

 HrishabhGupta7292 submitted at Apr 05, 2025 10:12

 Editorial
  Solution

© Memory

19.00 MB | Beats 75.82% 🟢

More challenges

C++   Auto

```

1 class Solution {
2 public:
3     int maxDepth(TreeNode* root) {
4         if (root == nullptr) {
5             return 0; // base case: empty tree has depth 0
6         }
7
8         // Recursively find the depth of left and right subtrees
9         int leftDepth = maxDepth(root->left);
10        int rightDepth = maxDepth(root->right);
11
12        // Return the greater of the two depths plus one for the current node
13        return 1 + max(leftDepth, rightDepth);
14    }
15 };
16

```

Accepted Runtime: 0 ms

Input

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

Problem List

Description Accepted Editorial Solutions Submissions

All Submissions

Accepted 86 / 86 testcases passed

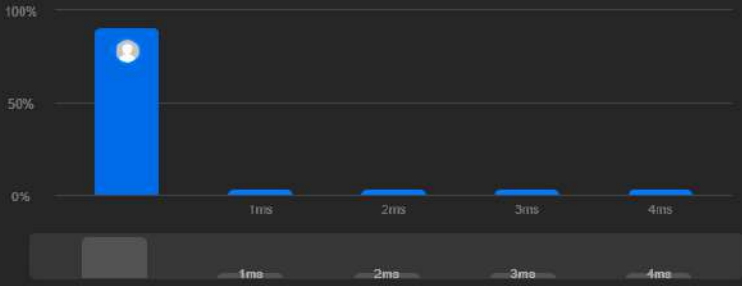
HrishabhGupta7292 submitted at Apr 05, 2025 10:13

Editorial Solution

Runtime 0 ms | Beats 100.00%

Memory 22.00 MB | Beats 48.45%

Analyze Complexity



Code C++

```
class Solution {
public:
    bool isValidBST(TreeNode* root) {
        return validate(root, LONG_MIN, LONG_MAX); // use long to avoid int overf
    }

private:
    bool validate(TreeNode* node, long minVal, long maxVal) {
        if (node == nullptr) return true;

        if (node->val <= minVal || node->val >= maxVal) {
            return false; // violates BST property
        }

        // left subtree must be < node->val
        // right subtree must be > node->val
        return validate(node->left, minVal, node->val) &&
            validate(node->right, node->val, maxVal);
    }
};
```

More challenges

94. Binary Tree Inorder Traversal 501. Find Mode in Binary Search Tree

Run Submit

C++ Auto

```
1 class Solution {
2 public:
3     bool isValidBST(TreeNode* root) {
4         return validate(root, LONG_MIN, LONG_MAX); // use long to avoid int overflow
5     }
6
7 private:
8     bool validate(TreeNode* node, long minVal, long maxVal) {
9         if (node == nullptr) return true;
10
11         if (node->val <= minVal || node->val >= maxVal) {
12             return false; // violates BST property
13         }
14
15         // left subtree must be < node->val
16         // right subtree must be > node->val
17         return validate(node->left, minVal, node->val) &&
18             validate(node->right, node->val, maxVal);
19     }
20 };
21
```

Saved Ln 21, Col 1

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2

Input

root =

[2,1,3]

