

DAY-6

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Question1

```
#include <iostream> #include
<vector> using namespace std;

struct TreeNode { int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode() : val(0), left(nullptr), right(nullptr) {} TreeNode(int x) : val(x),
    left(nullptr), right(nullptr) {}
    TreeNode(int x, TreeNode* left, TreeNode* right):val(x),
    left(left),right(right){}
};

void inorderTraversalHelper(TreeNode* root, vector<int>& result) {
    if(root==nullptr){ return;
    }
    inorderTraversalHelper(root->left,result);
```

```

        result.push_back(root->val); inorderTraversalHelper(root->right,result);
    }

vector<int>inorderTraversal(TreeNode*root){ vector<int>
    result; inorderTraversalHelper(root, result);
    returnresult;
}

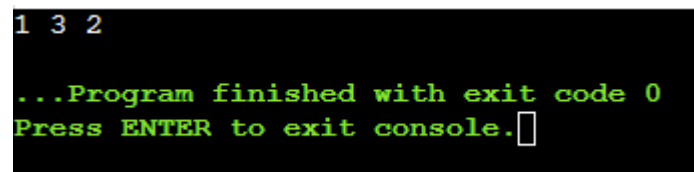
intmain(){
    TreeNode*root=newTreeNode(1); root->right =
    new TreeNode(2);
    root->right->left=newTreeNode(3);

    vector<int>result=inorderTraversal(root); for (int val : result)
    {
        cout<<val<<" ";
    }
    deleteroot->right->left; delete
    root->right; delete root;

    return0;
}

```

Output:



```

1 3 2

...Program finished with exit code 0
Press ENTER to exit console.

```

Question2

```
#include <iostream> #include
<cmath> using namespace std;

struct TreeNode { int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode() : val(0), left(nullptr), right(nullptr) {} TreeNode(int x) : val(x),
    left(nullptr), right(nullptr) {}
    TreeNode(int x, TreeNode* left, TreeNode* right):val(x),
    left(left),right(right){}
};

int computeDepth(TreeNode* node){ int depth = 0;
    while(node){ depth++;
        node=node->left;
    }
    return depth;
}

int countNodes(TreeNode* root){ if (!root)
    return 0;

    int leftDepth = computeDepth(root->left);
    int rightDepth=computeDepth(root->right);

    if(leftDepth==rightDepth) {

        return(1<<leftDepth)+countNodes(root->right);
```

```

    }else{
        return(1<<rightDepth)+countNodes(root->left);
    }
}

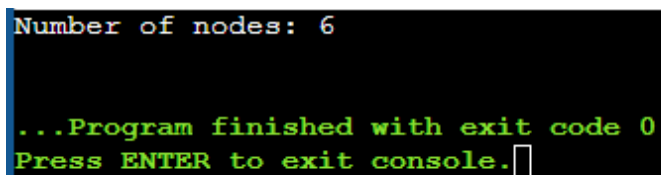
intmain(){
    //Exampleusage:
    TreeNode*root=newTreeNode(1); root->left =
    new TreeNode(2);
    root->right = new TreeNode(3); root->left-
    >left=newTreeNode(4);
    root->left->right=newTreeNode(5); root->right-
    >left=newTreeNode(6);

    cout<<"Numberofnodes:"<<countNodes(root)<<endl; delete root->left->left;
    deleteroot->left->right;
    deleteroot->right->left; delete
    root->left;delete root->right;
    delete root;

    return0;
}

```

Output:



```

Number of nodes: 6

...Program finished with exit code 0
Press ENTER to exit console.

```

Question3

```
#include <iostream>
using namespace std;

struct TreeNode { int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode() : val(0), left(nullptr), right(nullptr) {}
    TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
    TreeNode(int x, TreeNode* left, TreeNode* right) : val(x),
left(left), right(right) {}
};

int maxDepth(TreeNode* root) { if (!root)
    return 0;
    int leftDepth = maxDepth(root->left);
    int rightDepth = maxDepth(root->right); return
    max(leftDepth, rightDepth) + 1;
}

int main() {

    TreeNode* root = new TreeNode(1); root->left =
    new TreeNode(2);
    root->right = new TreeNode(3); root->left-
    >left = new TreeNode(4);
    root->left->right = new TreeNode(5); root->right-
    >right = new TreeNode(6);

    cout << "MaximumDepth:" << maxDepth(root) << endl; delete root->left->left;
```

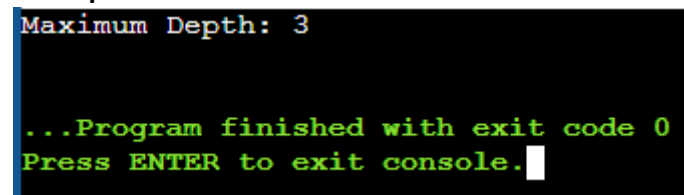
```

delete root->left->right;
deleteroot->right->right; delete
root->left;
deleteroot->right; delete
root;

return 0;
}

```

Output:



```

Maximum Depth: 3

...Program finished with exit code 0
Press ENTER to exit console.

