

Advanced Programming

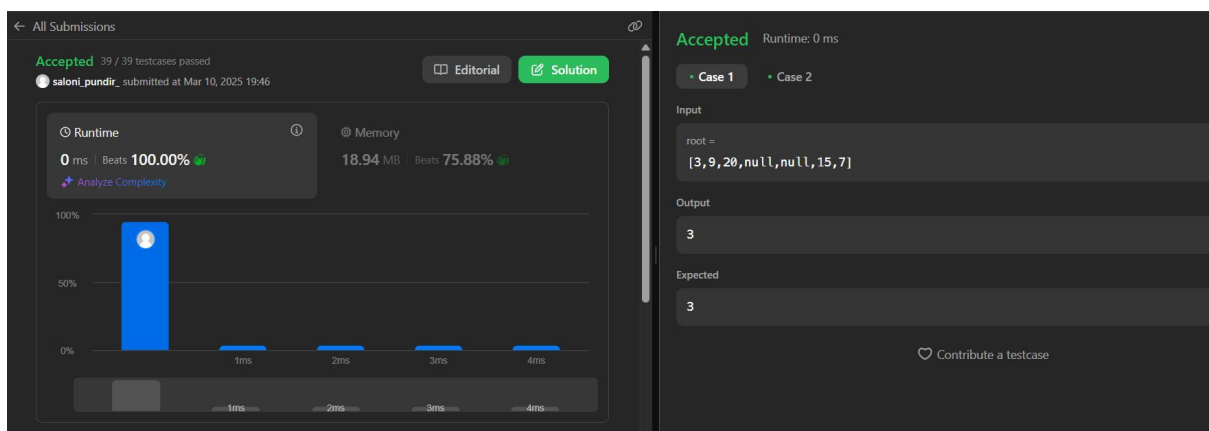
ASSIGNMENT 05

Q1. Maximum Depth of Binary Tree

Code:

```
*/  
class Solution {  
public:  
    int maxDepth(TreeNode* root) {  
        if (!root) return 0;  
        return 1 + max(maxDepth(root->left), maxDepth(root->right));  
    }  
};
```

Output:



Q2. Validate Binary Search Tree

Code:

```
10 * };
11 */
12 class Solution {
13 public:
14     bool isValidBST(TreeNode* root) {
15         return valid(root, LONG_MIN, LONG_MAX);
16     }
17 private:
18     bool valid(TreeNode* node, long minimum, long maximum) {
19         if (!node) return true;
20
21         if (!(node->val > minimum && node->val < maximum)) return false;
22
23         return valid(node->left, minimum, node->val) && valid(node->right, node->val, maximum);
24     }
25 }
26 };
```

Output:

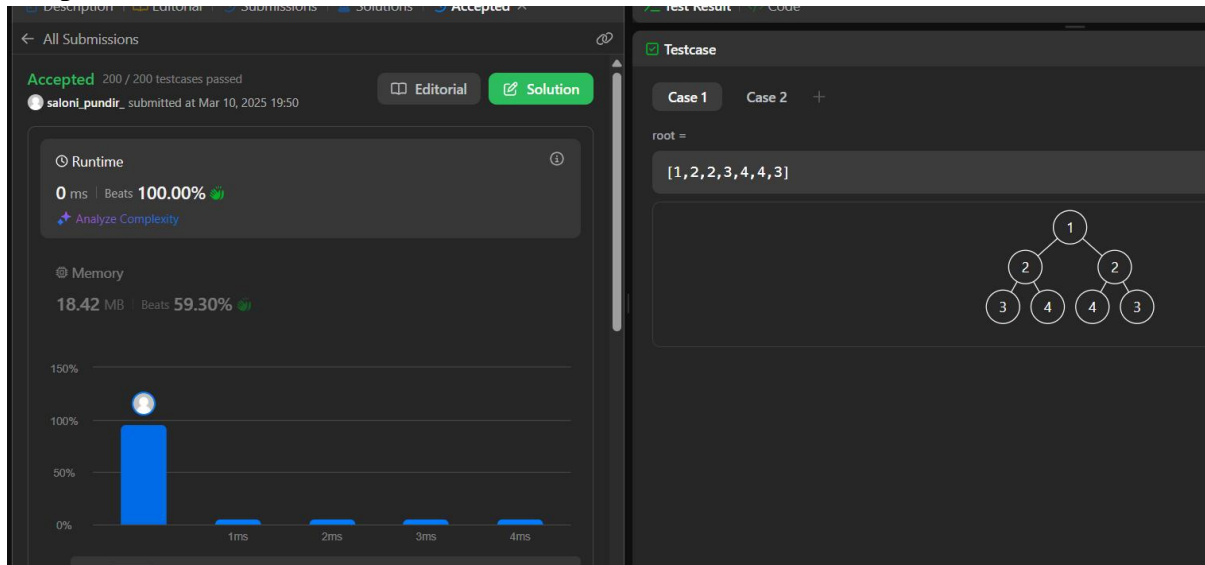
The screenshot displays the 'Test Result' tab for the 'Validate Binary Search Tree' problem. It shows that the submission is 'Accepted' with 86/86 testcases passed. The runtime is 0 ms and memory is 21.93 MB. A bar chart indicates the submission is in the top 48.51% of solutions. The test case input is [2,1,3] and the tree diagram shows a root node 2 with left child 1 and right child 3.

