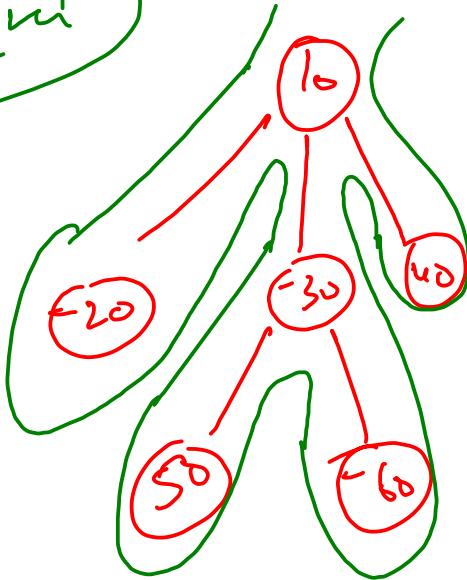


MultiSolver



2-3

$$\text{Size} = 6 \times 2 + 8 \times 4 + 6$$

$$\text{Sum} = 10 - 20 - 30 + 50 - 60 + 40$$

$$\text{Max} = -20 \quad 50$$

$$\text{Min} = 10 \quad 10 \quad -20 \quad -30 \quad -60$$

O(n)

O(1)

O(1)

```
static int size , sum , max , min;  
public static void multiSolver(Node node){  
    size++;  
    sum += node.data;  
    max = Math.max(max, node.data);  
    min = Math.min(min, node.data);
```

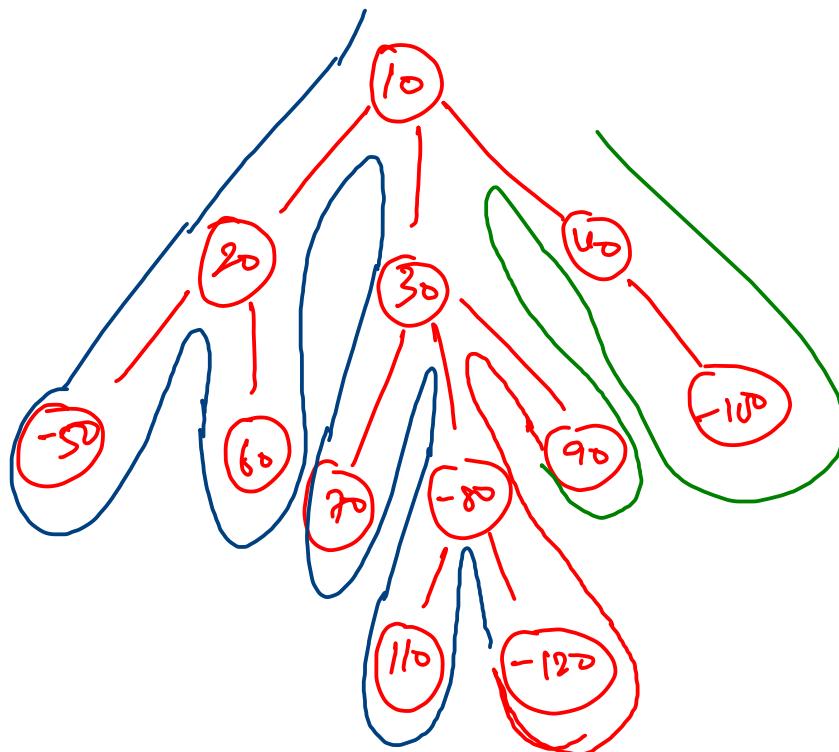
```
for(Node child : node.children){  
    multiSolver(child);  
}
```

```
size = 0;  
sum = 0;  
max = Integer.MIN_VALUE;  
min = Integer.MAX_VALUE;
```

```
multiSolver(root);  
System.out.println("Size : "+size);  
System.out.println("sum : "+sum);  
System.out.println("max : "+max);  
System.out.println("min : "+min);
```