```

Question4

```

#include<iostream> #include
<vector>
#include<unordered_map> using
namespace std;

struct TreeNode { int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode() : val(0), left(nullptr), right(nullptr) {} TreeNode(int x) : val(x),
    left(nullptr), right(nullptr) {}
    TreeNode(intx,TreeNode*left,TreeNode*right):val(x),
    left(left),right(right){}
};

TreeNode*buildTreeHelper(vector<int>&preorder,int preStart, int preEnd,

```

```

        vector<int>& inorder, int inStart, int inEnd,
        unordered_map<int,int>&inorderIndexMap){
if(preStart>preEnd || inStart>inEnd){ return nullptr;
}

int rootVal = preorder[preStart];
TreeNode*root=newTreeNode(rootVal);

introotIndex=inorderIndexMap[rootVal]; int

leftSubtreeSize = rootIndex - inStart;

root->left=buildTreeHelper(preorder,preStart+1,preStart
+leftSubtreeSize,
        inorder,inStart,rootIndex-1, inorderIndexMap);
root->right=buildTreeHelper(preorder,preStart+ leftSubtreeSize + 1, preEnd,
        inorder,rootIndex+1,inEnd,
inorderIndexMap);

returnroot;
}

TreeNode*buildTree(vector<int>&preorder,vector<int>& inorder) {

    unordered_map<int,int>inorderIndexMap; for (int i = 0; i <
inorder.size(); i++) {
        inorderIndexMap[inorder[i]]=i;
    }

    returnbuildTreeHelper(preorder,0,preorder.size()-1,

```

```

        inorder,0,inorder.size()-1,
        inorderIndexMap);
    }

void printInorder(TreeNode*root){ if (!root)
    return; printInorder(root->left);
    cout << root->val <<"";
    printInorder(root->right);
}

int main(){

    vector<int>preorder={3,9,20,15,7};
    vector<int> inorder = {9, 3, 15, 20, 7};

    TreeNode*root=buildTree(preorder,inorder);

    cout<<"Inorder traversal of the constructed tree:"; printInorder(root);

    return 0;
}

```

Output:

```

Inorder traversal of the constructed tree: 9 3 15 20 7
...Program finished with exit code 0
Press ENTER to exit console.

```


Question5

```
#include <iostream>
using namespace std; struct
TreeNode {
    int val; TreeNode* left;
    TreeNode* right;
    TreeNode(int x):val(x),left(nullptr),right(nullptr){}
};

TreeNode* lowestCommonAncestor(TreeNode* root, TreeNode* p, TreeNode* q) {
    if(!root)return nullptr;
    if(root==p || root==q)return root;
    TreeNode* left = lowestCommonAncestor(root->left, p, q);
    TreeNode* right=lowestCommonAncestor(root->right,p,q);

    if(left&&right){ return root;
    }

    return left?left:right;
}

int main(){
    TreeNode* root=new TreeNode(3); root->left =
    new TreeNode(5);
    root->right = new TreeNode(1); root->left-
    >left=newTreeNode(6);
    root->left->right = new TreeNode(2); root->right-
    >left = new TreeNode(0); root->right-
    >right=newTreeNode(8);
    root->left->right->left = new TreeNode(7); root->left-
    >right->right=newTreeNode(4);
```

```

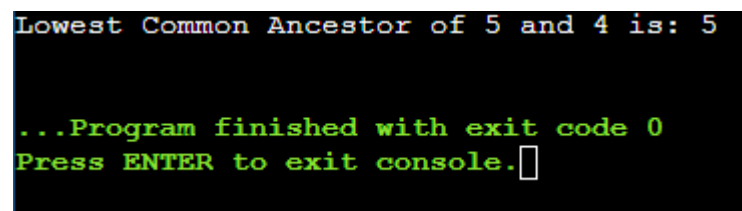
TreeNode*p=root->left;
TreeNode*q=root->left->right->right;

TreeNode*lca=lowestCommonAncestor(root,p,q); if (lca) {
    cout<<"LowestCommonAncestorof"<<p->val<<"and "<<q->val<<" is: "<<lca->val<<endl;
}
else{
    cout<<"Nocommonancestorfound."<<endl;
}

return0;
}

```

Output:



```

Lowest Common Ancestor of 5 and 4 is: 5

...Program finished with exit code 0
Press ENTER to exit console.

