

## DAY 6

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### Problem 1

1. Aim: Binary Tree Inorder Traversal

2. Code:

```
#include <iostream>
```

```
#include <vector>
```

```
#include <stack>
```

```
using namespace std;
```

```
struct TreeNode {
```

```
    int val;
```

```
    TreeNode* left;
```

```
    TreeNode* right;
```

```
    TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
```

```
};
```

```
vector<int> inorderTraversal(TreeNode* root) {
```

```
    vector<int> result;
```

```
    if (root == nullptr) {
```

```
        return result;
```

```
    }
```

```
    result.insert(result.end(), inorderTraversal(root->left).begin());
```

```
    result.push_back(root->val);
```

```
    result.insert(result.end(), inorderTraversal(root->right).begin(),
```

```
    inorderTraversal(root->right).end());
```

```

    return result;
}

TreeNode* createTree() {
    int val;
    cout << "Enter node value (-1 for null): ";
    cin >> val;
    if (val == -1) {
        return nullptr;
    }

    TreeNode* node = new TreeNode(val);
    cout << "Enter left child of " << val << endl;
    node->left = createTree();
    cout << "Enter right child of " << val << endl;
    node->right = createTree();
    return node;
}

int main() {
    cout << "Create a binary tree:" << endl;
    TreeNode* root = createTree();
    vector<int> inorder = inorderTraversal(root);
    cout << "Inorder Traversal: ";
    for (int val : inorder) {
        cout << val << " ";
    }
    cout << endl;

    return 0;
}

```

### 3. Output:

```
Create a binary tree:
Enter node value (-1 for null): 1
Enter left child of 1
Enter node value (-1 for null): -1
Enter right child of 1
Enter node value (-1 for null): 2
Enter left child of 2
Enter node value (-1 for null): 3
Enter left child of 3
Enter node value (-1 for null): -1
Enter right child of 3
Enter node value (-1 for null): -1
Enter right child of 2
Enter node value (-1 for null): -1
Inorder Traversal: 1 3 2
```

## Problem 2

1. Aim: Count Complete Tree Nodes

2. Code:

```
#include <iostream>
struct TreeNode {
    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x) : val(x), left(NULL), right(NULL) {}
}; class
Solution {
public:
    int countNodes(TreeNode* root) {
        if (!root) return 0;
        int height =
        getHeight(root);
        if (height == 0)
        return 1;
        int left = 0, right = (1 <<
        height) - 1;
        while (left < right) {
            int mid = left + (right - left) / 2;
            if
            (exists(mid, height, root)) {
```

```

    left = mid + 1;          } else {
    right = mid;
    }
    }    return (1 << height) -
    1 + left;
    }
private:
    int getHeight(TreeNode* node)
    {    int height = 0;    while
(node) {    height++;
node = node->left;
    }    return
height - 1;    }
    bool exists(int index, int height, TreeNode* node)
    {    int left = 0, right = (1 << height) - 1;    for
(int i = 0; i < height; i++) {    int mid = left +
(right - left) / 2;    if (index <= mid) {
node = node->left;    right = mid;    }
else {    node = node->right;    left =
mid + 1;
    }
    }
    return node != nullptr;
    } };
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-
>left = new TreeNode(6);    Solution
solution;

```

```

    std::cout << "Number of nodes: " << solution.countNodes(root) <<
    std::endl;    return 0;
}

```

### 3. Output:

```

Number of nodes: 6

```

## Problem 3

### 1. Aim: .Binary Tree - Find Maximum Depth

### 2. Code:

```

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

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

TreeNode* createTree(const vector<int>& nodes, int index) {
    if (index >= nodes.size() || nodes[index] == NULL) {
        return NULL;
    }
}

