



Experiment 3

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1. **Aim: Divide and Conquer**
2. **Objective:**
 1. Longest Nice Substring
 2. Search 2d matrix 2
3. **Code:**

1. **Longest Nice Substring:**
from typing import Optional

```
# Definition for a binary tree node.
class TreeNode:
    def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def maxDepth(self, root: Optional[TreeNode]) -> int:
        if not root:
            return 0
        left_depth = self.maxDepth(root.left)
        right_depth = self.maxDepth(root.right)
        return max(left_depth, right_depth) + 1
```

2. **Search 2d matrix 2:**
from typing import List, Optional

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

class Solution:

def sortedArrayToBST(self, nums: List[int]) -> Optional[TreeNode]:

if not nums:

return None

mid = len(nums) // 2

root = TreeNode(nums[mid])

root.left = self.sortedArrayToBST(nums[:mid])

root.right = self.sortedArrayToBST(nums[mid+1:])

return root

def isSymmetric(self, root: Optional[TreeNode]) -> bool:

def isMirror(t1: Optional[TreeNode], t2: Optional[TreeNode]) ->

bool:

if not t1 and not t2:

return True

if not t1 or not t2:

return False

return (t1.val == t2.val and

isMirror(t1.right, t2.left) and

isMirror(t1.left, t2.right))

return isMirror(root, root)

4. Output:

1. Longest Nice Substring:

Accepted Runtime: 0 ms

• Case 1 • Case 2

Input

root =
[3,9,20,null,null,15,7]

Output

3

Expected

3

Accepted Runtime: 0 ms

• Case 1 • Case 2

Input

root =
[1,null,2]

Output

2

Expected

2

2. Search 2d matrix 2

Accepted Runtime: 0 ms

• Case 1 • Case 2

Input

root =
[1,2,2,3,4,4,3]

Output

true

Expected

true

```
Accepted Runtime: 0 ms
• Case 1 • Case 2
Input
root =
[1,2,2,null,3,null,3]
Output
false
Expected
false
```

5. Learning Outcome

- 1) Learn how to traverse and manipulate binary trees using recursive methods, such as building a height-balanced BST and checking for symmetry.
- 2) Gain knowledge of how sorted arrays can be converted into balanced BSTs, ensuring efficient search operations ($O(\log n)$ complexity).
- 3) Develop an understanding of tree traversal techniques, including pre-order, in-order, and mirrored traversal for checking symmetry.
- 4) Learn to solve tree problems using both recursive and iterative methods, improving problem-solving skills and adaptability in coding interviews.
- 5) Explore how different implementations impact the efficiency of tree algorithms, particularly in recursive vs. iterative solutions.