D: -120

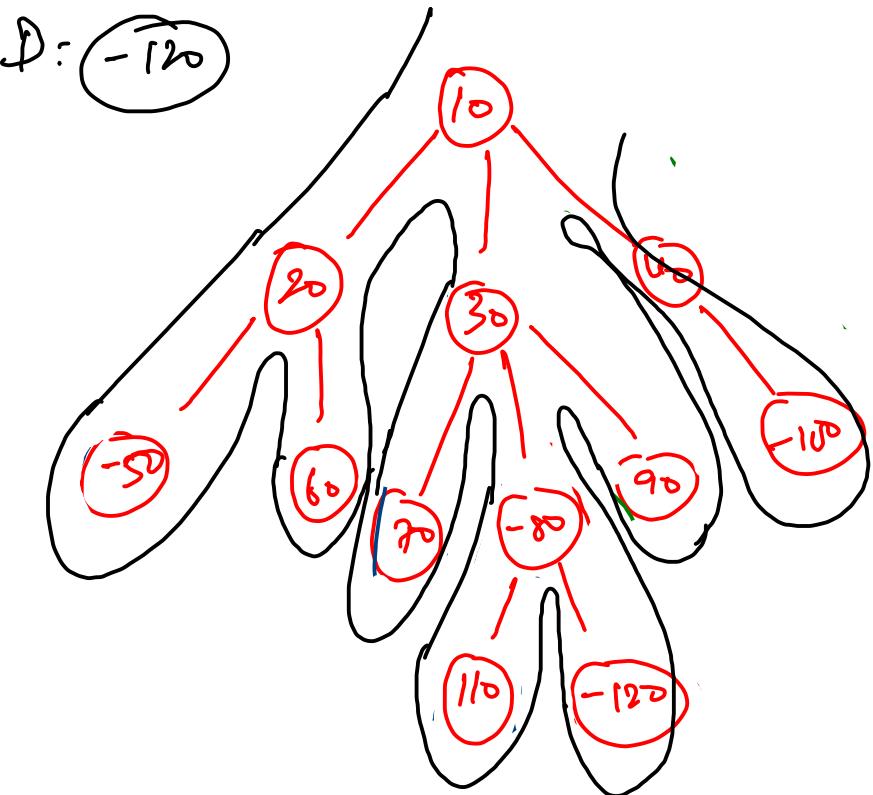
- 0 : not found
- 1 : found
- 2 : Successor set



state = ~~0/1~~ 2

predecessor = ~~null~~ 10 20 ~~-50~~ 30 70 80 110

successor = ~~null~~ 90



$\checkmark \text{pre} = \text{null}$  ~~10~~ ~~20~~ ~~-50~~ ~~60~~ ~~30~~ ~~40~~ ~~70~~ ~~80~~ ~~90~~ ~~100~~

$\checkmark \text{Suc} = \text{null}$  ~~90~~

$\text{Stack} = \emptyset \times 2$

pre

```

public static void predecessorAndSuccessor(Node node, int data) {
    if(state == 0){
        if(node.data == data){
            state++;
        }else{
            predecessor = node;
        }
    }else if(state == 1){
        successor = node;
        state++;
    }
}

for(Node child : node.children){
    predecessorAndSuccessor(child,data);
}

```

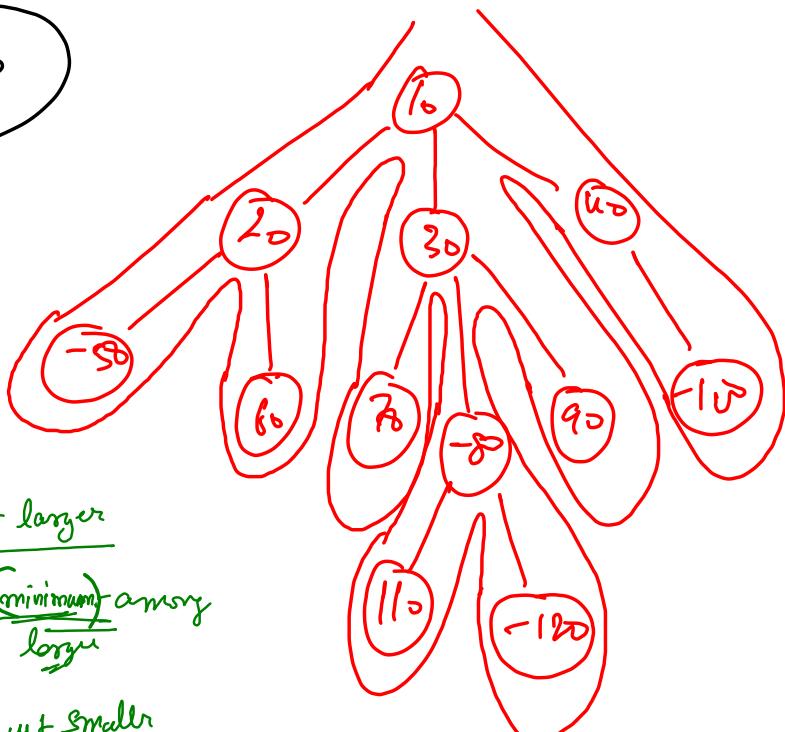
10 20 -50 -1 60 -1 -1 30 70 -1 -80 110 -1 -120 -1 -1 90 -1 -1 40 -100 -1 -1 -1

70

Data = 70

(ceil) just larger  
 ↳ minimum among  
 larger

floor: just smaller  
 ↳ maximum among  
 smaller



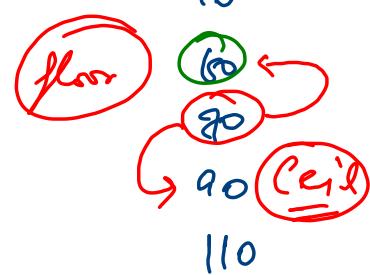
} if (node.data < data){  
 if (node.data > floor){  
 floor = node.data;  
 } }