Q3. Symmetric tree

Code:

```
10 * };
11 */
12 class Solution {
13 public:
14     bool isSymmetric(TreeNode* root) {
15         return isMirror(root->left, root->right);
16     }
17 private:
18     bool isMirror(TreeNode* n1, TreeNode* n2) {
19         if (n1 == nullptr && n2 == nullptr) {
20             return true;
21         }
22
23         if (n1 == nullptr || n2 == nullptr) {
24             return false;
25         }
26
27         return n1->val == n2->val && isMirror(n1->left, n2->right) && isMirror(n1->right, n2->left);
28     }
29 }
30 };
```

Output:

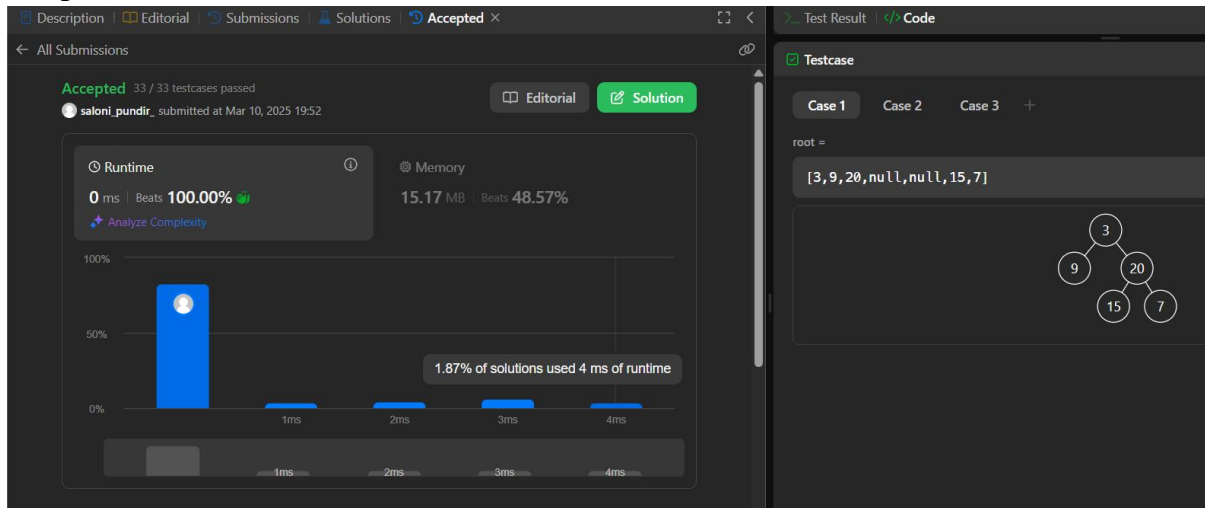


Q4. Binary Tree ZigZag Level Order Traversal

Code:

```
C++ v Auto
10  * };
11  */
12  class Solution {
13  public:
14      vector<vector<int>> zigzagLevelOrder(TreeNode* root) {
15
16          if (!root) return {};
17          vector<vector<int>> result;
18          queue<TreeNode*> q;
19          q.push(root);
20          bool leftToRight = true;
21
22          while (!q.empty()) {
23              int levelSize = q.size();
24              vector<int> level(levelSize);
25              for (int i = 0; i < levelSize; ++i) {
26                  TreeNode* node = q.front();
27                  q.pop();
28                  int index = leftToRight ? i : (levelSize - 1 - i);
29                  level[index] = node->val;
30
31                  if (node->left) q.push(node->left);
32                  if (node->right) q.push(node->right);
33              }
34              leftToRight = !leftToRight;
35              result.push_back(level);
36          }
37
38          return result;
39      }
40  };
```

Output:

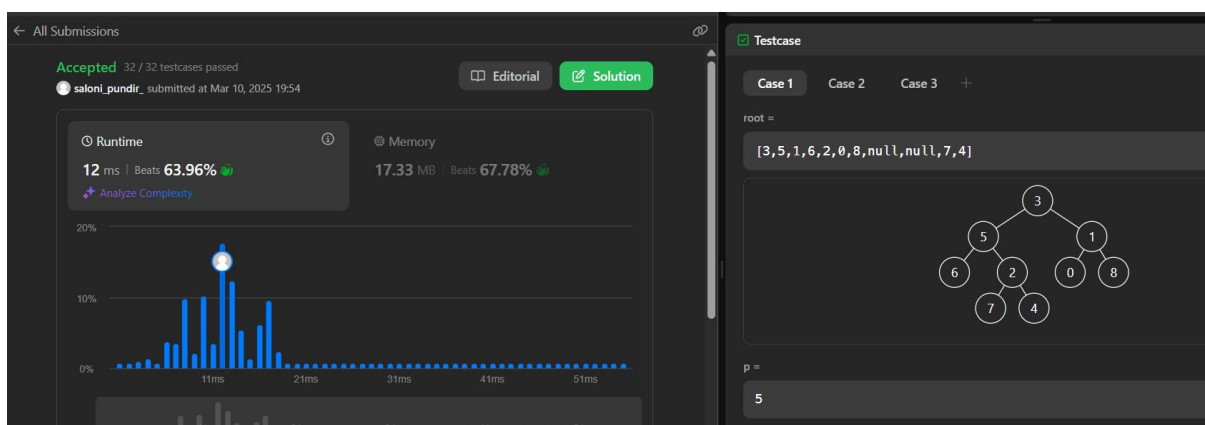


Q5. Lowest Common Ancestor of a Binary Tree

Code:

```
* };
*/
class Solution {
public:
    TreeNode* lowestCommonAncestor(TreeNode* root, TreeNode* p, TreeNode* q) {
        if (!root || root == p || root == q) return root;
        TreeNode* left = lowestCommonAncestor(root->left, p, q);
        TreeNode* right = lowestCommonAncestor(root->right, p, q);
        return !left ? right : !right ? left : root;
    }
};
```

Output:



Q6. Binary Tree Inorder Traversal

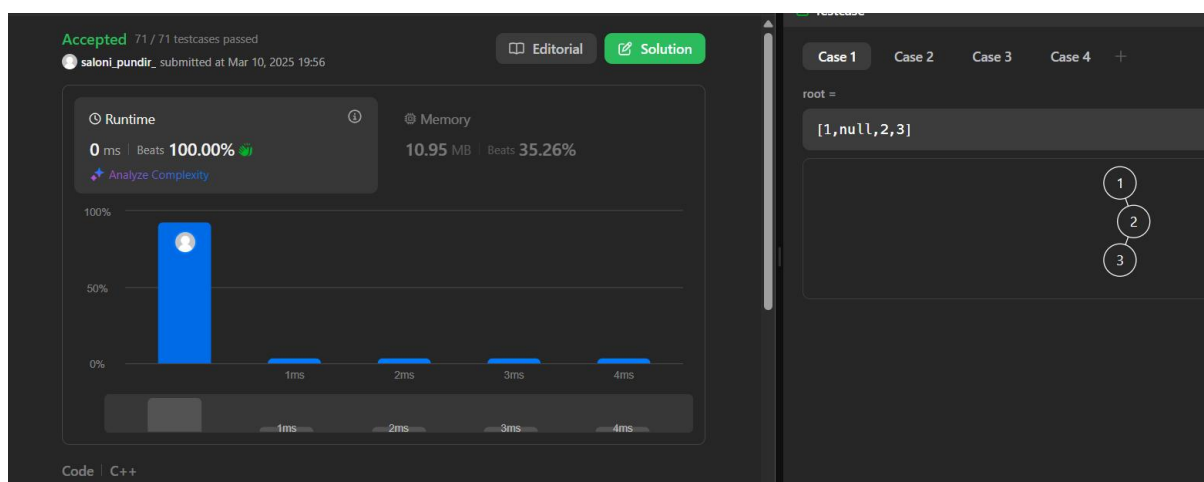
Code:

```
class Solution {
public:
    vector<int> inorderTraversal(TreeNode* root) {
        vector<int> result;
        stack<TreeNode*> stack;
        TreeNode* curr = root;

        while (curr != nullptr || !stack.empty()) {
            while (curr != nullptr) {
                stack.push(curr);
                curr = curr->left;
            }
