

# **Experiment 5**

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**Subject Name: Advanced Programming - 2 Subject Code: 22CSH-351** 

# Ques 1:

Aim: Same Tree

```
Code:

class Solution(object):

def isSameTree(self, p, q):

if not p and not q:

return True

if not p or not q:

return False

if p.val != q.val:

return False

return self.isSameTree(p.left, q.left) and self.isSameTree(p.right, q.right)
```

Ques 2:

Aim: Symmetric Tree

#### Code:

```
class TreeNode:
  def __init__(self, val=0, left=None, right=None):
     self.val = val
     self.left = left
     self.right = right
class Solution:
  def isSymmetric(self, root):
     if not root:
        return True
     return self.isMirror(root.left, root.right)
  def isMirror(self, t1, t2):
     if not t1 and not t2:
        return True
     if not t1 or not t2:
        return False
     if t1.val != t2.val:
        return False
     return self.isMirror(t1.left, t2.right) and self.isMirror(t1.right, t2.left)
```

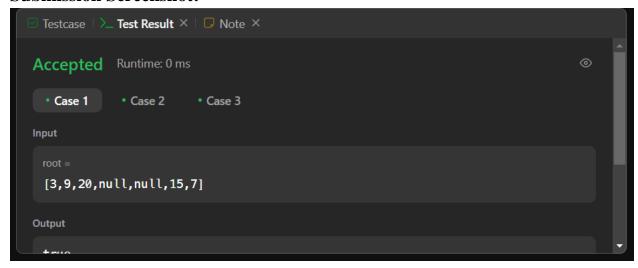
```
Testcase \ Test Result \ \ Double \ X \ Accepted Runtime: 0 ms \ Case 1 \ Case 2 \ Input \ \ root = \ [1,2,2,3,4,4,3] \ Output
```

### Ques 3:

Aim: Balanced Binary Tree

#### Code:

```
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def isBalanced(self, root):
        def height(node):
        if not node:
            return 0
        left, right = height(node.left), height(node.right)
        if abs(left - right) > 1 or left == -1 or right == -1:
            return -1
            return max(left, right) + 1
```



### **Ques 4:**

Aim: Path Sum

### Code:

```
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def hasPathSum(self, root, targetSum):
        if not root:
            return False
        if not root.left and not root.right and root.val == targetSum:
            return True
        return self.hasPathSum(root.left, targetSum - root.val) or self.hasPathSum(root.right, targetSum - root.val)
```

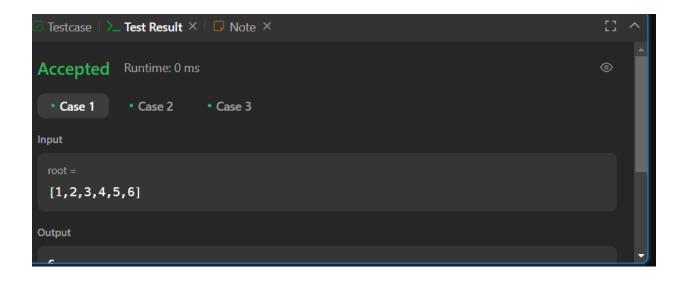
```
Testcase \ Test Result \ Double \ Note \ \ Accepted Runtime: 0 ms \ Case 1 \ Case 2 \ Case 3 \ Input \ \ root = \ [5,4,8,11,null,13,4,7,2,null,null,1] \ targetSum = \ 22
```

# **Ques 5:**

Aim: Count Complete Tree Nodes

#### Code:

```
class TreeNode:
  def __init__(self, val=0, left=None, right=None):
     self.val = val
     self.left = left
     self.right = right
class Solution:
  def countNodes(self, root):
     if not root:
        return 0
     lh, rh = self.getHeight(root.left), self.getHeight(root.right)
     if lh == rh:
       return (1 << lh) + self.countNodes(root.right)</pre>
     else:
       return (1 << rh) + self.countNodes(root.left)</pre>
  def getHeight(self, node):
     h = 0
  while node:
       h += 1
        node = node.left
     return h
```



## Ques 6:

Aim: Delete node in a BST

#### Code:

```
class TreeNode:
  def __init__(self, val=0, left=None, right=None):
     self.val = val
     self.left = left
     self.right = right
class Solution:
  def deleteNode(self, root, key):
     if not root: return None
     if key < root.val: root.left = self.deleteNode(root.left, key)
     elif key > root.val: root.right = self.deleteNode(root.right, key)
     else:
       if not root.left: return root.right
       if not root.right: return root.left
       minNode = self.getMin(root.right)
       root.val, root.right = minNode.val, self.deleteNode(root.right, minNode.val)
     return root
  def getMin(self, node):
     while node.left: node = node.left
     return node
```

### **Submission Screenshot:**

```
Testcase \ Test Result \ \ Dote \ \ Accepted Runtime: 0 ms \ Case 1 \ Case 2 \ Case 3 \ Input \ \ root = \ [5,3,6,2,4,null,7] \ \ key = \ 3
```

# **Ques 7:**

Aim: Diameter of Binary Tree

#### Code:

```
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
    def diameterOfBinaryTree(self, root):
        self.diameter = 0
        def depth(node):
        if not node: return 0
        left, right = depth(node.left), depth(node.right)
        self.diameter = max(self.diameter, left + right)
        return 1 + max(left, right)
        depth(root)
        return self.diameter
```