} if (node.data > data){  
 if (node.data < ceil){  
 ceil = node.data;  
 } }

✓ ceil = ~~100~~ 40 90

✓ floor = ~~-100~~ 10 20 60

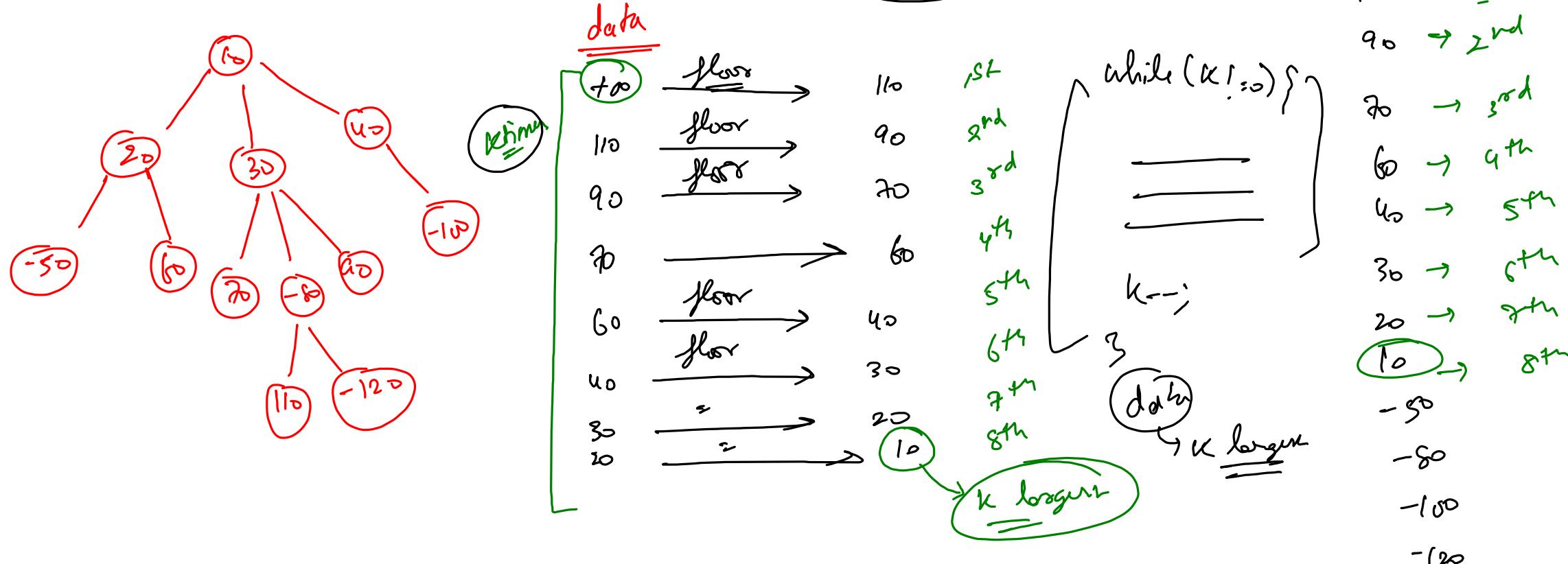
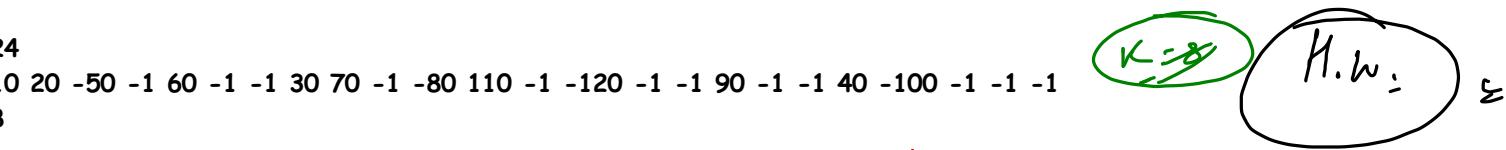
-120  
 -100  
 -80  
 -50  
 10  
 20  
 30  
 40