            curr = stack.top();
            stack.pop();
            result.push_back(curr->val);
            curr = curr->right;
        }

        return result;
    }
};
```

Output:

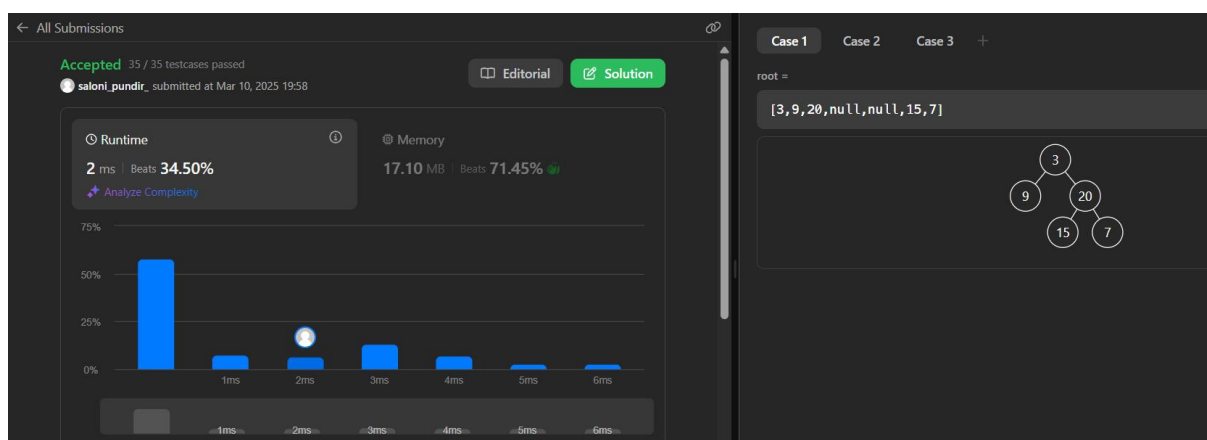


Q7. Binary Tree Level Order Traversal

Code:

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

Output:

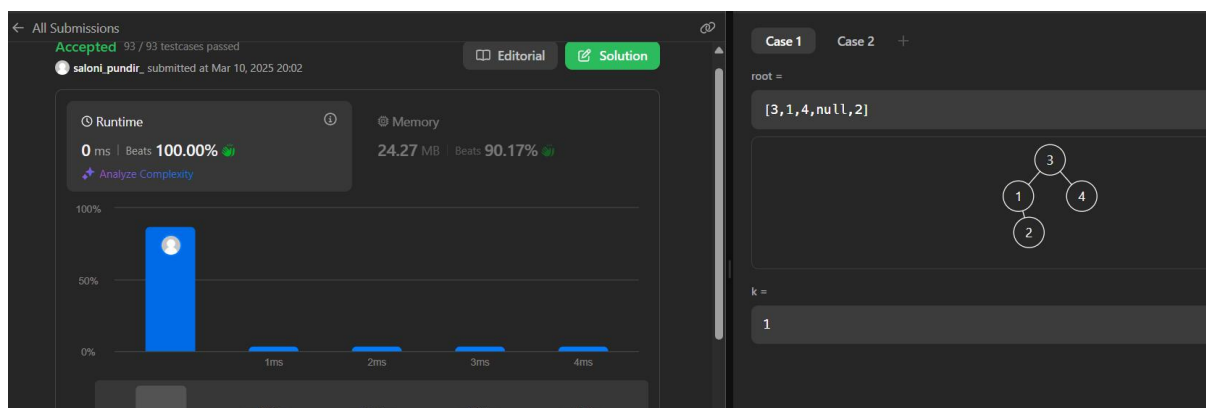


Q8. kth Smallest Element in a BST.