```

Question6

```

#include <iostream> #include
<vector> #include <queue>
usingnamespacestd; struct
TreeNode {
    int val; TreeNode* left;
    TreeNode* right;
    TreeNode(intx):val(x),left(nullptr),right(nullptr){}
};
vector<vector<int>>>levelOrder(TreeNode*root){

```

```

vector<vector<int>>>result; if (!root)
return result; queue<TreeNode*> q;
q.push(root);
while(!q.empty()){
    int levelSize = q.size();
    vector<int>currentLevel;

    for (int i = 0; i < levelSize; i++) { TreeNode* node =
        q.front(); q.pop(); currentLevel.push_back(node-
        >val); if (node->left) q.push(node->left);
        if(node->right)q.push(node->right);
    }

    result.push_back(currentLevel);
}

returnresult;
}

intmain(){
    TreeNode*root=newTreeNode(3); root->left =
    new TreeNode(9);
    root->right=newTreeNode(20);
    root->right->left=newTreeNode(15); root->right-
    >right=newTreeNode(7);

    vector<vector<int>>>traversal=levelOrder(root); cout <<"Level

    Order Traversal:"<< endl;
    for(constauto&level:traversal){ for (int val :
        level) {
            cout<<val<<" ";
        }
    }
}

```

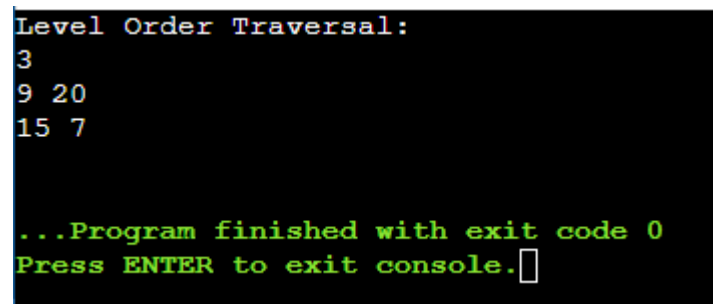
```

    }
    cout<<endl;
}

return 0;
}

```

Output:



```

Level Order Traversal:
3
9 20
15 7

...Program finished with exit code 0
Press ENTER to exit console.

```

Question7

```

#include <iostream>
using namespace std; struct
TreeNode {
    int val; TreeNode* left;
    TreeNode* right;
    TreeNode(int x):val(x),left(nullptr),right(nullptr){}
};
bool hasPathSum(TreeNode* root, int targetSum) { if (!root) return
    false;
    if (!root->left && !root->right) { return root->
        val==targetSum;
    }
    int remainingSum = targetSum - root->
        val; return hasPathSum(root->left, remainingSum) ||
    hasPathSum(root->right, remainingSum);
}

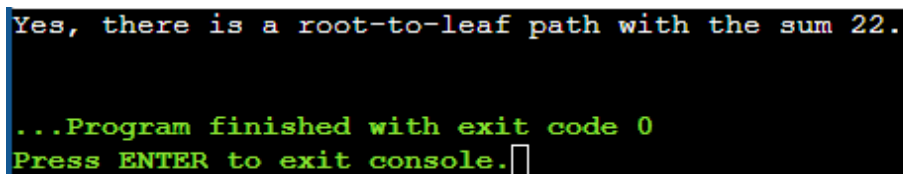
```

```
}
```

```
intmain(){
    TreeNode*root=newTreeNode(5); root->left =
    new TreeNode(4);
    root->right=newTreeNode(8);
    root->left->left = new TreeNode(11); root->right->left
    = new TreeNode(13); root->right->right = new
    TreeNode(4); root->left->left->left=newTreeNode(7);
    root->left->left->right = new TreeNode(2); root->right-
    >right->right=newTreeNode(1);

    inttargetSum=22;
    if(hasPathSum(root,targetSum)){
        cout<<"Yes,thereisaroot-to-leafpathwiththesum"<< targetSum <<". "<< endl;
    }else{
        cout<<"No,thereisnoroot-to-leafpathwiththesum"<< targetSum <<". "<< endl;
    }
    return0;
}
```

Output:



```
Yes, there is a root-to-leaf path with the sum 22.

...Program finished with exit code 0
Press ENTER to exit console. □
```

Question8

```
#include<iostream> #include
<vector>
#include<unordered_map> #include
<algorithm>
using namespace std;

class UnionFind{ public:
    vector<int> parent, rank;

    UnionFind(int n): parent(n), rank(n, 0){ for (int i = 0; i <
        n; ++i) {
        parent[i] = i;
    }
}

    int find(int x){
        if(x != parent[x]){
            parent[x] = find(parent[x]);
        }
        return parent[x];
    }

    void unite(int x, int y){ int rootX
        = find(x); int rootY = find(y);
        if(rootX != rootY){
            if(rank[rootX] > rank[rootY]){ parent[rootY] = rootX;
            } else if(rank[rootX] < rank[rootY]){ parent[rootX] =
                rootY;
            } else{
```

```

        parent[rootY]=rootX; rank[rootX]++;
    }
}
};