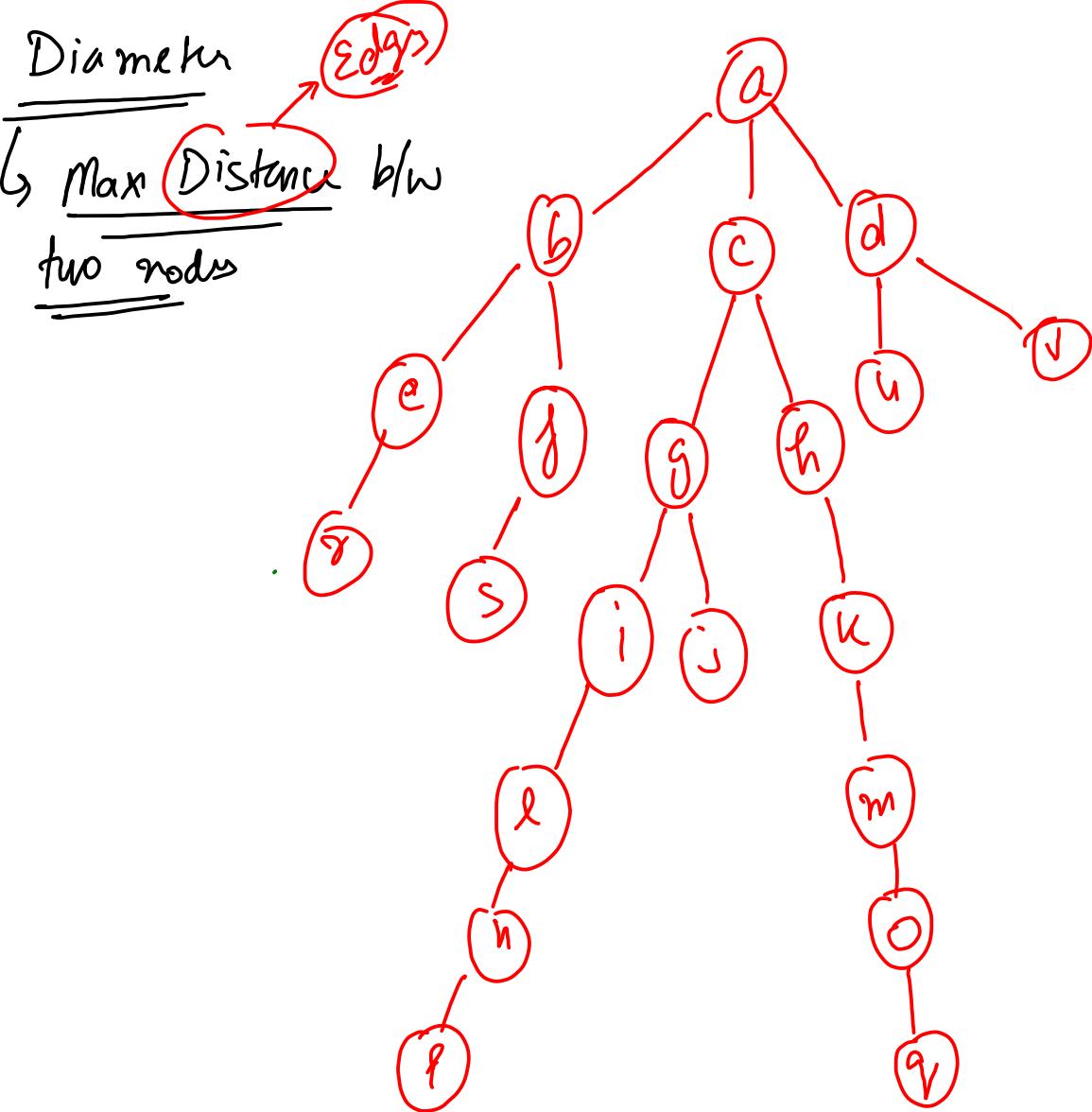


24

10 20 -50 -1 60 -1 -1 30 70 -1 -80 110 -1 -120 -1 -1 90 -1 -1 40 -100 -1 -1 -1

8



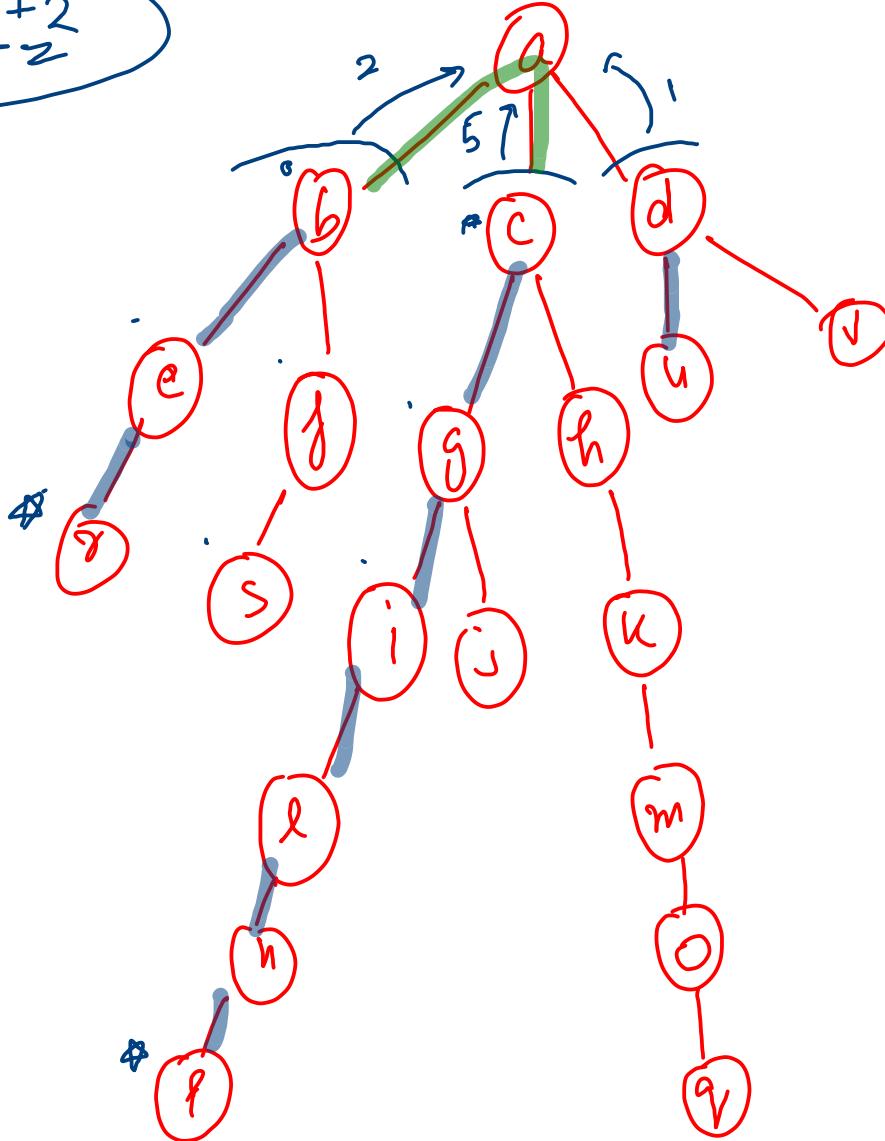


$r - j \Rightarrow 6$   
 $r - p \Rightarrow 9$   
