            c++;
        }
        return res;
    }
};
```



199. Binary Tree Right Side View

```
class Solution {
public:
    vector<int> rightSideView(TreeNode* root) {
        if (!root) return {};
        vector<int> result;
        queue<TreeNode*> q;
        q.push(root);
        while (!q.empty()) {
            int levelSize = q.size();
            for (int i = 0; i < levelSize; ++i) {
                TreeNode* node = q.front();
                q.pop();
                if (i == levelSize - 1) {
                    result.push_back(node->val);
                }
                if (node->left) {
                    q.push(node->left);
                }
                if (node->right) {
                    q.push(node->right);
                }
            }
        }
        return result;
    }
};
```



106. Construct Binary Tree from Inorder and Postorder Traversal

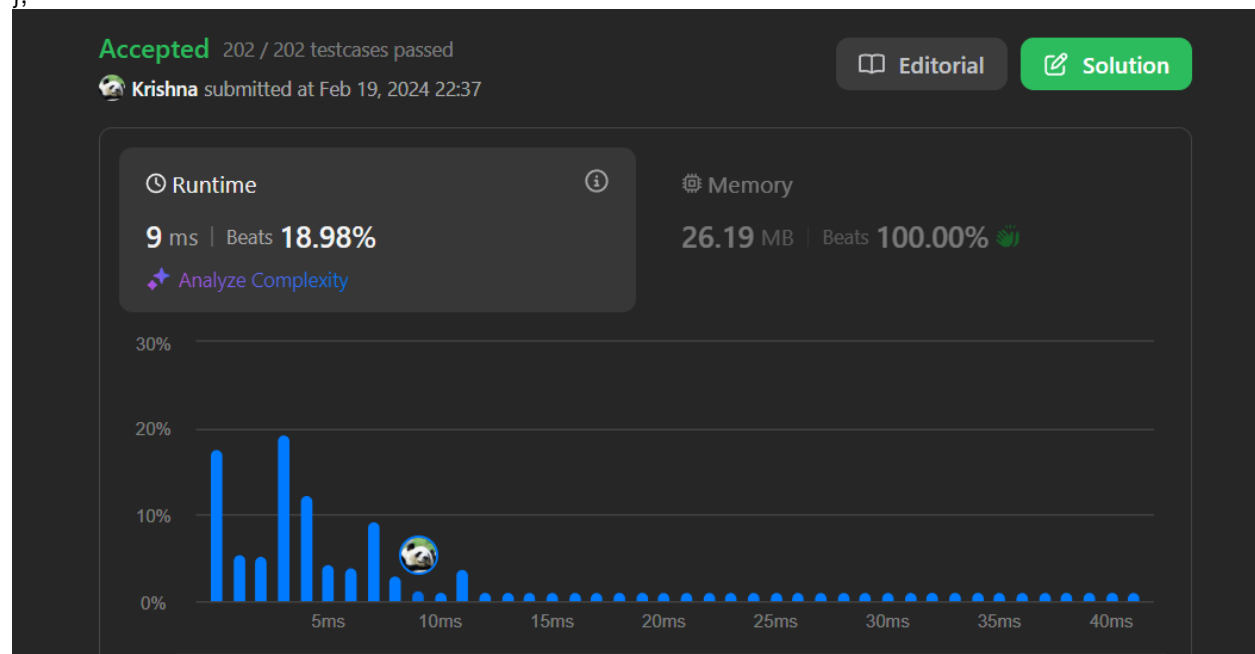
```
class Solution {
```

```
public:
```

```
    TreeNode* buildTree(vector<int>& inorder, vector<int>& postorder) {  
        return buildTreeHelper(inorder, postorder, 0, inorder.size() - 1, postorder.size() - 1);  
    }
```