🔍

🏠

📄

📄

New tab

Classroom-802/ap-experiment-7- x

Symmetric Tree - LeetCode x

+

https://leetcode.com/problems/symmetric-tree/submissions/1597120164/

🔍 A ☆ ⋮

🏠 Problem List < > ⚙️

📄 Description Accepted x 📄 Editorial 👤 Solutions 📄 Submissions

← All Submissions

Accepted 200 / 200 testcases passed

HrishabhGupta7292 submitted at Apr 05, 2025 10:14

📄 Editorial 📄 Solution

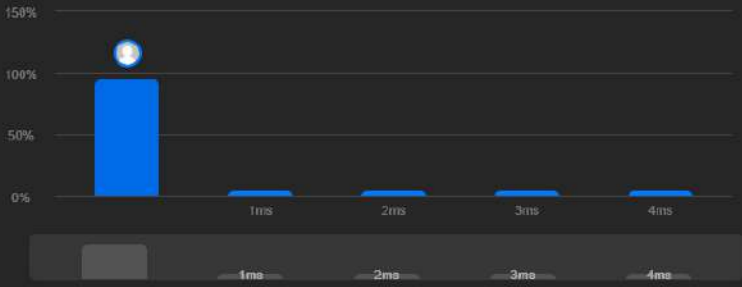
🕒 Runtime ⓘ

0 ms | Beats 100.00% 🏆

📊 Analyze Complexity

💾 Memory

18.48 MB | Beats 60.62% 🏆



Runtime (ms)	Beats (%)
0	100.00%
1ms	~0%
2ms	~0%
3ms	~0%
4ms	~0%

Code | C++

```
class Solution {
public:
    bool isSymmetric(TreeNode* root) {
        if (root == nullptr) return true;
        return isMirror(root->left, root->right);
    }

private:

```

View more

More challenges

• 776. Split BST • 1245. Tree Diameter

🏠 Run 📄 Submit 🕒 📄

C++ v Auto

```
1 class Solution {
2 public:
3     bool isSymmetric(TreeNode* root) {
4         if (root == nullptr) return true;
5         return isMirror(root->left, root->right);
6     }
7
8 private:
9     bool isMirror(TreeNode* t1, TreeNode* t2) {
10        if (t1 == nullptr && t2 == nullptr) return true;
11        if (t1 == nullptr || t2 == nullptr) return false;
12
13        return (t1->val == t2->val) &&
14               isMirror(t1->left, t2->right) &&
15               isMirror(t1->right, t2->left);
16    }
17 };
18
```

Saved Ln 18, Col 1

📄 Testcase ➤ Test Result

Accepted Runtime: 0 ms

• Case 1 • Case 2

Input

root =

[1,2,2,3,4,4,3]

🏠 📄 📄 📄 📄

ENG IN 🔊 🔌 🔋

10:14 05-04-2025 📧

🔍

🏠

📄

📄

New tab

Classroom-802/ap-experiment-7-

Binary Tree Inorder Traversal - Lee

+

https://leetcode.com/problems/binary-tree-inorder-traversal/submissions/1597121828/

🔍 🔊 ⭐ ⚙️ ⚡ 2 🌙 Premium

🏠 Problem List < > ⚙️

📄 Description 📄 Accepted x 📄 Editorial 📄 Solutions 📄 Submissions

← All Submissions

Accepted 71 / 71 testcases passed

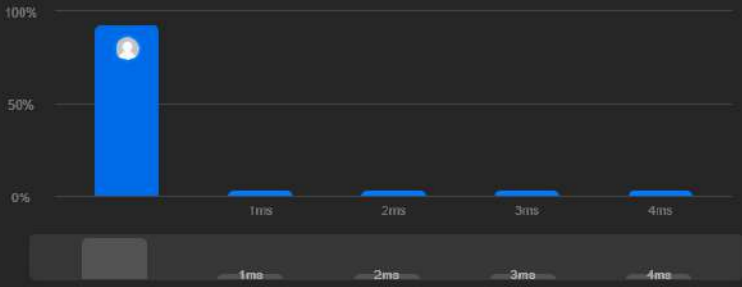
HrishabhGupta7292 submitted at Apr 05, 2025 10:16

📄 Editorial 📄 Solution

🕒 Runtime ⚙️ @ Memory

0 ms | Beats 100.00% 🏆 10.95 MB | Beats 35.81%

🔗 Analyze Complexity



Runtime	Beats
0 ms	100.00%
1 ms	~0%
2 ms	~0%
3 ms	~0%
4 ms	~0%

Code | C++

```
class Solution {
public:
    vector<int> inorderTraversal(TreeNode* root) {
        vector<int> result;
        inorderHelper(root, result);
        return result;
    }
};
```

