

Pre, In, Post, level

✓ ✓ ✓ ✓

Pre ← 10 20 30 40 50 60 70 [NLR]

In ← 30 20 40 10 60 50 70 [LNR]

Post ← 30 40 20 50 60 70 10 [LRN]

level ← 60 20 50 30 40 60 70

Psi pei
 0 1 2 3 4 5 6
 4 2 1 3 6 5 7 [NLR]
 In 1 2 3 4 5 6 7 [LNR]
 isi iei

psi > pei

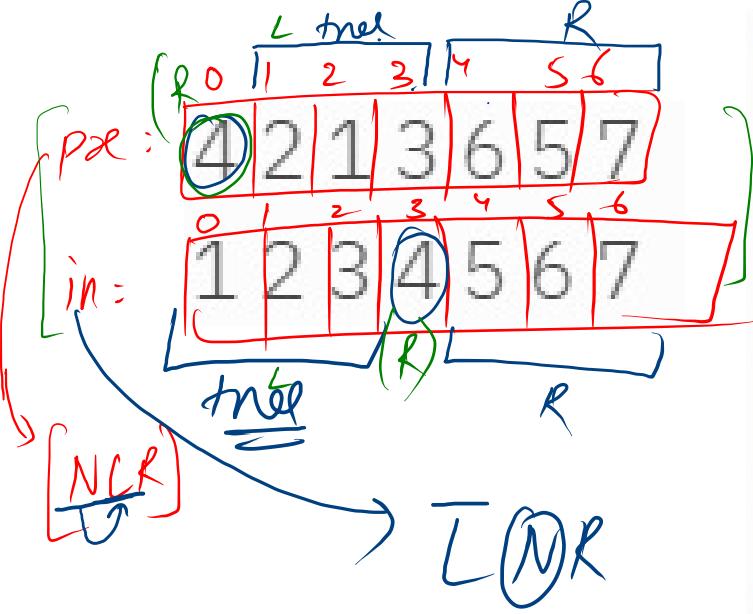
psi pei isi iei
 (0, 6, 0, 6)
 val = 4 idx: 3
 tncl: 3
 (4, 6, 4, 6)
 val = 6, idx: 5
 tncl: 1

(pxorder, 0, 6, inorder, 0, 6)
 val = pxorder[psi]
 idx
 tncl = idx - isi

(pxorder, psi+1, psi+tncl, inorder, isi, idx-1)

(pxorder, psi+tncl+1, pei, inorder, idx+1, iei)

(1, 3, 0, 2)
 val = 2, idx: 1, tncl = 1
 (2, 3, 2, 2)
 val = 3, idx: 2, tncl = 0
 (4, 3, 2, 1)
 val = 1, idx: 0, tncl = 0
 (3, 2, 1, 0)
 (4, 3, 3, 2)



```

private static TreeNode buildTree(int[] preorder, int psi, int pei, int[] inorder, int isi, intiei) {
    if(psi > pei){
        return null;
    }

    int val = preorder[psi];
    int idx = isi;
    while(inorder[idx] != val){
        idx++;
    }
    int tnel = idx - isi;
    TreeNode node = new TreeNode(val);

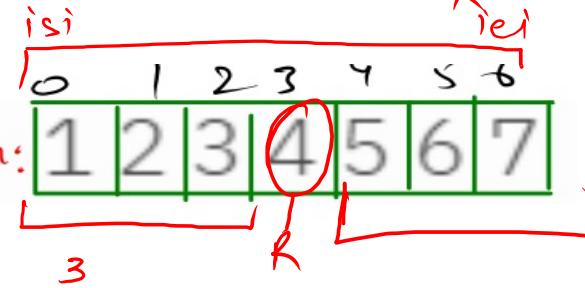
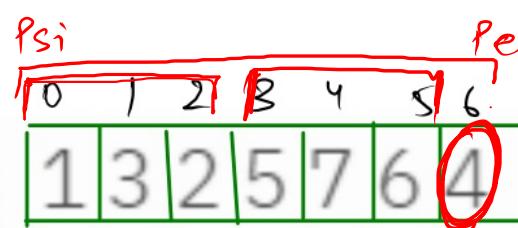
    node.left = buildTree(preorder, psi+1, psi+tnel, inorder, isi, idx-1);
    node.right = buildTree(preorder, psi+tnel+1, pei, inorder, idx+1, iei);

    return node;
}

public static TreeNode buildTree(int[] preorder, int[] inorder) {
    return buildTree(preorder, 0, preorder.length-1, inorder, 0, inorder.length-1);
}