```
private:
```

```
    TreeNode* buildTreeHelper(vector<int>& inorder, vector<int>& postorder, int inStart, int inEnd, int  
postIndex) {  
        if (inStart > inEnd) return nullptr;  
        TreeNode* root = new TreeNode(postorder[postIndex]);  
        int inIndex = 0;  
        for (int i = inStart; i <= inEnd; ++i) {  
            if (inorder[i] == root->val) {  
                inIndex = i;  
                break;  
            }  
        }  
        root->right = buildTreeHelper(inorder, postorder, inIndex + 1, inEnd, postIndex - 1);  
        root->left = buildTreeHelper(inorder, postorder, inStart, inIndex - 1, postIndex - (inEnd - inIndex) - 1);  
        return root;  
    }  
};
```



513. Find Bottom Left Tree Value

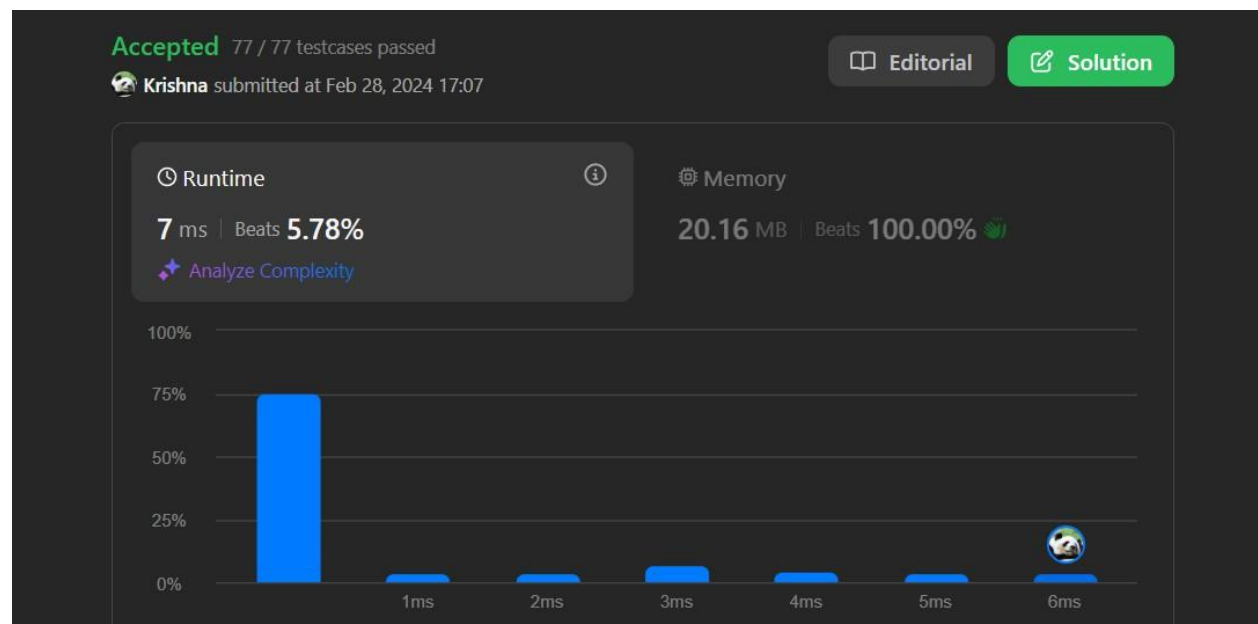
```
class Solution {
public:
    int findBottomLeftValue(TreeNode* root) {
        if (!root) return -1;

        queue<TreeNode*> q;
        q.push(root);
        int result = -1;

        while (!q.empty()) {
            int size = q.size();
            result = q.front()->val;
            for (int i = 0; i < size; ++i) {
                TreeNode* node = q.front();
                q.pop();

                if (node->left) q.push(node->left);
                if (node->right) q.push(node->right);
            }
        }

