Karthik Koparde

Day 7_8 Java Assignment

Task 1: Balanced Binary Tree Check Write a function to check if a given binary tree is balanced. A balanced tree is one where the height of two subtrees of any node never differs by more than one.

Code-

```
package com.epwipro;

class TreeNode {
    int val;
    TreeNode left;
    TreeNode right;

    TreeNode(int val) {
        this.val = val;
        this.left = null;
        this.right = null;
    }
}

public class BalancedBinaryTree {

    // Helper function to check the height and balance of the tree
    private static int checkHeight(TreeNode root) {
        if (root == null) {
            return 0;
        }

        int leftHeight = checkHeight(root.left);
        if (leftHeight == -1) {
            return -1; // Left subtree is not balanced
        }

        int rightHeight = checkHeight(root.right);
        if (rightHeight == -1) {
            return -1; // Right subtree is not balanced
        }

        if (Math.abs(leftHeight - rightHeight) > 1) {
            return -1; // Current node is not balanced
        }
```

```
        return Math.max(leftHeight, rightHeight) + 1;
    }

    // Function to check if the tree is balanced
    public static boolean isBalanced(TreeNode root) {
        return checkHeight(root) != -1;
    }

    public static void main(String[] args) {
        // Example usage:

        // Creating a balanced binary tree
        TreeNode root = new TreeNode(1);
        root.left = new TreeNode(2);
        root.right = new TreeNode(3);
        root.left.left = new TreeNode(4);
        root.left.right = new TreeNode(5);
        root.right.right = new TreeNode(6);

        System.out.println("Is the tree balanced? " +
isBalanced(root));

        // Creating an unbalanced binary tree
        TreeNode root2 = new TreeNode(1);
        root2.left = new TreeNode(2);
        root2.left.left = new TreeNode(3);

        System.out.println("Is the tree balanced? " +
isBalanced(root2));
    }
}
```

Output-

```
Is the tree balanced? true
Is the tree balanced? false
```

Task 2: Trie for Prefix Checking Implement a trie data structure in java that supports insertion of strings and provides a method to check if a given string is a prefix of any word in the trie

```
Code-package com.epwipro;

import java.util.HashMap;
import java.util.Map;

class TrieNode {
    Map<Character, TrieNode> children;
    boolean isEndOfWord;

    public TrieNode() {
        children = new HashMap<>();
        isEndOfWord = false;
    }
}

public class Trie {
    private TrieNode root;

    public Trie() {
        root = new TrieNode();
    }

    // Method to insert a word into the Trie
    public void insert(String word) {
        TrieNode node = root;
        for (char ch : word.toCharArray()) {
            node.children.putIfAbsent(ch, new TrieNode());
            node = node.children.get(ch);
        }
        node.isEndOfWord = true;
    }

    // Method to check if there is any word in the Trie that starts
with the given prefix
    public boolean startsWith(String prefix) {
        TrieNode node = root;
        for (char ch : prefix.toCharArray()) {
```

```
            node = node.children.get(ch);
            if (node == null) {
                return false;
            }
        }
        return true;
    }

    public static void main(String[] args) {
        Trie trie = new Trie();

        // Insert words into the Trie
        trie.insert("hello");
        trie.insert("helium");
        trie.insert("help");
        trie.insert("hero");
        trie.insert("hermit");

        // Check for prefixes
        System.out.println(trie.startsWith("hel"));
        System.out.println(trie.startsWith("her"));
        System.out.println(trie.startsWith("he"));
        System.out.println(trie.startsWith("hero"));
        System.out.println(trie.startsWith("hex"));
    }
}
```

Output-

```
true
true
true
true
false
```

Task 3: Implementing Heap Operations Code a min-heap in java with methods for insertion, deletion, and fetching the minimum element. Ensure that the heap property is maintained after each operation."