```

```

    TreeNode* root = new TreeNode(nodes[index]);
    root->left = createTree(nodes, 2 * index + 1);    root-
    >right = createTree(nodes, 2 * index + 2);    return
    root;
} int
main() {
    vector<int> input = {3, 9, 20, NULL, NULL, 15, 7};    TreeNode* root =
    createTree(input, 0);    int depth = maxDepth(root);
    cout << "Maximum Depth: " << depth << endl;
    return 0;
}

```

### 3. Output:

```
Maximum Depth: 3
```

## Problem 4

1. Aim: Binary Tree Preorder Traversal
2. Code:

```

include <vector> #include
<iostream> struct
TreeNode {
    int val;
    TreeNode *left;
    TreeNode *right;
    TreeNode(int x) : val(x), left(NULL), right(NULL) {}
}

```

```

}; class
Solution {
public:
    void preorderHelper(TreeNode* root, std::vector<int>& result)
    {
        if (root == nullptr) {
            return;
        }
        result.push_back(root->val); // Visit the root
        preorderHelper(root->left, result); // Traverse left subtree
        preorderHelper(root->right, result); // Traverse right subtree
    }
    std::vector<int> preorderTraversal(TreeNode* root)
    {
        std::vector<int> result;
        preorderHelper(root, result);
        return result;
    }
}; int
main() {
    TreeNode* root = new TreeNode(1);
    root->right = new TreeNode(2);
    root->right->left = new TreeNode(3);
    Solution solution;
    std::vector<int> result = solution.preorderTraversal(root);
    for (int val : result) {
        std::cout << val << " ";
    }
    return 0;
}

```

3. Output:

```
1 2 3
```

## Problem 5

1. Aim: Binary Tree - Sum of All Nodes
2. Code:

```

#include <iostream>
struct TreeNode {
int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
int sumOfNodes(TreeNode* root) {
    if (root == nullptr) {
return 0;
    }
    return root->val + sumOfNodes(root->left) + sumOfNodes(root->right);
}
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);    int totalSum =
sumOfNodes(root);    std::cout << "The sum of all nodes is: " <<
totalSum << std::endl;    delete root->left->left; // 4    delete root-
>left->right; // 5    delete root->right->right; // 6
    delete root->left; // 2
    delete root->right; // 3
    delete root; // 1
    return 0;
}

```

### 3. Output:

```
The sum of all nodes is: 21
```

## Problem 6

### 1. Aim: Same Tree



## 2. Code:

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

bool isSameTree(TreeNode* p, TreeNode* q) {
    if (p == nullptr && q == nullptr) {        return
true;
        }    if (p == nullptr || q == nullptr || p->val != q-
>val) {        return false;
        }
    return isSameTree(p->left, q->left) && isSameTree(p->right, q->right);
}

#include <iostream>
int
main() {
    TreeNode* p = new TreeNode(1);
    p->left = new TreeNode(2);    p-
>right = new TreeNode(3);
    TreeNode* q = new TreeNode(1);
    q->left = new TreeNode(2);    q-
>right = new TreeNode(3);    if
(isSameTree(p, q)) {
        std::cout << "The trees are the same." << std::endl;
    } else {        std::cout << "The trees are not the same."
<< std::endl;
    }
    return 0;
}
```

## 3. Output:

```
The trees are the same.
```

## Problem 7

1. Aim: Construct Binary Tree from Preorder and Inorder Traversal
2. Code:

```
#include <iostream>
#include <vector>
#include <unordered_map>
#include <queue> using
namespace std; struct
TreeNode {
    int val;
    TreeNode *left;
    TreeNode *right;
    TreeNode(int x) : val(x), left(NULL), right(NULL) {}
}; class
Solution {
public:
    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;
    }
        return buildTreeHelper(preorder, 0, preorder.size() - 1,
inorderIndexMap, 0, inorder.size() - 1);
    }
private:
    TreeNode* buildTreeHelper(vector<int>& preorder, int preStart, int
preEnd,
                                unordered_map<int, int>& inorderIndexMap,
int inStart, int inEnd) {        if (preStart > preEnd || inStart > inEnd) {
        return nullptr;
    }
        int rootValue = preorder[preStart];
```