Code:

```
11  */
12  class Solution {
13  public:
14      int kthSmallest(TreeNode* root, int k) {
15          if(root==NULL) return NULL;
16
17          TreeNode*curr=root;
18          int count=0;
19          int value=0;
20          while(curr!=NULL){
21              if(count==k){
22                  return value;
23              }
24              if(curr->left==NULL){
25                  value=curr->val;
26                  count++;
27                  curr=curr->right;
28              }else{
29                  TreeNode*leftnode=curr->left;
30                  while(leftnode->right!=NULL){
31                      leftnode=leftnode->right;
32                  }
33                  leftnode->right=curr;
34                  TreeNode*temp=curr;
35                  curr=curr->left;
36                  temp->left=NULL;
37              }
38          }return value;
39      }
40  };
41  };
```

Output:

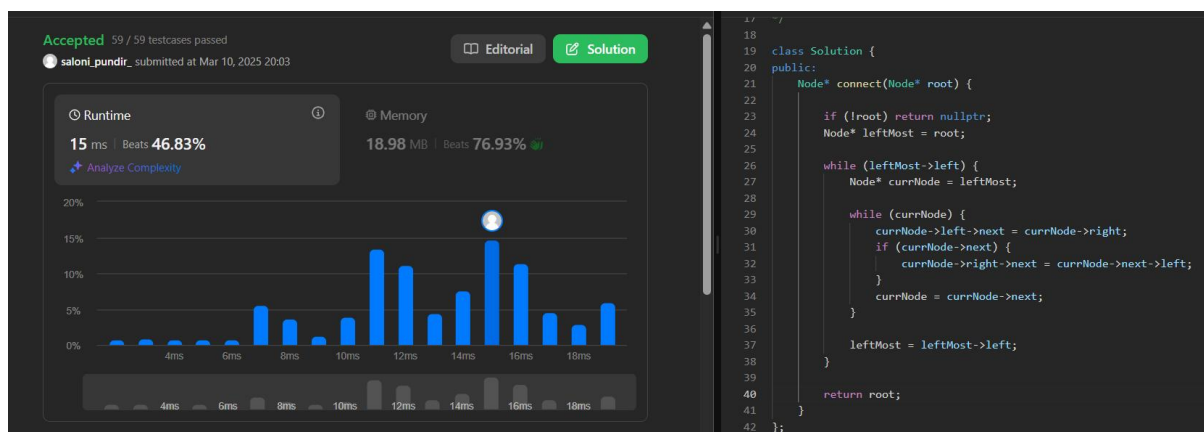


Q9. Populating Next Right Pointers in Each Node

Code:

```
18
19 class Solution {
20 public:
21     Node* connect(Node* root) {
22
23         if (!root) return nullptr;
24         Node* leftMost = root;
25
26         while (leftMost->left) {
27             Node* currNode = leftMost;
28
29             while (currNode) {
30                 currNode->left->next = currNode->right;
31                 if (currNode->next) {
32                     currNode->right->next = currNode->next->left;
33                 }
34                 currNode = currNode->next;
35             }
36
37             leftMost = leftMost->left;
38         }
39
40         return root;
41     }
42 };
```

Output:



Q10. Sum of Left Leaves

Code:

```
*/
class Solution {
public:
    int sumOfLeftLeaves(TreeNode* root) {

        if(root==NULL)
            return 0;

        int sum = 0;
        if(root->left!=NULL)
            if(root->left->left==NULL && root->left->right == NULL)
                sum += root->left->val;

        return (sum + sumOfLeftLeaves(root->left) + sumOfLeftLeaves(root->right));
    }
};
```

Output:

