has Path (root, Arrayhit ass, x) {

If [root] == null)
return false;

ass. add (root data)s

If (root data) == x) return true;

If (has Rath (root lift, ass, x) //

has Path (root regit, ass, x))

return true:

ars. remove (ars. size ()-1) 5

return false;

x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x = 3 x =

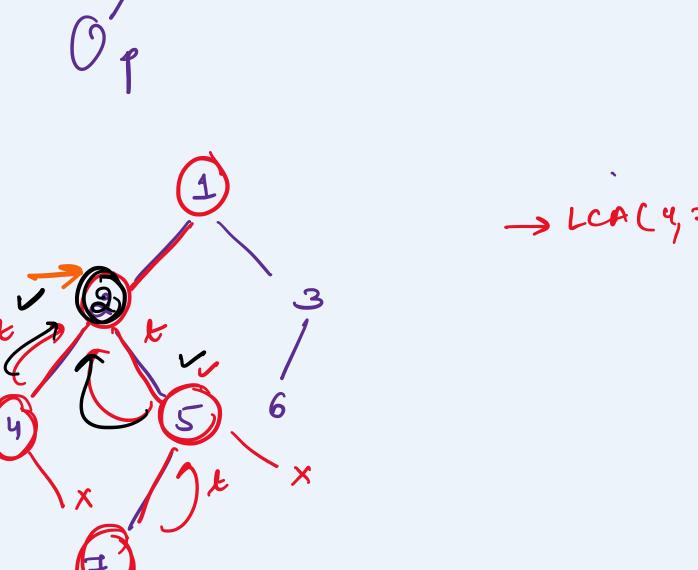
hasPath (9);

common anestor (LCA) of given two modes.

LCA: defined as the bowest mode in a tree that has both p & op as descendents.

given a BT, find the lowest

LCA  $(s, z) \rightarrow z$ LCA  $(s, z) \rightarrow z$ LCA  $(s, z) \rightarrow s$  $z \rightarrow z$ 



Node ans = null

LCA ( soot, p, 9) 2

If |sool = = null) seturn false; int left = LCA(sool·left, p, q)? 1:0 int sight = LCA(sool·sight, p, q)? 1:0

int mid = ( soot . data == p 11

If ( mid + left + sight 7, 2)

ans = soots

seturn (mid + left + sight > 0);

root. dala == q)?120;

2 + (0) =

the distance blu & nodes.

find (6)(8) = (5)find (5,4) = (3)

given a BST, and knoo nodes, find

find (4,8) = 2Approach (1)

Dist  $(n_1, n_2) = Dist (soot, n_1) + Dist(soot, n_2)$  -2 + 3Dist  $(soot, n_1) + Dist(soot, n_2)$  -2 + 3  $-3 + Dist(soot, n_2)$ Approach (2):

Dist  $(n_1, n_2) = Dist (n_1, LCA) + Dist(n_2 + LCA)$ 

 $TC \rightarrow O(n)$ 

 $SC \rightarrow O(n)$ 

2 Cur

I Populating réget next pointers.

leftmost = root While (left most ) = null)

cuer = leftmost;

prev = null;

while (uur | = null) &

- process left child

- process sight child

-> more referrest to nort level

cues = cues next;