👁 View more

More challenges

144. Binary Tree Preorder Traversal 145. Binary Tree Postorder Traversal

🏠 Run 📄 Submit 🕒 📄

Submit Ctrl Enter

C++ 🔒 Auto

```
1 class Solution {
2 public:
3     vector<int> inorderTraversal(TreeNode* root) {
4         vector<int> result;
5         inorderHelper(root, result);
6         return result;
7     }
8
9 private:
10    void inorderHelper(TreeNode* node, vector<int>& result) {
11        if (node == nullptr) return;
12
13        inorderHelper(node->left, result); // visit left subtree
14        result.push_back(node->val);       // visit node
15        inorderHelper(node->right, result); // visit right subtree
16    }
17 };
18
```

Saved Ln 18, Col 1

📄 Testcase ➤ Test Result

Accepted Runtime: 0 ms

• Case 1 • Case 2 • Case 3 • Case 4

Input

root =
[1,null,2,3]

🪟 📁 🌐 🗨️ 29

ENG IN 🔊 🔌 🔋 10:16 05-04-2025 🌐

Problem List

Description Accepted Editorial Solutions Submissions

All Submissions

Accepted 31 / 31 testcases passed

HrishabhGupta7292 submitted at Apr 05, 2025 10:18

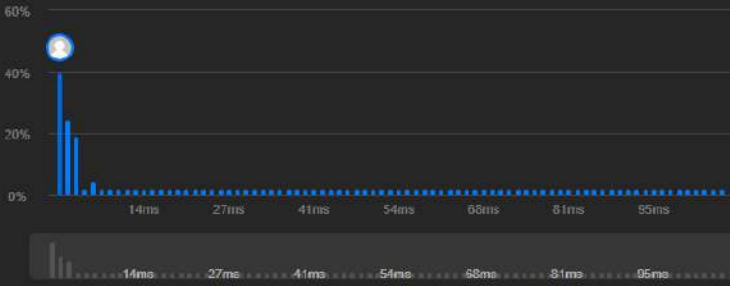
Runtime

0 ms | Beats 100.00%

Analyze Complexity

Memory

23.06 MB | Beats 23.05%



Code | C++

```
class Solution {
public:
    TreeNode* sortedArrayToBST(vector<int>& nums) {
        return buildBST(nums, 0, nums.size() - 1);
    }

private:
    TreeNode* buildBST(vector<int>& nums, int left, int right) {
```

View more

More challenges

109. Convert Sorted List to Binary Search Tree

Run Submit

C++ Auto

```
1 class Solution {
2 public:
3     TreeNode* sortedArrayToBST(vector<int>& nums) {
4         return buildBST(nums, 0, nums.size() - 1);
5     }
6
7 private:
8     TreeNode* buildBST(vector<int>& nums, int left, int right) {
9         if (left > right) return nullptr;
10
11         int mid = left + (right - left) / 2;
12         TreeNode* root = new TreeNode(nums[mid]);
13
14         root->left = buildBST(nums, left, mid - 1);
15         root->right = buildBST(nums, mid + 1, right);
16
17         return root;
18     }
19 };
20
```

Saved Ln 20, Col 1

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2

Input

nums =

[-10,-3,0,5,9]

Problem List

Description Accepted Editorial Solutions Submissions

All Submissions

Accepted 33 / 33 testcases passed

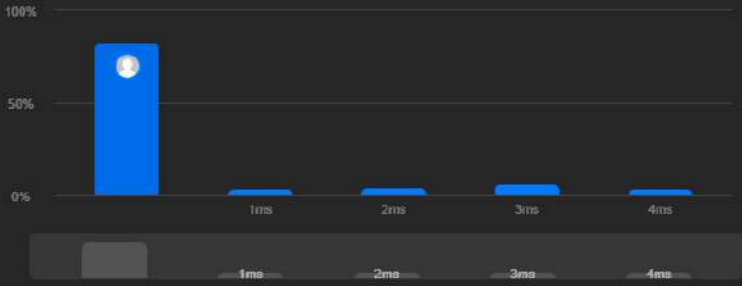
HrishabhGupta7292 submitted at Apr 05, 2025 10:20