 $r - q \Rightarrow 9$   
 $p - q \Rightarrow 10$   
 $p - u \Rightarrow 8$   
 $v - s \Rightarrow 5$

← Diameter



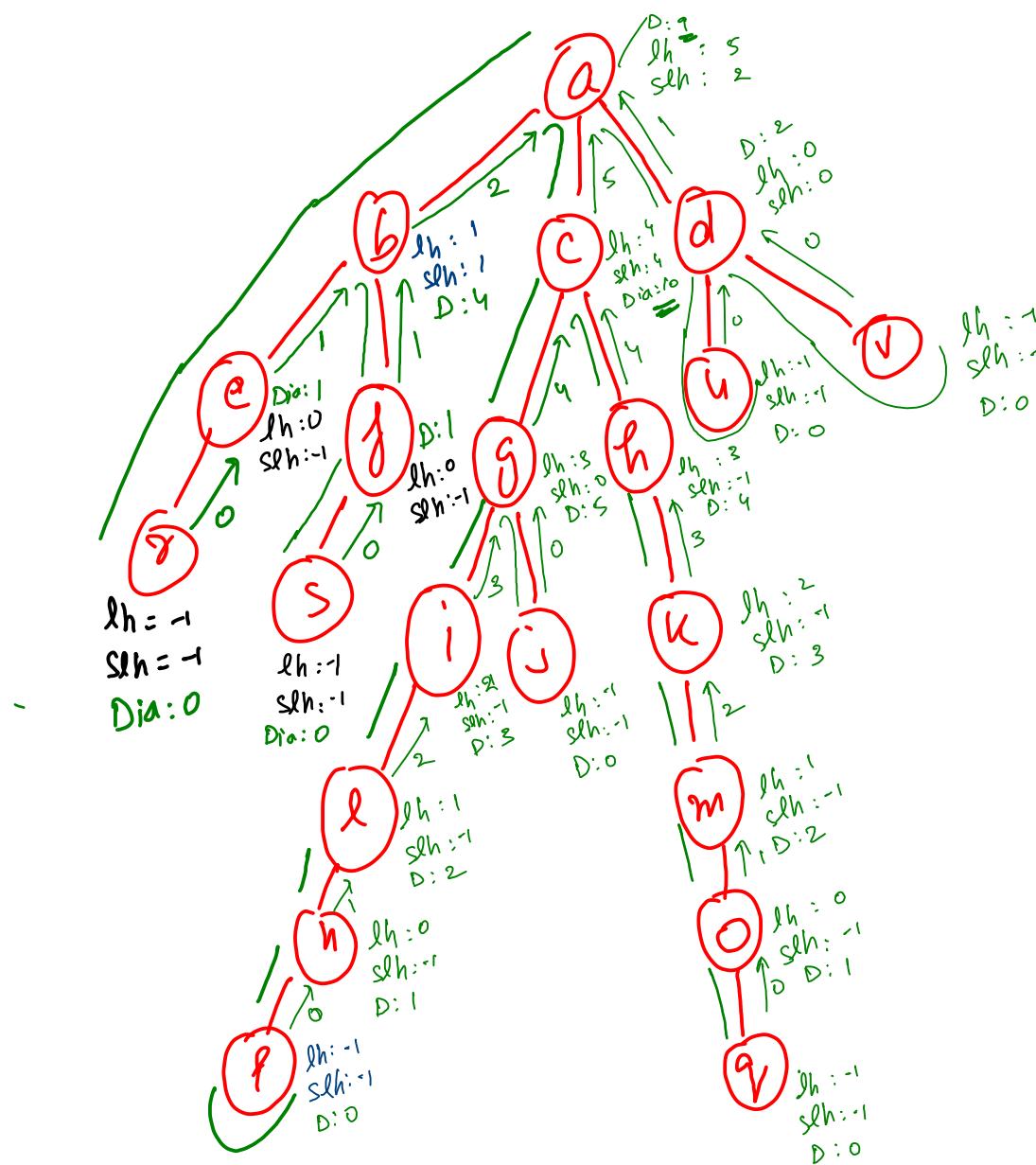
$$\text{diagMode} = \frac{lh + sh + 2}{2}$$