```

```

intnumberOfGoodPaths(vector<int>&vals,
vector<vector<int>>& edges) {
    int n = vals.size(); vector<vector<int>>adj(n);
    for (const auto& edge : edges) {
        adj[edge[0]].push_back(edge[1]);
        adj[edge[1]].push_back(edge[0]);
    }
    vector<int> sortedNodes(n);
    iota(sortedNodes.begin(),sortedNodes.end(),0);
    sort(sortedNodes.begin(),sortedNodes.end(),[&](inta,intb)
{
    returnvals[a]<vals[b];
});

```

```

    UnionFind uf(n);
    unordered_map<int,int>count; int
    goodPaths = 0;

```

```

    for (int node : sortedNodes) {
        intnodeValue=vals[node];

```

```

        count[nodeValue]++; goodPaths++;

```

```

        for(intneighbor:adj[node]){
            if(vals[neighbor]<=nodeValue){ uf.unite(node,
                neighbor);

```

```

    }
}
unordered_map<int,int>componentCount; for (int neighbor :
adj[node]) {
    if(vals[neighbor]<=nodeValue){ int root =
        uf.find(neighbor);
        componentCount[root]++;
    }
}

for(auto&[_,size]:componentCount){ goodPaths += size *
    (size - 1) / 2;
}

return goodPaths;
}

int main(){
    vector<int>vals={1,3,2,1, 3};
    vector<vector<int>>edges={{0,1},{0,2},{2,3},{2,4}};

    cout <<"Number of good paths: "<<
    numberOfGoodPaths(vals,edges)<<endl;

    return 0;
}

```

Output:

Input:

plaintext

```
vals = [1, 3, 2, 1, 3]
edges = [[0, 1], [0, 2], [2, 3], [2, 4]]
```

Output:

plaintext

Number of good paths: 6

Question9

```
#include <iostream> #include
<vector> #include <algorithm>
using namespace std;
```

```
int dfs(int node, const vector<vector<int>>& adj, const string& s, int& maxPathLength)
{
    int longest=0, secondLongest= 0;

    for(int neighbor: adj[node]){
        int childPath=dfs(neighbor, adj, s, maxPathLength); if (s[node] !=
s[neighbor]) {
            if (childPath > longest) {
                secondLongest=longest; longest =
                childPath;
            }elseif(childPath>secondLongest){ secondLongest =
                childPath;
            }
        }
    }
}
```

```

    }
    maxPathLength=max(maxPathLength,longest+ secondLongest + 1);

    returnlongest+1;
}

intlongestPath(vector<int>&parent,strings){ int n =
    parent.size();
    vector<vector<int>>adj(n); for (int i =
    1; i < n; ++i) {
        adj[parent[i]].push_back(i);
    }

    intmaxPathLength=0;
    dfs(0,adj,s,maxPathLength);

    returnmaxPathLength;
}

intmain(){
    vector<int>parent={-1,0,0,1,1,2}; string s =
    "abacbe";

    cout<<"Longestpathlength:"<<longestPath(parent,s)<<endl;
    return0;
}

```

Output:

```

Longest path length: 3

...Program finished with exit code 0
Press ENTER to exit console.

```

Question10

```
#include <iostream> #include
<vector> #include <numeric>
using namespace std;

class Solution { public:
    int maxComponents=0;
    int dfs(int node, const vector<vector<int>>& adj, const vector<int>& values,
vector<bool>& visited, int k) {
        visited[node]=true;
        int subtreeSum=values[node]; for (int
neighbor : adj[node]) {
            if(!visited[neighbor]){
                subtreeSum+=dfs(neighbor,adj,values,visited,k);
            }
        }
        if(subtreeSum%k==0){
            maxComponents++; return 0;
        }

        return subtreeSum;
    }

    int componentValue(int n, vector<vector<int>>& edges, vector<int>& values, int k) {
        vector<vector<int>> adj(n);
        for (const auto& edge : edges) {
            adj[edge[0]].push_back(edge[1]);
            adj[edge[1]].push_back(edge[0]);
        }
    }
};
```

```

        vector<bool>visited(n,false);
        inttotalSum=dfs(0,adj,values,visited,k); if (totalSum % k
        == 0) {
            maxComponents++;
        }

        returnmaxComponents;
    }
};

int main() {
    Solutionsol; int n =
    5;
    vector<vector<int>>edges={{0,1},{1,2},{1,3},{3,4}};
    vector<int>values={1,2,3,4,5}; int k = 3;

    intresult=sol.componentValue(n,edges,values,k);
    cout<<"Maximumnumberofcomponents:"<<result<<endl;

    return0;
}

```

Output:

```

Maximum number of components: 4

...Program finished with exit code 0
Press ENTER to exit console.

```