```

✓



t_{nel} : 3

Ps_i Pe_i isi iei
 $(0, 6, 0, 6)$

val = post[pe_i], idx, t_{nel} : idx - isi

(ps_i, ps_i + t_{nel} - 1, isi, idx - 1) (ps_i + t_{nel}, pe_i - 1, idx + 1, ie)

Ps_i Pe_i Is_i I_{c_i}
 $(0, 6, 0, 6)$

v : 4, idx : 3, T_{nel} = 3

4

(3, 5, 4, 6)

(0, 9, 0, 2)

```
public static TreeNode buildTree(int[] inorder, int isi, int iei, int[] postorder, int psi, int pei) {
    if(psi > pei){
        return null;
    }

    int val = postorder[pei];
    TreeNode node = new TreeNode(val);

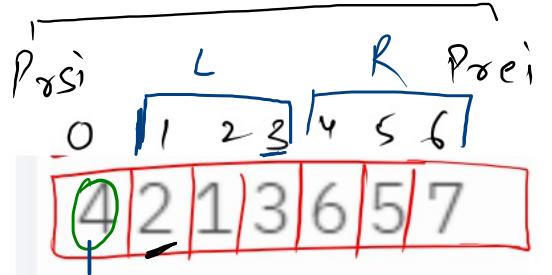
    int idx = isi;
    while(inorder[idx] != val){
        idx++;
    }

    int tnel = idx - isi;

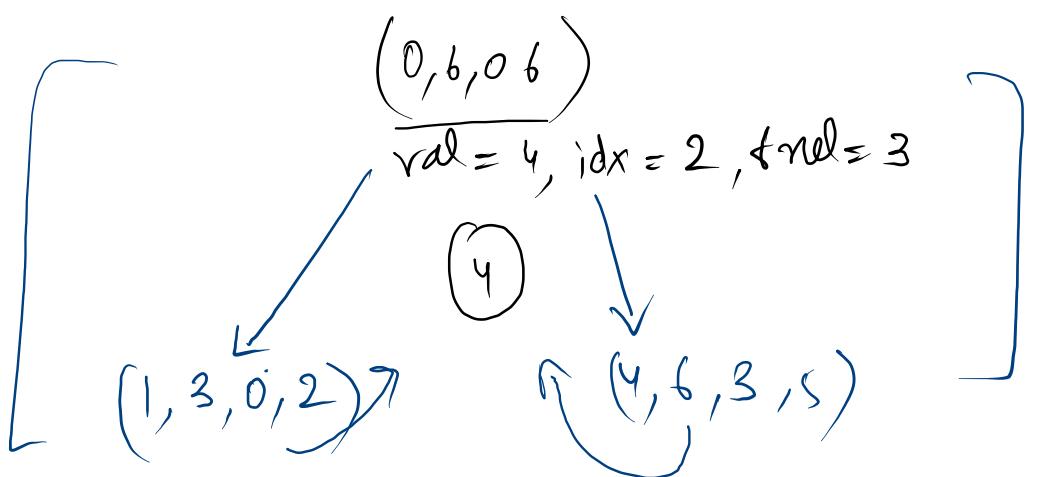
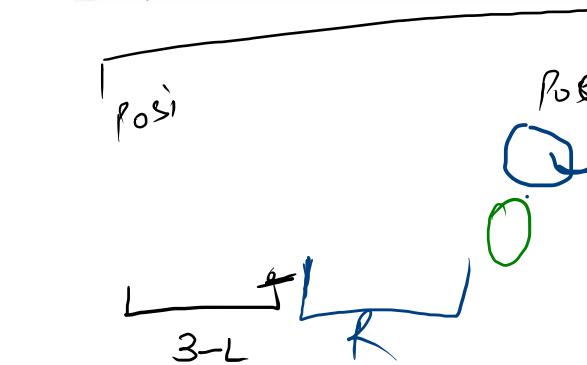
    node.left = buildTree(inorder, isi, idx-1, postorder, psi, psi+tnel-1);
    node.right = buildTree(inorder, idx+1, iei, postorder, psi+tnel, pei-1);

    return node;
}
```

