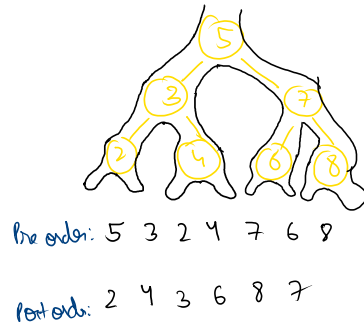


```

public static int sum(Node node) {
    // write your code here
    if (node == null) return 0;
    int left = sum(node.left);
    int right = sum(node.right);
    return left + right + node.data;
    // return node == null ? sum(left) : sum(right) + node.data;
}

```

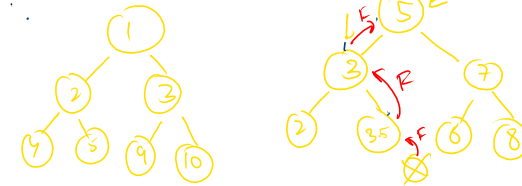


```

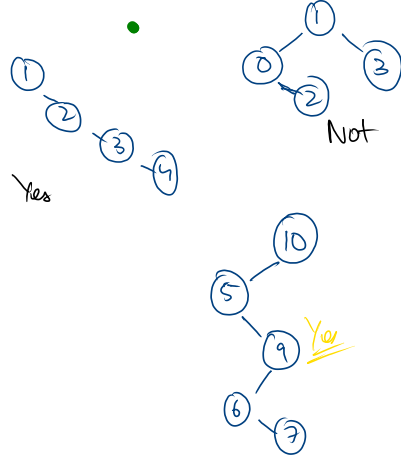
public static int sum(Node node) {
    // write your code here
    if (node == null) return 0;
    int left = sum(node.left);
    int right = sum(node.right);
    return left + right + node.data;
    // return node == null ? sum(left) : sum(right) + node.data;
}

```

Binary Search Trees



- ① For every node, left subtree has smaller values, right subtree has larger values
- ② Inorder will be sorted
Inorder: 2 3 4 5 6 7 8

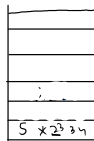


LCA

```

public static int size(Node node) {
    // write your code here
    if (node == null) return 0;
    int left = size(node.left);
    int right = size(node.right);
    return left + right + 1;
    // return node == null ? size(left) : size(right) + 1;
}

```

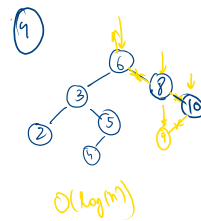


0 1 0 1

```

public TreeNod insertIntoBST(TreeNod root, int val){
    if (root == null){
        TreeNod newNode = new TreeNod(val);
        return newNode;
    }
    if (val < root.val){
        root.left = insertIntoBST(root.left, val);
        return root;
    } else {
        root.right = insertIntoBST(root.right, val);
        return root;
    }
}

```



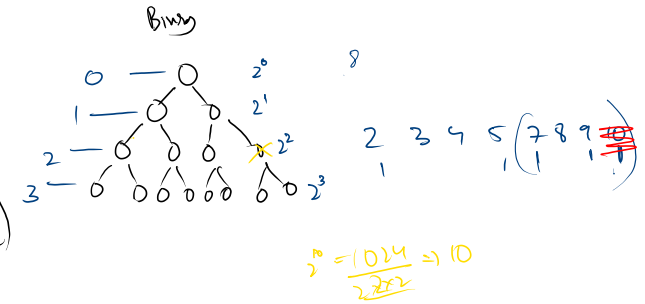
```

public static int max(Node node) {
    // write your code here
    Node temp = node;
    while (temp.right != null) temp = temp.right;
    return temp.data;
}

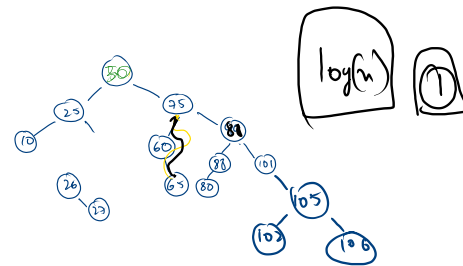
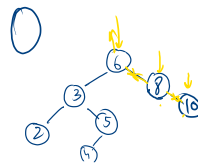
public static int min(Node node) {
    // write your code here
    Node temp = node;
    while (temp.left != null) temp = temp.left;
    return temp.data;
}

```

TC \Rightarrow height $\rightarrow \log(n)$



$$2^4 = 16, 2^5 = 32 \Rightarrow 10$$



\rightarrow (Node, val)

if (val < Node) <

goto left

3 else if (val > Node) <

goto Right

3 else {

if (L.C. == Null & R.C. == Null) return Node

else if (L.C. == Null) return R.C

else if (R.C. == Null) return L.C

else { // Both are k

int min of left = min(R.C)

Root.val = min of left

Root.right = deleteBST(Root.right, min of left)

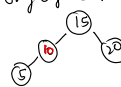
return Root;

3 3

\rightarrow Leaf Node



\rightarrow Only Left Child



\rightarrow Only Right Child



CORE

Max val of left \rightarrow left
Min val of Right \rightarrow right