Travel & change

→ return → height

Dia of Tree → Max



Dia of Node

$$\rightarrow lh + slh + 2$$

$$lh = 10$$

$$slh = 5$$

$$\underline{\underline{cht = 4}}$$

$$lh = 10$$

$$slh = \cancel{6}$$

$$\underline{\underline{cht = 6}}$$

$$\text{slh} = \underline{\underline{cht}}$$

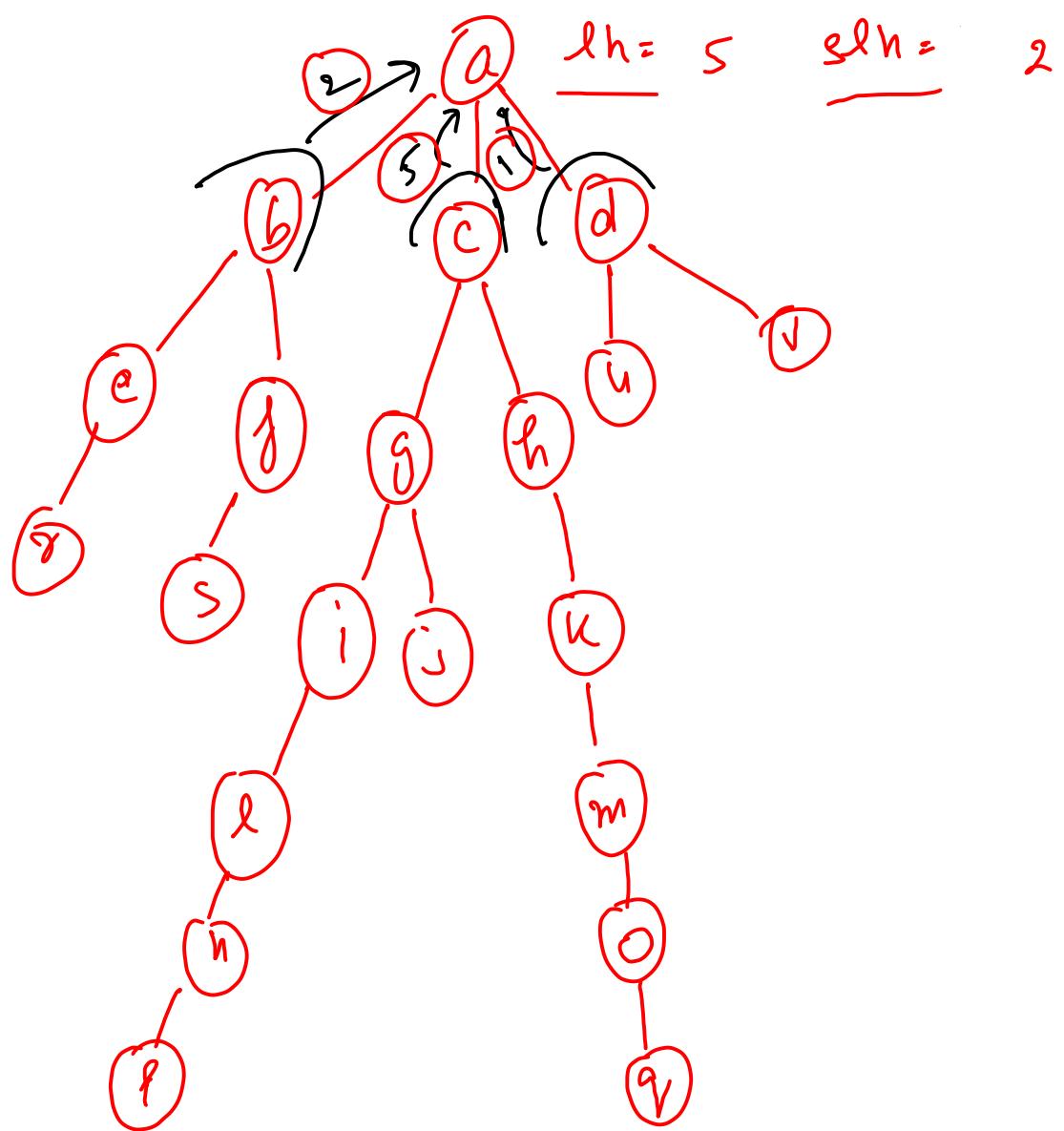
$$lh = \cancel{10}$$

$$slh = \cancel{10}$$

$$\underline{\underline{cht = 11}}$$

$$slh = lh;$$

$$lh = cht;$$



```

static int diaOfTree;