Editorial Solution

Runtime: 0 ms | Beats 100.00%

Memory: 14.96 MB | Beats 93.76%

Analyze Complexity



Code | C++

```
class Solution {
public:
    vector<vector<int>> zigzagLevelOrder(TreeNode* root) {
        vector<vector<int>> result;
        if (!root) return result;

        queue<TreeNode*> q;
        q.push(root);
```

View more

More challenges

3417. Zigzag Grid Traversal With Skip

Run Submit

C++ Auto

```
1 class Solution {
2 public:
3     vector<vector<int>> zigzagLevelOrder(TreeNode* root) {
4         vector<vector<int>> result;
5         if (!root) return result;
6
7         queue<TreeNode*> q;
8         q.push(root);
9         bool leftToRight = true;
10
11         while (!q.empty()) {
12             int levelSize = q.size();
13             vector<int> level(levelSize); // Pre-size to allow index assignment
14
15             for (int i = 0; i < levelSize; ++i) {
16                 TreeNode* node = q.front();
17                 q.pop();
18
19                 // Determine the index based on the direction
20                 int index = leftToRight ? i : (levelSize - 1 - i);
21                 level[index] = node->val;
22
23                 if (node->left) q.push(node->left);
24                 if (node->right) q.push(node->right);
25             }
26
27             result.push_back(level);
28             leftToRight = !leftToRight; // Flip direction
29         }
30     }
31 }
```

Saved Ln 34, Col 1

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2 Case 3

Input

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

Problem List

Description Accepted Editorial Solutions Submissions

All Submissions

Accepted 202 / 202 testcases passed

HrishabhGupta7292 submitted at Apr 05, 2025 10:22

Editorial Solution

Runtime 1 ms | Beats 81.40%

Memory 27.46 MB | Beats 59.60%

Analyze Complexity

0.29% of solutions used 28 ms of runtime

Code C++

```
class Solution {
public:
    TreeNode* buildTree(vector<int>& inorder, vector<int>& postorder) {
        unordered_map<int, int> inorderIndex;
        for (int i = 0; i < inorder.size(); ++i)
            inorderIndex[inorder[i]] = i;

        int postIndex = postorder.size() - 1;
        return build(inorder, postorder, inorderIndex, 0, inorder.size() - 1, postIndex);
    }

private:
    TreeNode* build(const vector<int>& inorder, const vector<int>& postorder,
        unordered_map<int, int>& inorderIndex,
        int inStart, int inEnd, int& postIndex) {
        if (inStart > inEnd) return nullptr;

        int rootVal = postorder[postIndex--];
        TreeNode* root = new TreeNode(rootVal);

        int inRoot = inorderIndex[rootVal];

        // Important: build right subtree first (because we go backwards in postorder)
        root->right = build(inorder, postorder, inorderIndex, inRoot + 1, inEnd, postIndex);
        root->left = build(inorder, postorder, inorderIndex, inStart, inRoot - 1, postIndex);

        return root;
    }
}
```