Code-

```java
package com.epwipro;

import java.util.ArrayList;

public class MinHeap {
    private ArrayList<Integer> heap;

    public MinHeap() {
        heap = new ArrayList<>();
    }

    // Get the index of the parent of the node at index i
    private int parent(int i) {
        return (i - 1) / 2;
    }

    // Get the index of the left child of the node at index i
    private int left(int i) {
        return 2 * i + 1;
    }

    // Get the index of the right child of the node at index i
    private int right(int i) {
        return 2 * i + 2;
    }

    // Swap the elements at indices i and j
    private void swap(int i, int j) {
        int temp = heap.get(i);
        heap.set(i, heap.get(j));
        heap.set(j, temp);
    }

    // Insert a new element into the heap
    public void insert(int element) {
        heap.add(element);
        int i = heap.size() - 1;
```

```
        // Bubble up to maintain heap property
        while (i != 0 && heap.get(parent(i)) > heap.get(i)) {
            swap(i, parent(i));
            i = parent(i);
        }
    }

    // Get the minimum element (root of the heap)
    public int getMin() {
        if (heap.size() == 0) {
            throw new IllegalStateException("Heap is empty");
        }
        return heap.get(0);
    }

    // Remove and return the minimum element (root of the heap)
    public int extractMin() {
        if (heap.size() == 0) {
            throw new IllegalStateException("Heap is empty");
        }
        if (heap.size() == 1) {
            return heap.remove(0);
        }

        int root = heap.get(0);
        heap.set(0, heap.remove(heap.size() - 1));

        // Bubble down to maintain heap property
        minHeapify(0);

        return root;
    }

    // Maintain the min-heap property by bubbling down the
element at index i
    private void minHeapify(int i) {
        int left = left(i);
        int right = right(i);
        int smallest = i;

        if (left < heap.size() && heap.get(left) < heap.get(smallest)) {
            smallest = left;
```

```
        }
        if (right < heap.size() && heap.get(right) <
heap.get(smallest)) {
            smallest = right;
        }
        if (smallest != i) {
            swap(i, smallest);
            minHeapify(smallest);
        }
    }

    public static void main(String[] args) {
        MinHeap minHeap = new MinHeap();

        minHeap.insert(3);
        minHeap.insert(2);
        minHeap.insert(15);
        minHeap.insert(5);
        minHeap.insert(4);
        minHeap.insert(45);

        System.out.println("Minimum element: " +
minHeap.getMin());
        System.out.println("Extracted minimum: " +
minHeap.extractMin());
        System.out.println("New minimum element: " +
minHeap.getMin());

        minHeap.insert(1);
        System.out.println("New minimum element after inserting 1:
" + minHeap.getMin()); // 1
    }
}
```

Output-

```
Minimum element: 2
Extracted minimum: 2
New minimum element: 3
New minimum element after inserting 1: 1
```

Task 4: Graph Edge Addition Validation Given a directed graph, write a function that adds an edge between two nodes and then checks if the graph still has no cycles. If a cycle is created, the edge should not be added.

Code-

```
package com.epwipro;

import java.util.*;

class Graph {
    private Map<Integer, List<Integer>> adjacencyList;

    public Graph() {
        adjacencyList = new HashMap<>();
    }

    // Method to add a node to the graph
    public void addNode(int node) {
        adjacencyList.putIfAbsent(node, new ArrayList<>());
    }

    // Method to add an edge to the graph and check for cycles
    public boolean addEdge(int from, int to) {
        addNode(from);
        addNode(to);

        // Temporarily add the edge
        adjacencyList.get(from).add(to);

        // Check if this addition creates a cycle
        if (hasCycle()) {
            // Remove the edge if it creates a cycle
            adjacencyList.get(from).remove((Integer) to);
            System.out.println("Adding edge from " + from + " to " +
to + " creates a cycle. Edge not added.");
            return false;
        }

        System.out.println("Adding edge from " + from + " to " + to
+ " does not create a cycle. Edge added.");
        return true;
    }
```

```java
    // Method to check if the graph has a cycle using DFS
    private boolean hasCycle() {
        Set<Integer> visited = new HashSet<>();
        Set<Integer> recursionStack = new HashSet<>();

        for (Integer node : adjacencyList.keySet()) {
            if (dfs(node, visited, recursionStack)) {
                return true;
            }
        }
        return false;
    }

    // Helper method for DFS to detect cycles
    private boolean dfs(int node, Set<Integer> visited, Set<Integer>
recursionStack) {
        if (recursionStack.contains(node)) {
            return true;
        }
        if (visited.contains(node)) {
            return false;
        }

        visited.add(node);
        recursionStack.add(node);

        List<Integer> neighbors = adjacencyList.get(node);
        if (neighbors != null) {
            for (Integer neighbor : neighbors) {
                if (dfs(neighbor, visited, recursionStack)) {
                    return true;
                }
            }
        }

        recursionStack.remove(node);
        return false;
    }

    // Method to print the graph (for debugging purposes)
    public void printGraph() {
```

```
        for (Map.Entry<Integer, List<Integer>> entry :
adjacencyList.entrySet()) {
            System.out.println("Node " + entry.getKey() + " has edges
to: " + entry.getValue());
        }
    }

    public static void main(String[] args) {
        Graph graph = new Graph();

        // Example usage
        graph.addEdge(1, 2); // true
        graph.addEdge(2, 3); // true
        graph.addEdge(3, 4); // true
        graph.addEdge(4, 2); // false, creates a cycle

        graph.printGraph();
    }
}
```