public static int diameter(Node node){
    // height

    int lh = -1, slh = -1;

    for(Node child : node.children){
        int cht = diameter(child);

        if(cht > lh){
            slh = lh;
            lh = cht;
        }else if(cht > slh){
            slh = cht;
        }
    }

    int diaOfNode = lh+slh+2;
    if(diaOfNode > diaOfTree){
        diaOfTree = diaOfNode;
    }

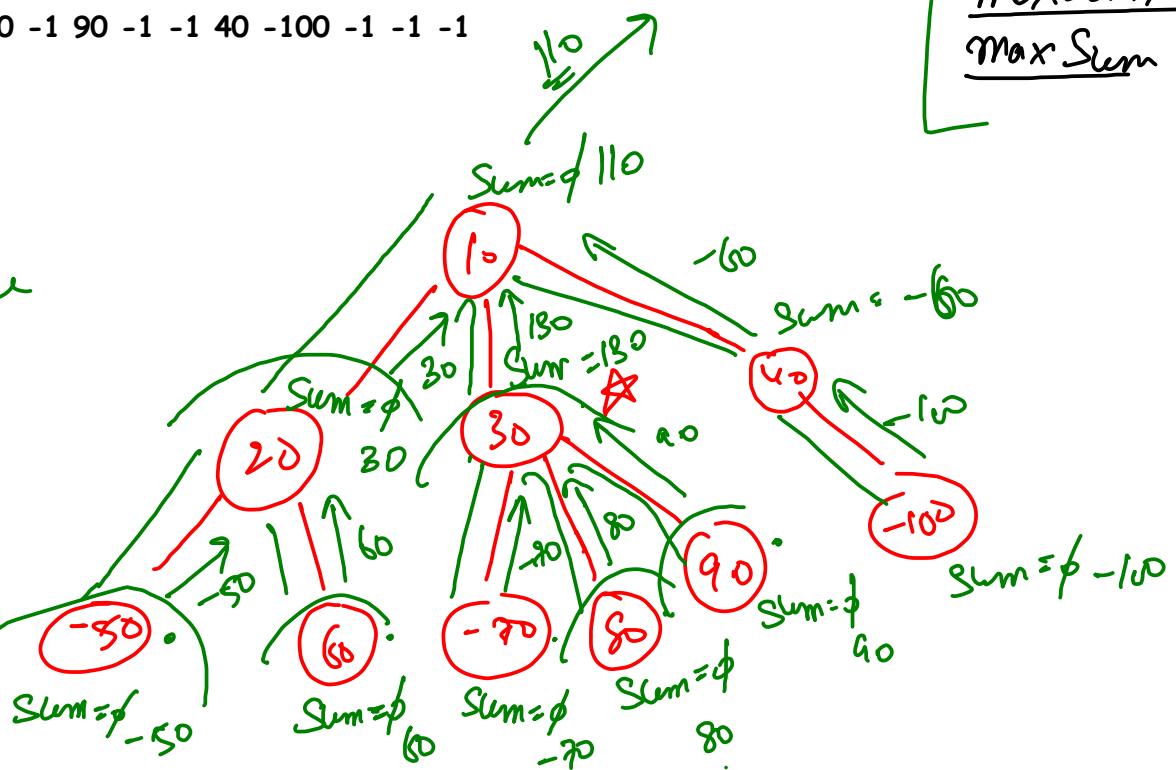
    return lh+1;
}

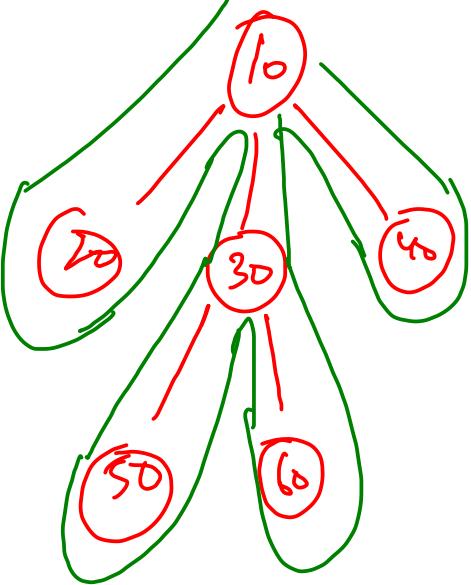
```