[NLR] Pre



LRN
LRB =
LNR =



$$\begin{aligned} &(\text{Posi}, \text{Prei}, \text{Posi}, \text{Prei}) \\ &(0, 6, 0, 6) \\ &\text{val} = \text{Post}[\text{Prei}], \text{Pre}[\text{Posi}], \text{idx} = \frac{\text{PostIndex}}{\text{Pre}[\text{Posi} + 1]} \\ &+ \text{tnd} = \text{idx} - \text{Posi} + 1 \end{aligned}$$

(Posi+1, Posi+tnd, Posi, idx)

(Posi+tnd+1, Prei, idx+1, Prei-1)

val


```

public static TreeNode constructFromPrePost(int[] pre, int prsi, int prei,int[] post, int posi, int poei)
    if(prsi > prei){
        return null;
    }
    int val = post[poei];
    TreeNode node = new TreeNode(val);
    ] => O(1)

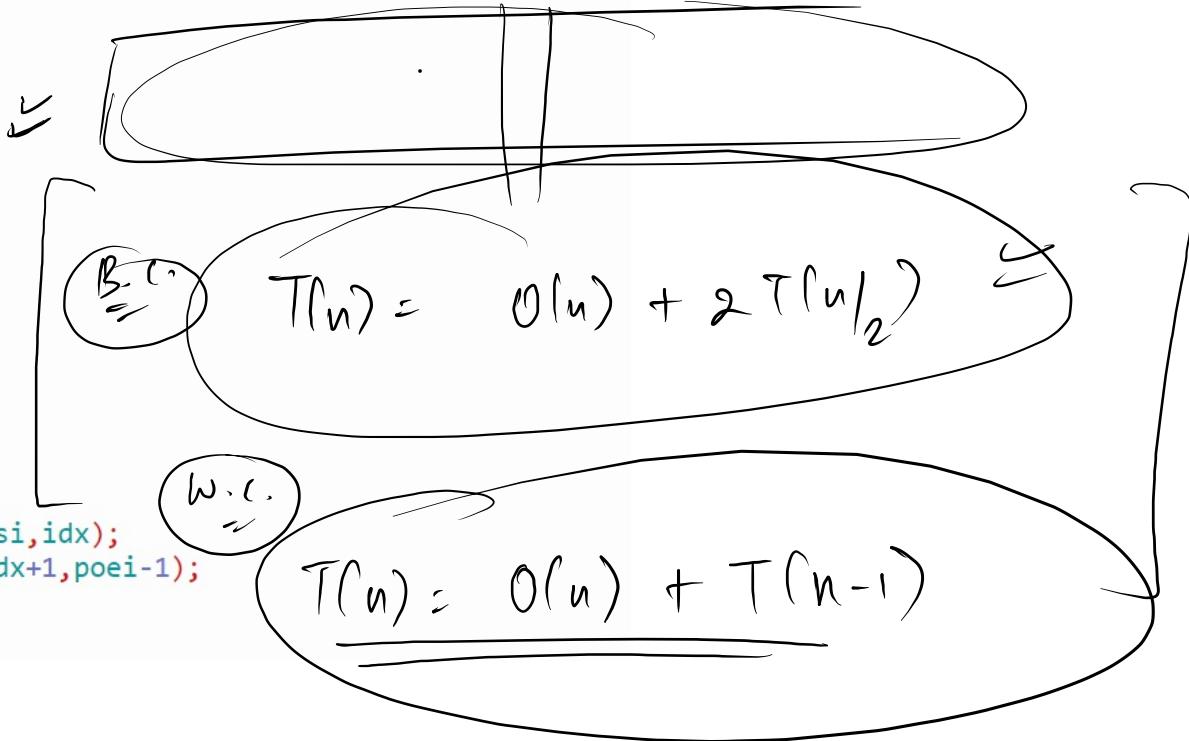
    if(prsi == prei){
        return node;
    }

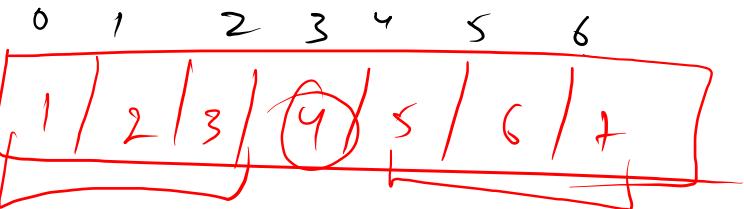
    int idx = posi;
    while(post[idx] != pre[prsi+1]){
        idx++;
    }
    ] => O(n)

    int tnel = idx - posi + 1;
    node.left = constructFromPrePost(pre,prsi+1,prsi+tnel,post,posi,idx);
    node.right = constructFromPrePost(pre,prsi+tnel+1,prei,post,idx+1,poei-1);

    return node;

```



(inorder) =


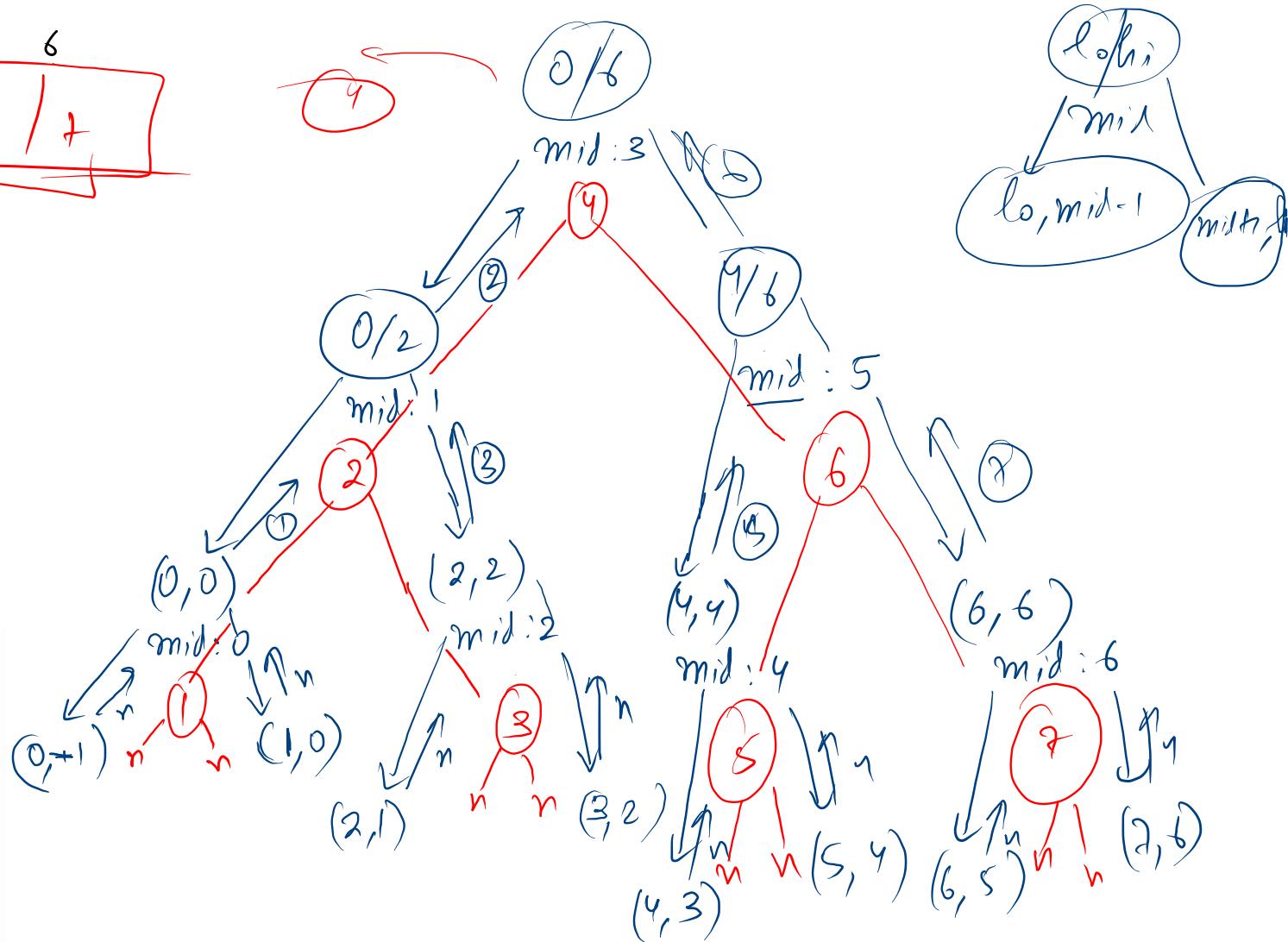
 LNR =

BST =
 Bonus

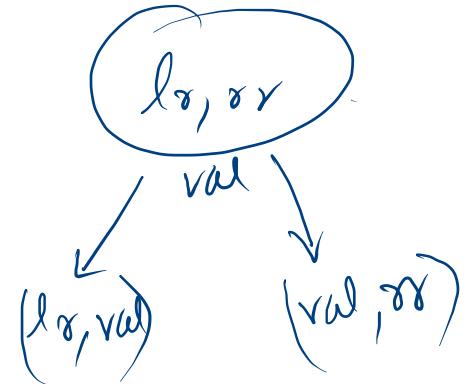
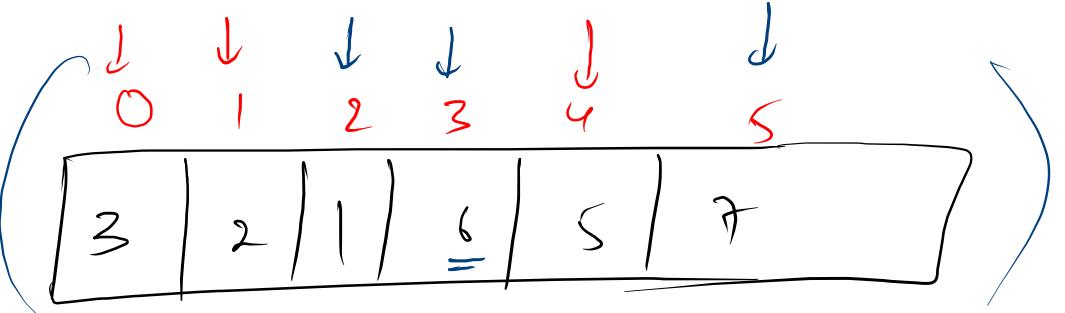
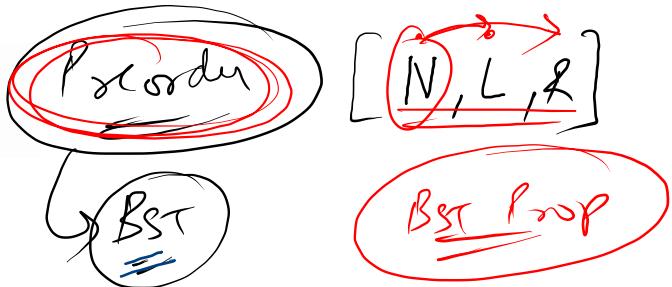
```

private static TreeNode construct(int[] in[], int lo, int hi){
    if(lo > hi){
        return null;
    }
    int mid = (lo+hi)/2;
    TreeNode node = new TreeNode(in[mid]);
    node.left = construct(in, lo, mid-1);
    node.right = construct(in, mid+1, hi);

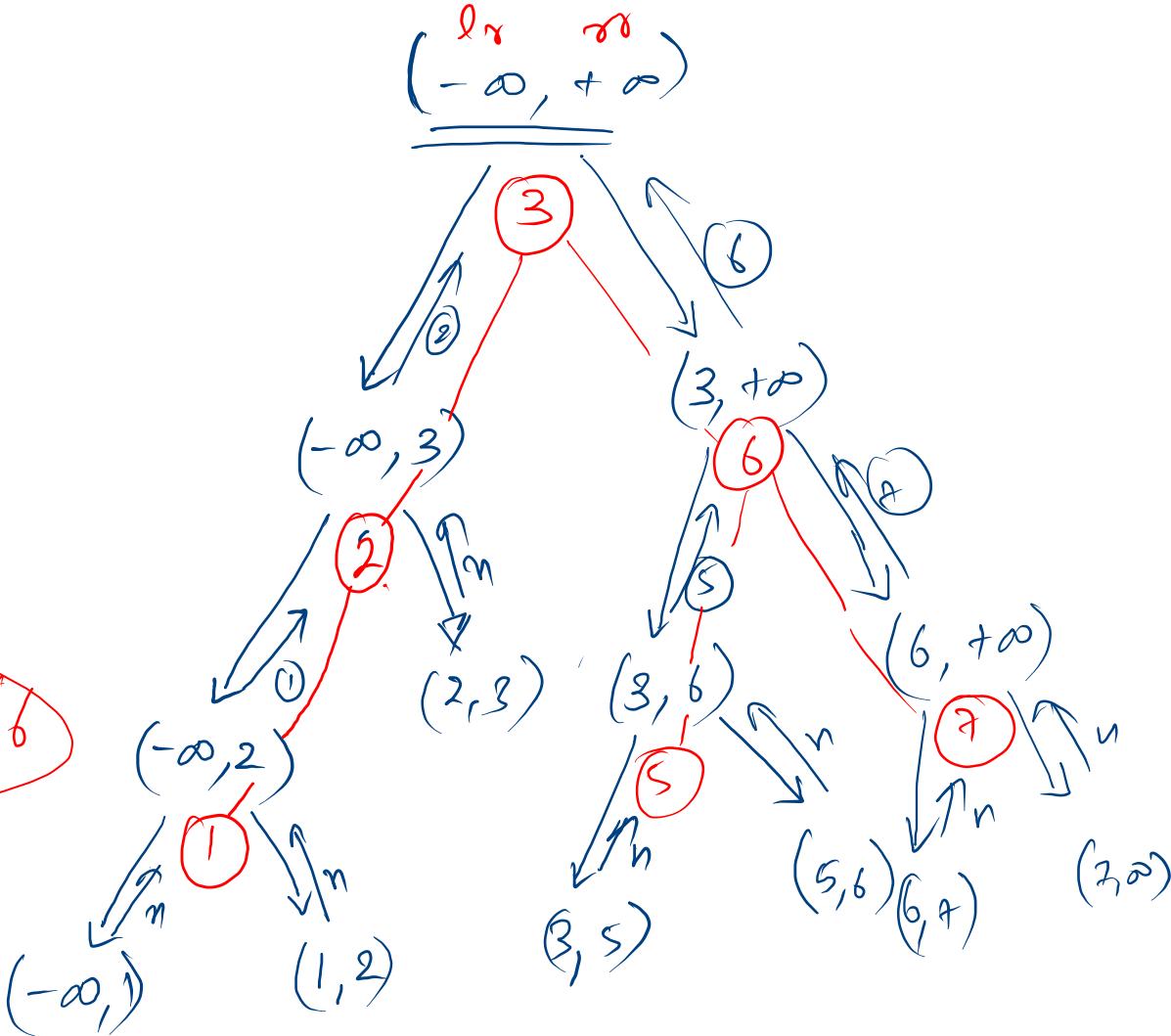
    return node;
}
public static TreeNode constructFromInOrder(int[] inorder) {
    return construct(inorder, 0, inorder.length-1);
}
    
```

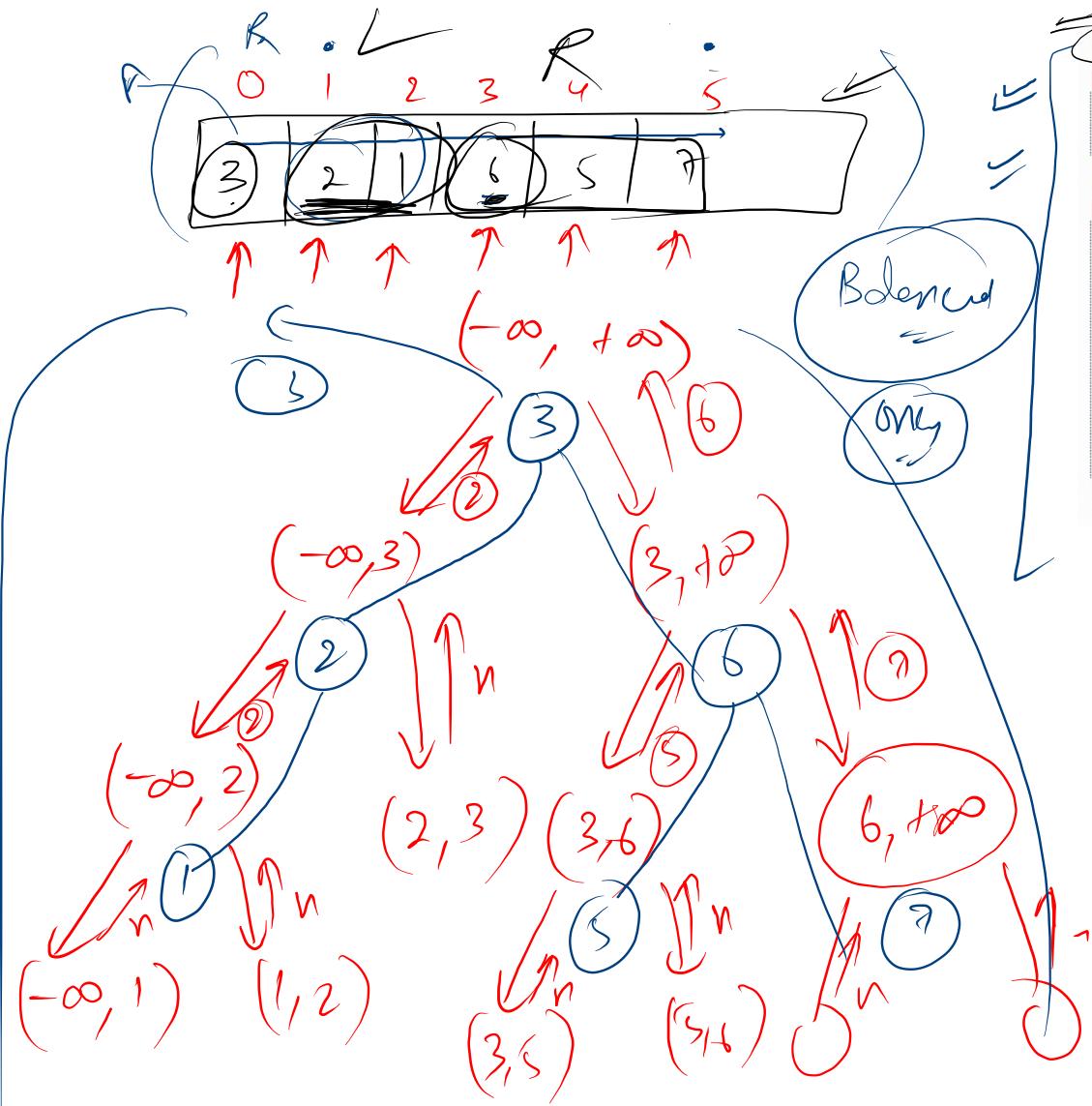


3 2 1 6 5 7



$\text{bst idx} = 0 \times 2^3 + 3 \times 2^0 = 6$





```

static int bstIdx;
public static TreeNode bstFromPreorder(int[] preorder) {
    bstIdx = 0;
    return bstFromPreorder(preorder, Integer.MIN_VALUE, Integer.MAX_VALUE);
}
public static TreeNode bstFromPreorder(int[] pre, int lr, int rr){
    if(bstIdx >= pre.length || pre[bstIdx] < lr || pre[bstIdx] > rr){
        return null;
    }
    TreeNode node = new TreeNode(pre[bstIdx++]);
    node.left = bstFromPreorder(pre, lr, node.val);
    node.right = bstFromPreorder(pre, node.val, rr);
    return node;
}

```

NLR

LRN

- Error!
- ✓ </> Construct Binarytree From Preorder And Inorder Traversal
 - ✓ </> Construct Binarytree From Postorder And Inorder Traver...
 - </> Construct Binary Tree From Levelorder And Inorder Trav...
 - ✓ </> Construct Binarytree From Preorder And Postorder Trav...
 - ✓ </> Construct Bst From Inorder Traversal
 - ✓ </> Construct Bst From Preorder Traversal

H.w.

 - </> Construct Bst From Postorder Traversal Exactly same
 - </> Construct Bst From Levelorder Traversal

Easy	10	✓ Auth	0	✓ Public	✓ Sol	1
Medium	10	✓ Auth	0	✓ Public	✓ Sol	2
Easy	10	✓ Auth	0	□ Public	✓ Sol	3
Easy	10	✓ Auth	0	✓ Public	✓ Sol	4
Easy	10	✓ Auth	0	✓ Public	✓ Sol	5
Easy	10	✓ Auth	0	✓ Public	✓ Sol	6
Easy	10	✓ Auth	0	✓ Public	✓ Sol	7
Medium	10	✓ Auth	0	□ Public	✓ Sol	8

Try It Yourself

Iteratively

Pre, In, Post → DRs

Level → BFS

Graph

Tre