144. Binary Tree Preorder Traversal

Given a binary tree, return the preorder traversal of its nodes' values.

For example: Given binary tree $\{1, \#, 2, 3\}$,

```
return [1,2,3].
```

Note: Recursive solution is trivial, could you do it iteratively?

Tags: Tree Stack

```
class Solution {
public:
   vector<int> preorderTraversal(TreeNode* root) {
      vector<int> re;
      if (!root) return re;
      stack<TreeNode*> myStack;
      myStack.push(root);
      TreeNode* currNode = NULL;
      while (!myStack.empty()) {
          currNode = myStack.top();
          re.push back(currNode->val);
          myStack.pop();
          if (currNode->right) myStack.push(currNode->righ
t);
          if (currNode->left) myStack.push(currNode->lef
t);
```

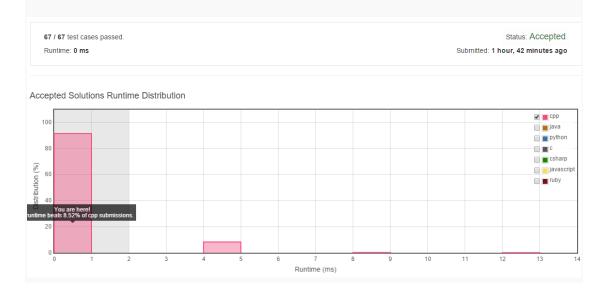
```
return re;
}

};
```

思路:

该题目已标注不能使用递归的方法做。因此可以很自然的想到用栈 (stack) 去实现。

因为前序遍历的顺序是<mark>根--左--右</mark>,这也是我们出栈的顺序。那么想让出栈顺序为<mark>根--</mark>左--右,可以先让根入栈,然后根先出栈,再让根的孩子入栈。这就构成了整个算法的思路。其终止条件为,栈为空,栈空则意味着我们所有的节点已经遍历完。



145. Binary Tree Postorder Traversal

Given a binary tree, return the postorder traversal of its nodes' values.

For example:

Given binary tree $\{1, \#, 2, 3\}$,

```
1 \ \ 2 \ / 3
```

```
return [3,2,1].
```

Note: Recursive solution is trivial, could you do it iteratively?

Tags: Tree Stack

思路 1:

后序遍历的顺序是<u>左--右--根</u>,如果我们更改一下前序遍历,把它变成<mark>根--右--左</mark>,然后再将结果反向,就成了<u>左--右--根</u>,得到最终结果。

```
class Solution {
public:
    vector<int> postorderTraversal(TreeNode *root) {
        stack<TreeNode*> nodeStack;
        vector<int> re;
        if(root==NULL) return re;
        nodeStack.push(root);
        while(!nodeStack.empty()) {
            TreeNode* node= nodeStack.top();
            re.push_back(node->val);
        }
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```

```
nodeStack.pop();
if (node->left)
nodeStack.push(node->left);
if (node->right)
nodeStack.push(node->right);
}
reverse(re.begin(),re.end());
return re;
}
};
```

思路 2:

对于后序遍历,当从栈中 pop 节点的时候进行访问。Last_pop 代表最后一次 pop 的节点。如果 lastpop != top->left,意味着该节点的左子树还没有被 push 进栈中,因此要将其左孩子入栈;如果 last_pop == top->left,就要将右孩子入栈;否则,直接 pop 栈顶节点。

```
} else if (top->right && top->right != last pop &
& (top->left == NULL || top->left == last pop)) { // push r
ight
                  s.push(top->right);
              } else { // pop
                 s.pop();
                  last pop = top;
                  re.push back(top->val); // visit top
              }
         }
        return re;
    }
};
  67 / 67 test cases passed.
                                                                   Status: Accepted
  Runtime: 0 ms
                                                            Submitted: 1 hour, 30 minutes ago
Accepted Solutions Runtime Distribution
                                                                       cpp cpp
                                                                       python
                                                                       csharp
                                                                       nuby
```

Runtime (ms)

199. Binary Tree Right Side View

Given a binary tree, imagine yourself standing on the right side of it, return the values of the nodes you can see ordered from top to bottom.

For example:

Given the following binary tree,

You should return [1, 3, 4].

Tags: Tree, Depth-first Search, Breadth-first Search

```
class Solution {
public:
    vector<int> rightSideView(TreeNode* root) { //BFS
        vector<int> re;
        if (!root) return re;
        queue<TreeNode*> myQueue;
        myQueue.push(root);
        TreeNode* currNode = NULL;
        TreeNode* endNode = root; // the last node addr of o
ne level
        while (!myQueue.empty()) {
            currNode = myQueue.front();
            myQueue.pop();
            if (currNode->left) myQueue.push(currNode->left);
```

```
if (currNode->right) myQueue.push(currNode->righ
t);

if (currNode == endNode) {
          re.push_back(currNode->val);
          endNode = myQueue.empty() ? endNode : myQueu
e.back();
        }
    }
    return re;
}
```

思路:

此题的意思是要找到树每层的最后一个节点。直观的想法是,把每层的节点依次遍历,找到最后一个节点,然后放到结果列表里。因此可以采用 BFS。BFS 是用队列实现的,显然根节点是第一层的最后一个节点。关键在于知道队列里哪个节点是该层的最后一个节点。根据 BFS 的实现方法,当上一层的最后一个节点出栈时,首先会将该节点的左孩子、右孩子入栈,如果其左孩子和右孩子存在的话。那么完成之后,就意味着上一层的节点已全部出队,下一层的节点已全部入队。因此现在队列中的最后一个元素则是该层的最后一个元素。当 BFS 运行完毕以后,结果已经全部存入 vector 中。

