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2331. Evaluate Boolean Binary Tree

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You are given the `root` of a **full binary tree** with the following properties:

- Leaf nodes** have either the value `0` or `1`, where `0` represents `False` and `1` represents `True`.
- Non-leaf nodes** have either the value `2` or `3`, where `2` represents the boolean `OR` and `3` represents the boolean `AND`.

The **evaluation** of a node is as follows:

- If the node is a leaf node, the evaluation is the **value** of the node, i.e. `True` or `False`.
- Otherwise, **evaluate** the node's two children and **apply** the boolean operation of its value with the children's evaluations.

Return the boolean result of **evaluating** the `root` node.

A **full binary tree** is a binary tree where each node has either `0` or `2` children.

A **leaf node** is a node that has zero children.

**Example 1:**

```
graph TD
    OR((OR)) --- True1((True))
    OR --- AND((AND))
    AND --- False0((False))
    AND --- True1_2((True))
    True1 --> True3((True))
    AND --> False2((False))
    OR --> True3
```

**Input:** `root = [2,1,3,null,null,0,1]`  
**Output:** `true`  
**Explanation:** The above diagram illustrates the evaluation process. The `AND` node evaluates to `False AND True = False`. The `OR` node evaluates to `True OR False = True`. The root node evaluates to `True`, so we return `true`.

**Example 2:**

**Input:** `root = [0]`  
**Output:** `false`  
**Explanation:** The root node is a leaf node and it evaluates to false, so we return false.

**Constraints:**

- The number of nodes in the tree is in the range `[1, 1000]`.
- `0 <= Node.val <= 3`
- Every node has either `0` or `2` children.
- Leaf nodes have a value of `0` or `1`.
- Non-leaf nodes have a value of `2` or `3`.

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```
/**
 * Definition for a binary tree node.
 * public class TreeNode {
 *     int val;
 *     TreeNode left;
 *     TreeNode right;
 *     TreeNode() {}
 *     TreeNode(int val) { this.val = val; }
 *     TreeNode(int val, TreeNode left, TreeNode right) {
 *         this.val = val;
 *         this.left = left;
 *         this.right = right;
 *     }
 * }
 */
class Solution {
    public boolean evaluateTree(TreeNode root) {
    }
}
```