

```

public static class Pair{
    int NTLMS,LTlMS;
    Pair(int a,int b){
        NTLMS = a;
        LTlMS = b;
    }
}

public static int maxPathSum(TreeNode root) {
    return maxPathSumHelper(root).NTLMS;
}

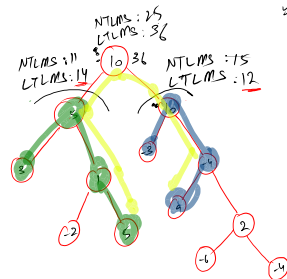
public static Pair maxPathSumHelper(TreeNode node) {
    if(node == null){
        return new Pair(0,0);
    }

    Pair lpair = maxPathSumHelper(node.left);
    Pair rpair = maxPathSumHelper(node.right);

    int NTLMS = Math.max(lpair.NTLMS,rpair.NTLMS)+node.val;
    int LTlMS = Math.max(lpair.LTlMS,rpair.LTlMS);
    if(node.left != null && node.right != null){
        LTlMS = Math.max( LTlMS , lpair.NTLMS+node.val+rpair.NTLMS );
    }

    return new Pair(NTLMS,LTlMS);
}

```



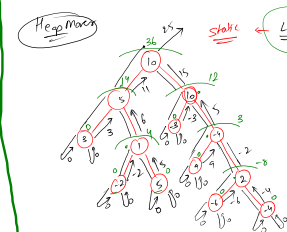
✓ PO4Y

NTL Maxsum  
LTE Maxsum

$$NTLMS = \max(L.NTLMs, R.NTLMs) + \text{node.val}$$

$$L.NTLMs = \begin{cases} R.LTLMs \\ L.LTLMs \\ L.NTLMs + \text{node.val} + R.NTLMs \end{cases}$$

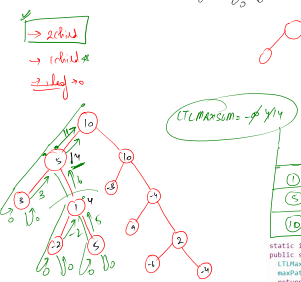
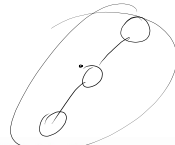
Max



Stake ← LTL Max Sum =  $-\infty$  ~~14~~ 36 =

fact: NTL Max Sum

Node  
↳ LTLEMaxSum  $\rightarrow$  (left.NTLEMaxSum + Right.NTLEMaxSum + node.val)


$$CTLMAXsum = -\phi/414$$


```
static int LTI_MaxSum;
public static int maxPathSum(TreeNode root) {
    LTI_MaxSum = Integer.MIN_VALUE;
    maxPathSumelper(root);
    return LTI_MaxSum;
}

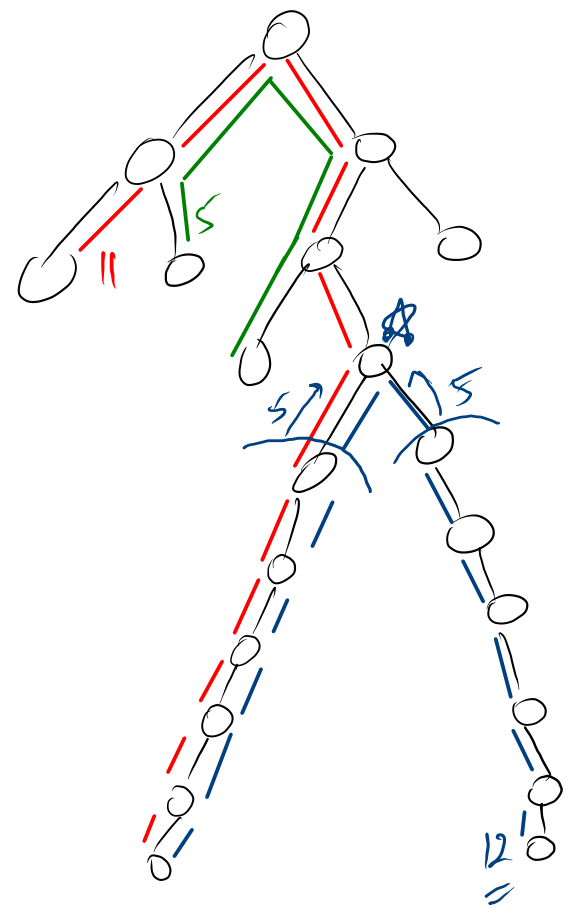
public static int maxPathSumelper(TreeNode node)
{
    if (node == null)
        return 0;

    int leftLTI_MaxSum = maxPathSumelper(node.left);
    int rightLTI_MaxSum = maxPathSumelper(node.right);
    if (node.left == null && node.right == null)
        LTI_MaxSum = Math.max(LTI_MaxSum, leftLTI_MaxSum + node.val + rightLTI_MaxSum);
    return Math.max(leftLTI_MaxSum, rightLTI_MaxSum) + node.val;
}
```

Diameter → Max Distance Between Any two Nodes

↳ Edges

H.W. =

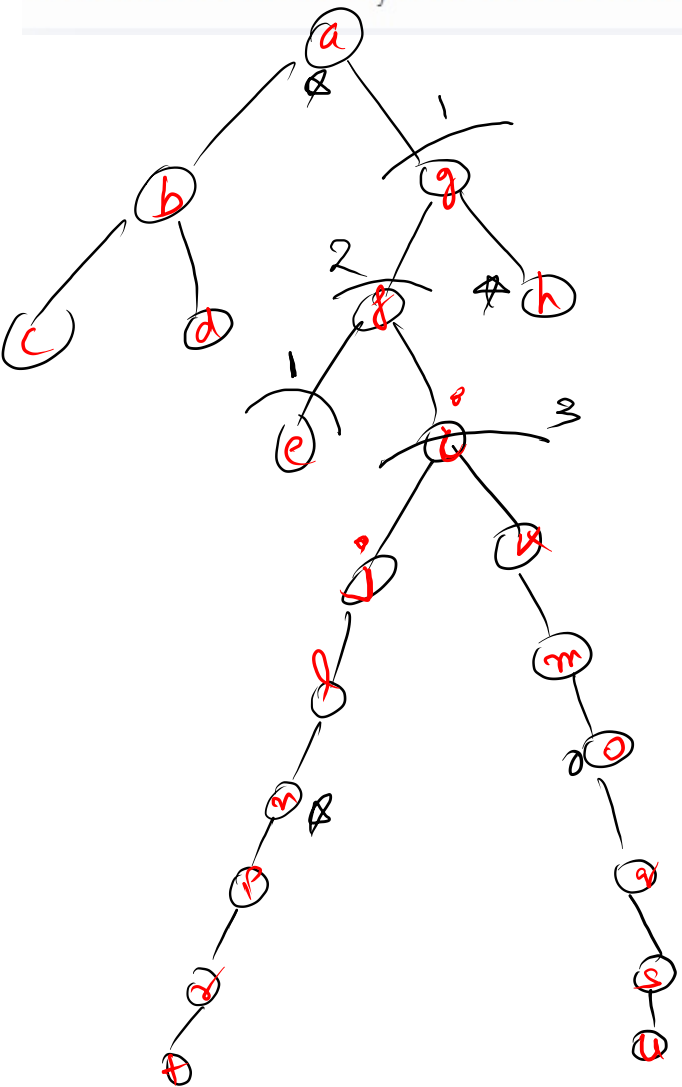


- ① Heap Move (static)
- ② Pair → HT  
→ diameter

Dia of node → LHT + RHT + 2

⇒ 12

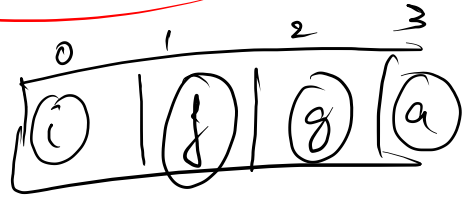
- 1. Given the root of a binary tree.
- 2. The value of a target node target, and an integer k.
- 3. You have return an array of the values of all nodes that have a distance k from the target node.



Target = i

Distance → 3

① Node To root →



+  
Print k levels down

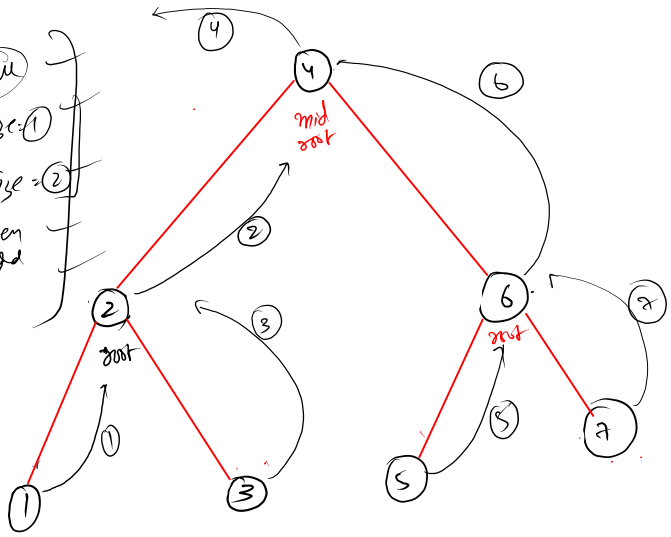
✓  
n o h a

Distance → Distance k way

H.C.



null  
 size = 1  
 size = 2  
 even  
 odd



```

public static Node SortedDLLToBST(Node head) {
    if(head == null || head.right == null){
        return head;
    }
    Node root = midNode(head);

    Node bck = root.left;
    Node fwd = root.right;

    if(bck != null)
        root.left = bck.right = null;
    if(fwd != null)
        root.right = fwd.left = null;

    root.left = SortedDLLToBST(bck == null ? null : head);
    root.right = SortedDLLToBST(fwd);
    return root;
}
  
```

Sorted  
 DLL  
 ↓  
 BST

left :: prev  
 right :: next  
mid is slow

