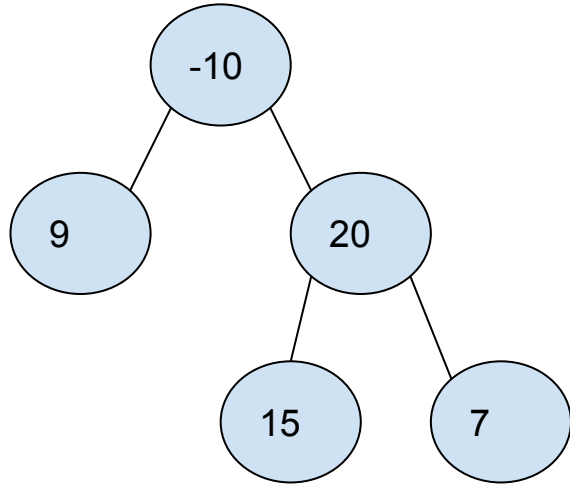


→ 6



→ 42

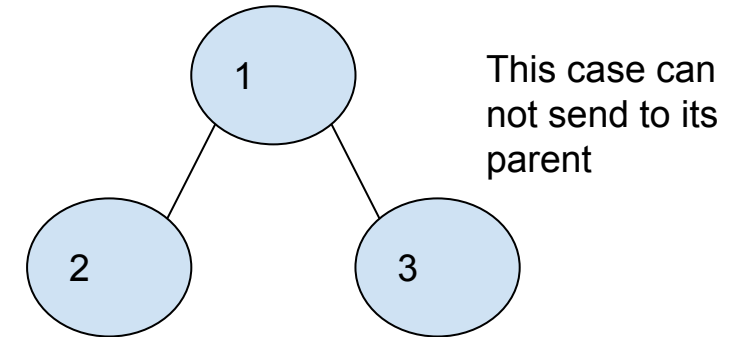
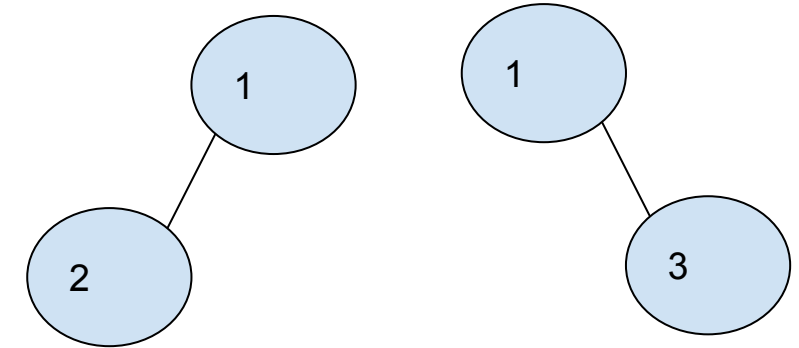
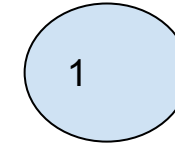
Clarifications:

1. Valid Values
 - a. Negative, Zero
 - b. Range
2. Valid Node
 - a. With valid val
3. Input range:
 - a. Number of nodes
 - b. Empty
4. Output
 - a. Type
 - b. Range

Pattern:

1. Tree
2. Bottom-up
3. Tree-traversal, which one? root compute the last, so "Postorder"
4. Global_maximum

Check Cases:



Pseudo:

Def maxPathSum(root):

Initial global maximum

postorder(root)

actions(root) -> change global_maximum, return local_maximum

Return global_maximum