```

        TreeNode* root = new TreeNode(rootValue);        int rootIndex =
inorderIndexMap[rootValue];        int leftSize = rootIndex - inStart;
root->left = buildTreeHelper(preorder, preStart + 1, preStart + leftSize,
inorderIndexMap, inStart, rootIndex - 1);        root->right =
buildTreeHelper(preorder, preStart + leftSize + 1, preEnd,
inorderIndexMap, rootIndex + 1, inEnd);

```

```

        return root;
    }
};

void printLevelOrder(TreeNode* root) {
    if (!root) return;
    queue<TreeNode*> q;
    q.push(root);    while
(!q.empty()) {
        TreeNode* node = q.front();
        q.pop();    if (node) {
            cout << node->val << " ";
            q.push(node->left);
            q.push(node->right);
        } else {
            cout << "null ";
        }
    }
    cout << endl;
}

int main() {
    Solution solution;
    vector<int>
preorder = {3, 9,
20, 15, 7};
    vector<int> inorder
= {9, 3, 15, 20, 7};
    TreeNode* root = solution.buildTree(preorder, inorder);
    printLevelOrder(root);    return 0;
}

```

```
}
```

### 3. Output:

```
3 9 20 null null 15 7 null null null null
```

## Problem 8

1. Aim: Construct Binary Tree from Inorder and Postorder Traversal
2. Code:

```
#include <iostream>
#include <vector> #include
<unordered_map> using
namespace std; struct
TreeNode {    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
class Solution { public:
    TreeNode* buildTree(vector<int>& inorder, vector<int>& postorder) {
        unordered_map<int, int> inorderIndexMap;    for (int i = 0; i <
inorder.size(); ++i) {        inorderIndexMap[inorder[i]] = i;
        }

        int postIndex = postorder.size() - 1;    return
constructTree(postorder, inorderIndexMap, postIndex, 0, inorder.size() -
1);
    }
private:
    TreeNode* constructTree(vector<int>& postorder, unordered_map<int,
int>& inorderIndexMap,
```

```

        int& postIndex, int inStart, int inEnd) {    if (inStart >
inEnd) return nullptr;        int rootValue = postorder[postIndex--];
TreeNode* root = new TreeNode(rootValue);        int inIndex =
inorderIndexMap[rootValue];    root->right = constructTree(postorder,
inorderIndexMap, postIndex, inIndex + 1, inEnd);        root->left =
constructTree(postorder, inorderIndexMap, postIndex, inStart, inIndex - 1);
return root;
    }
};

void printLevelOrder(TreeNode* root) {
    if (!root) return;
    vector<TreeNode*> queue = {root};
    while (!queue.empty()) {
        vector<TreeNode*> nextQueue;
        for (TreeNode* node : queue) {
            if (node) {
                cout << node->val << " ";
                nextQueue.push_back(node->left);
                nextQueue.push_back(node->right);
            } else {
                cout << "null ";
            }
        }
        queue = nextQueue;
    }
}

int main() {    Solution solution;
vector<int> inorder1 = {9, 3, 15, 20, 7};
vector<int> postorder1 = {9, 15, 7, 20, 3};
    TreeNode* root1 = solution.buildTree(inorder1, postorder1);
    cout << "Tree 1 Level Order: ";    printLevelOrder(root1);
    cout << endl;    vector<int> inorder2 = {-1};    vector<int>
postorder2 = {-1};

```

```

    TreeNode* root2 = solution.buildTree(inorder2, postorder2);
    cout << "Tree 2 Level Order: ";    printLevelOrder(root2);
    cout << endl;    return 0;
}

```

### 3. Output:

```

Tree 1 Level Order: 3 9 20 null null 15 7 null null null null
Tree 2 Level Order: -1 null null

```

## Problem 9

### 1. Aim: Invert Binary Tree.

### 2. Code:

```

#include <iostream>
#include <queue>
#include <vector> using
namespace std; struct
TreeNode {    int val;
    TreeNode* left;
    TreeNode* right;
    TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
}; class
Solution {
public:
    TreeNode* invertTree(TreeNode* root) {
        if (!root) return nullptr;
        TreeNode* temp = root->left;
        root->left = root->right;    root-
        >right = temp;
        invertTree(root->left);
    }
};

```

```

invertTree(root->right);    return
root;
    }
};

TreeNode* createTree(const vector<int>& nodes) {
if (nodes.empty() || nodes[0] == -1) return nullptr;
TreeNode* root = new TreeNode(nodes[0]);
queue<TreeNode*> q;    q.push(root);    int i = 1;
    while (i < nodes.size()) {
TreeNode* current = q.front();
q.pop();

        if (nodes[i] != -1) {            current->left =
new TreeNode(nodes[i]);
q.push(current->left);
        }
        ++i;

        if (i < nodes.size() && nodes[i] != -1) {            current->right = new
TreeNode(nodes[i]);            q.push(current->right);
        }
        ++i;    }    return root; } void
printLevelOrder(TreeNode* root) {
    if (!root) return;
    queue<TreeNode*> q;
q.push(root);    while (!q.empty())
{        TreeNode* current =
q.front();        q.pop();        if
(current) {            cout << current-
>val << " ";            q.push(current-
>left);
                q.push(current->right);
        } else {            cout << "null ";
        }
    }
}

```

```

    }
    cout << endl;
} int main() {
Solution solution;
    vector<int> treeNodes = {4, 2, 7, 1, 3, 6, 9};
    TreeNode* root = createTree(treeNodes);    cout
    << "Original Tree Level Order: ";
    printLevelOrder(root);
    TreeNode* invertedRoot = solution.invertTree(root);
    cout << "Inverted Tree Level Order: ";
    printLevelOrder(invertedRoot);    return 0;
}

```

### 3. Output:

```

Original Tree Level Order: 4 2 7 1 3 6 9 null null null null null null null
Inverted Tree Level Order: 4 7 2 9 6 3 1 null null null null null null null

```

## Problem 10

### 1. Aim: Path Sum

### 2. Code:

```

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

```



```

    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);
    }
};

TreeNode* createTree(const vector<int>& nodes) {
if (nodes.empty() || nodes[0] == -1) return nullptr;
    TreeNode* root = new TreeNode(nodes[0]);
    queue<TreeNode*> q;
    q.push(root);    int i = 1;
    while (i < nodes.size()) {
TreeNode* current = q.front();
q.pop();

        if (nodes[i] != -1) {        current->left =
new TreeNode(nodes[i]);
q.push(current->left);
        }
        ++i;    if (i < nodes.size() && nodes[i] !=
-1) {        current->right = new
TreeNode(nodes[i]);        q.push(current-
>right);
        }
        ++i;    }    return root; } void
printLevelOrder(TreeNode* root) {
    if (!root) return;
    queue<TreeNode*> q;
    q.push(root);    while (!q.empty())
    {        TreeNode* current =

```

```

q.front();    q.pop();    if
(current) {    cout << current-
>val << " ";    q.push(current-
>left);
        q.push(current->right);
    } else {    cout << "null ";
        }
    }
    cout << endl;
}
int main() {
    Solution solution;    vector<int> treeNodes = {5, 4, 8, 11, -1, 13,
4, 7, 2, -1, -1, -1, 1};    int targetSum = 22;
    TreeNode* root = createTree(treeNodes);    cout << "Tree Level Order:
";    printLevelOrder(root);    bool result = solution.hasPathSum(root,
targetSum);    cout << "Has Path Sum = " << targetSum << ": " << (result
? "true" :
"false") << endl;
    return 0;
}

```

### 3. Output:

```

Tree Level Order: 5 4 8 11 null 13 4 7 2 null null null 1 null null null null null null
Has Path Sum = 22: true

```