Output-

```
Adding edge from 1 to 2 does not create a cycle. Edge added.
Adding edge from 2 to 3 does not create a cycle. Edge added.
Adding edge from 3 to 4 does not create a cycle. Edge added.
Adding edge from 4 to 2 creates a cycle. Edge not added.
Node 1 has edges to: [2]
Node 2 has edges to: [3]
Node 3 has edges to: [4]
Node 4 has edges to: []
```

Task 5: Breadth-First Search (BFS) Implementation For a given undirected graph, implement BFS to traverse the graph starting from a given node and print each node in the order it is visited.

Code-

```
package com.epwipro;
import java.util.*;

class Graph1 {
    private Map<Integer, List<Integer>> adjacencyList;
```

```java
    public Graph1() {
        adjacencyList = new HashMap<>();
    }

    // Method to add an edge to the graph (since the graph is
undirected, add both ways)
    public void addEdge(int from, int to) {
        adjacencyList.putIfAbsent(from, new ArrayList<>());
        adjacencyList.putIfAbsent(to, new ArrayList<>());
        adjacencyList.get(from).add(to);
        adjacencyList.get(to).add(from);
    }

    // Method to perform BFS starting from a given node
    public void bfs(int start) {
        Set<Integer> visited = new HashSet<>();
        Queue<Integer> queue = new LinkedList<>();

        // Start the BFS with the start node
        visited.add(start);
        queue.add(start);

        System.out.println("BFS Traversal starting from node " +
start + ":");

        while (!queue.isEmpty()) {
            int node = queue.poll();
            System.out.println("Visited node: " + node);

            // Visit all the neighbors of the current node
            List<Integer> neighbors = adjacencyList.get(node);
            if (neighbors != null) {
                for (int neighbor : neighbors) {
                    if (!visited.contains(neighbor)) {
                        visited.add(neighbor);
                        queue.add(neighbor);
                    }
                }
            }
        }
    }
```

```
    public static void main(String[] args) {
        Graph1 graph = new Graph1();

        // Adding edges to the graph
        graph.addEdge(1, 2);
        graph.addEdge(1, 3);
        graph.addEdge(2, 4);
        graph.addEdge(2, 5);
        graph.addEdge(3, 6);
        graph.addEdge(3, 7);

        // Perform BFS starting from node 1
        graph.bfs(1);
    }
}
```

Output-

```
BFS Traversal starting from node 1:
Visited node: 1
Visited node: 2
Visited node: 3
Visited node: 4
Visited node: 5
Visited node: 6
Visited node: 7
```

Task 6: Depth-First Search (DFS) Recursive Write a recursive DFS function for a given undirected graph. The function should visit every node and print it out.

Code-

```java
package com.epwipro;

import java.util.*;

class Graph2 {
    private Map<Integer, List<Integer>> adjacencyList;

    public Graph2() {
        adjacencyList = new HashMap<>();
    }

    // Method to add an edge to the graph (since the graph is
undirected, add both ways)
    public void addEdge(int from, int to) {
        adjacencyList.putIfAbsent(from, new ArrayList<>());
        adjacencyList.putIfAbsent(to, new ArrayList<>());
        adjacencyList.get(from).add(to);
        adjacencyList.get(to).add(from);
    }

    // Method to perform DFS recursively starting from a given
node
    public void dfsRecursive(int node, Set<Integer> visited) {
        visited.add(node);
        System.out.print(node + " ");

        List<Integer> neighbors = adjacencyList.get(node);
        if (neighbors != null) {
            for (int neighbor : neighbors) {
                if (!visited.contains(neighbor)) {
                    dfsRecursive(neighbor, visited);
                }
            }
        }
    }

    // Method to start DFS traversal from a given node
    public void startDFS(int start) {
        Set<Integer> visited = new HashSet<>();
        System.out.println("DFS Traversal starting from node " +
start + ":");
        dfsRecursive(start, visited);
```

```
        System.out.println(); // for a new line after traversal
    }

    public static void main(String[] args) {
        Graph2 graph = new Graph2();

        // Adding edges to the graph
        graph.addEdge(1, 2);
        graph.addEdge(1, 3);
        graph.addEdge(2, 4);
        graph.addEdge(2, 5);
        graph.addEdge(3, 6);
        graph.addEdge(3, 7);

        // Perform DFS starting from node 2
        graph.startDFS(2);
    }
}
```

Output-

```
DFS Traversal starting from node 2:
2 1 3 6 7 4 5
```