Our Solution(s)

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Run Code
```

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Your Solutions
```

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Solution 1 Solution 2 Solution 3
```

```
Run Code
```

```
Solution 1 Solution 2
 1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
   class Program {
       class BinaryTree {
           var value: Int
           var left: BinaryTree?
           var right: BinaryTree?
9
           init(value: Int) {
10
               self.value = value
11
               left = nil
12
               right = nil
14
15
16
       // O(n) time \mid O(d) space - where n is the number of nodes in the
17
        // and d is the depth (height) of the Binary Tree
        func flattenBinaryTree(root: BinaryTree) -> BinaryTree {
18
19
            var result = flattenTree(node: root)
20
            return result.leftMost
21
        func flattenTree(node: BinaryTree) -> (leftMost: BinaryTree, right
            var leftMost = node
25
            if let left = node.left {
26
               var result = flattenTree(node: left)
27
                connectNodes(left: result.rightMost, right: node)
28
                leftMost = result.leftMost
29
30
31
            var rightMost = node
            if let right = node.right {
33
               var result = flattenTree(node: right)
```

```
1 class Program {
       // This is the class of the input root. Do not edit it.
       class BinaryTree {
           var value: Int
           var left: BinaryTree?
           var right: BinaryTree?
           init(value: Int) {
9
               self.value = value
10
               left = nil
11
               right = nil
12
13
14
       func flattenBinaryTree(root: BinaryTree) -> BinaryTree {
           // Write your code here.
16
17
           return root
18
19 }
20
```

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Run or submit code when you're ready.