View more

More challenges

105. Construct Binary Tree from Preorder and Inorder Traversal

Run Submit

C++ Auto

```
1 class Solution {
2 public:
3     TreeNode* buildTree(vector<int>& inorder, vector<int>& postorder) {
4         unordered_map<int, int> inorderIndex;
5         for (int i = 0; i < inorder.size(); ++i)
6             inorderIndex[inorder[i]] = i;
7
8         int postIndex = postorder.size() - 1;
9         return build(inorder, postorder, inorderIndex, 0, inorder.size() - 1, postIndex);
10    }
11
12 private:
13     TreeNode* build(const vector<int>& inorder, const vector<int>& postorder,
14         unordered_map<int, int>& inorderIndex,
15         int inStart, int inEnd, int& postIndex) {
16         if (inStart > inEnd) return nullptr;
17
18         int rootVal = postorder[postIndex--];
19         TreeNode* root = new TreeNode(rootVal);
20
21         int inRoot = inorderIndex[rootVal];
22
23         // Important: build right subtree first (because we go backwards in postorder)
24         root->right = build(inorder, postorder, inorderIndex, inRoot + 1, inEnd, postIndex);
25         root->left = build(inorder, postorder, inorderIndex, inStart, inRoot - 1, postIndex);
26
27         return root;
28    }
29 }
```

Saved

Ln 30, Col 1

Testcase Test Result

Case 1 Case 2

inorder =

[9,3,15,20,7]

postorder =

</> Source

Problem List

Description Accepted Editorial Solutions Submissions

All Submissions

Accepted 93 / 93 testcases passed

HrishabhGupta7292 submitted at Apr 05, 2025 10:22

Editorial Solution

Runtime

0 ms | Beats 100.00%

Analyze Complexity

Memory

24.22 MB | Beats 90.22%

Analyze Complexity

Code | C++

```
class Solution {
public:
    int kthSmallest(TreeNode* root, int k) {
        int count = 0;
        int result = -1;
        inorder(root, k, count, result);
        return result;
    }
};
```

View more

More challenges

671. Second Minimum Node In a Binary Tree

Run Submit

C++ Auto

```
1 class Solution {
2 public:
3     int kthSmallest(TreeNode* root, int k) {
4         int count = 0;
5         int result = -1;
6         inorder(root, k, count, result);
7         return result;
8     }
9
10 private:
11     void inorder(TreeNode* node, int k, int& count, int& result) {
12         if (!node) return;
13
14         inorder(node->left, k, count, result);
15
16         count++;
17         if (count == k) {
18             result = node->val;
19             return;
20         }
21
22         inorder(node->right, k, count, result);
23     }
24 };
25
```

Saved Ln 25, Col 1

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2

Input

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

Problem List < > ↺

Description Accepted x Editorial Solutions Submissions

All Submissions

Accepted 59 / 59 testcases passed

HrishabhGupta7292 submitted at Apr 05, 2025 10:24

Editorial Solution

Runtime 13 ms | Beats 59.03%

Memory 18.79 MB | Beats 98.41%

Analyze Complexity

Runtime (ms)	Percentage
4	0.5
5	0.5
6	0.5
7	0.5
8	5.0
9	3.5
10	1.5
11	3.5
12	13.0
13	11.5
14	4.5
15	7.5
16	14.0
17	11.5
18	4.5

Code | C++

```
class Solution {
public:
    Node* connect(Node* root) {
        if (!root) return nullptr;

        Node* level_start = root;

        while (level_start->left) {
```

View more

More challenges

117. Populating Next Right Pointers in Each Node II 199. Binary Tree Right Side View

C++ v Auto

Run Submit

```
1 class Solution {
2 public:
3     Node* connect(Node* root) {
4         if (!root) return nullptr;
5
6         Node* level_start = root;
7
8         while (level_start->left) {
9             Node* curr = level_start;
10
11             while (curr) {
12
13                 curr->left->next = curr->right;
14
15                 if (curr->next) {
16                     curr->right->next = curr->next->left;
17                 }
18
19                 curr = curr->next;
20             }
21
22             level_start = level_start->left;
23         }
24
25         return root;
26     }
27 }
28
```

Saved Ln 23, Col 9

Testcase Test Result

Accepted Runtime: 0 ms

Case 1 Case 2

Input

root =

[1,2,3,4,5,6,7]