        return result;
    }
};
```



124. Binary Tree Maximum Path Sum

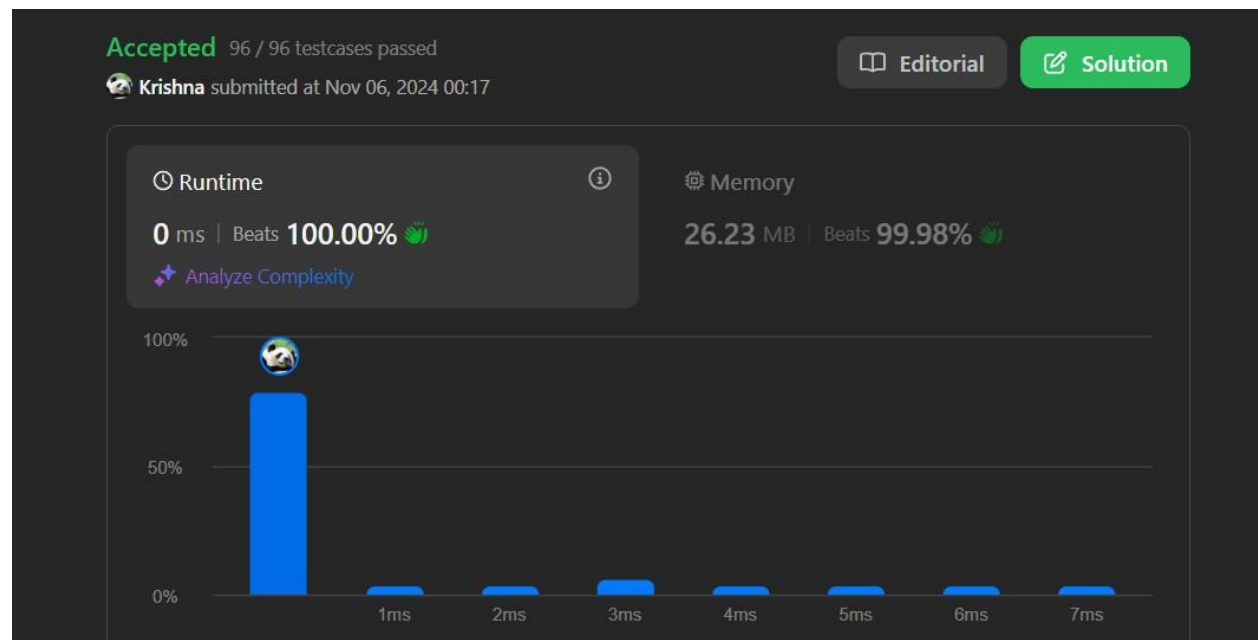
class Solution {

public:

```
    int maxPathSum(TreeNode* root) {  
        int maxSum = INT_MIN;  
        maxGain(root, maxSum);  
        return maxSum;  
    }
```

private:

```
    int maxGain(TreeNode* node, int& maxSum) {  
        if (!node) return 0;  
  
        int leftGain = max(maxGain(node->left, maxSum), 0);  
        int rightGain = max(maxGain(node->right, maxSum), 0);  
  
        int priceNewpath = node->val + leftGain + rightGain;  
        maxSum = max(maxSum, priceNewpath);  
  
        return node->val + max(leftGain, rightGain);  
    }  
};
```



987. Vertical Order Traversal of a Binary Tree

```
class Solution {
public:
    vector<vector<int>> verticalTraversal(TreeNode* root) {
        if (!root) return {};
        map<int, map<int, multiset<int>>> nodes;
        queue<pair<TreeNode*, pair<int, int>>> q;
        q.push({root, {0, 0}});
        while (!q.empty()) {
            auto p = q.front();
            q.pop();
            TreeNode* node = p.first;
            int x = p.second.first, y = p.second.second;
            nodes[x][y].insert(node->val);
            if (node->left) {
                q.push({node->left, {x - 1, y + 1}});
            }
            if (node->right) {
                q.push({node->right, {x + 1, y + 1}});
            }
        }
        vector<vector<int>> result;
        for (auto& p : nodes) {
            vector<int> col;
            for (auto& q : p.second) {
                col.insert(col.end(), q.second.begin(), q.second.end());
            }
            result.push_back(col);
        }
        return result;
    }
};
```