20

10 20 -50 -1 60 -1 -1 30 -70 -1 80 -1 90 -1 -1 40 -100 -1 -1 -1

$$\frac{\text{maxSumNode}}{\text{MaxSum}} = \left[ \begin{array}{c} \cancel{80} \\ \cancel{90} \\ \cancel{30} \\ \hline 80 \ 90 \ 130 \end{array} \right]$$



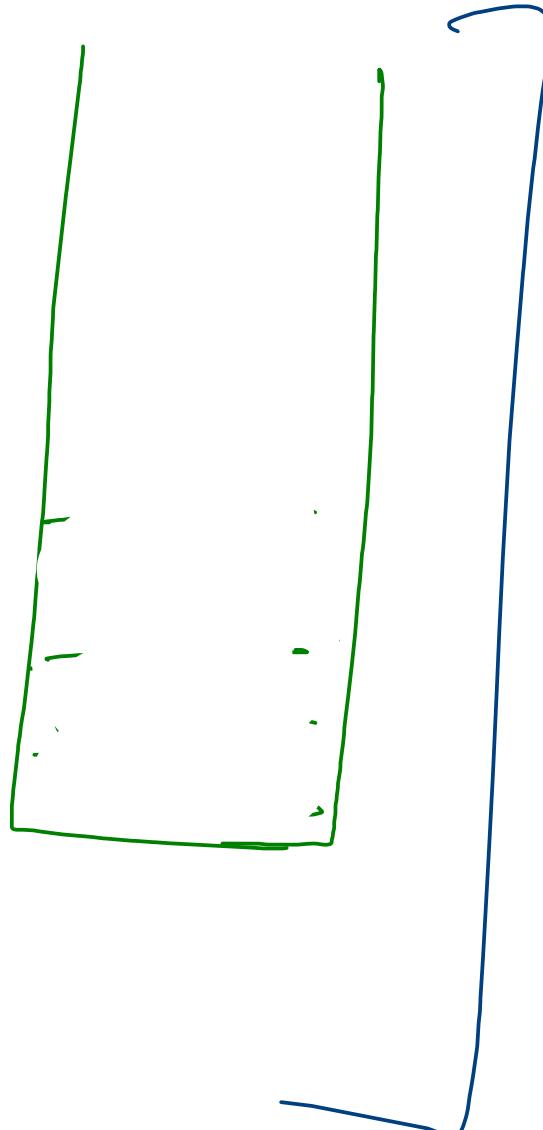
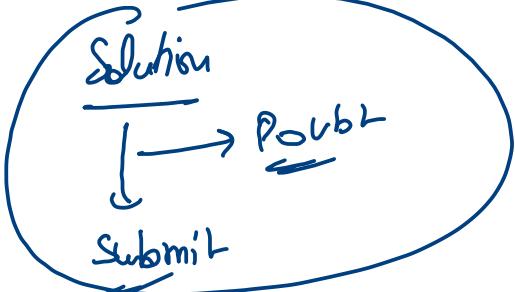
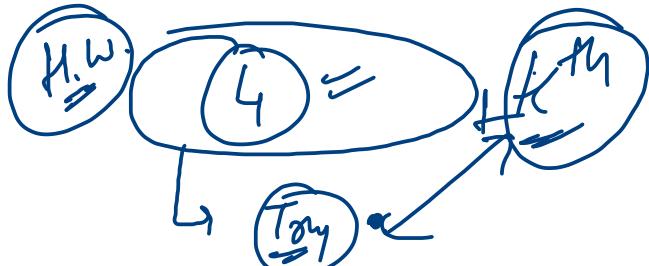


$P_{pre} =$	$P_{post} =$
✓ 10	✓ 20
✓ 20	✓ 50
✓ 30	✓ 60
✓ 50	✓ 30
✓ 60	✓ 40
✓ 100	✓ 10

State

-1  $\Rightarrow$  Pre, state++

size  $\rightarrow$  post, pop





- ✓  Multisolver For Generic Tree
- ✓  Predecessor And Successor Of An Element
- ✓  Ceil And Floor In Generic Tree
- H.w.  Kth Largest Element In Tree
- ✓  Diameter Of Generic Tree
- ✓  Node With Maximum Subtree Sum
- H.h.  Iterative Preorder And Postorder Of Generic Tree

Easy	10	✓ Auth	0	✓ Public	✓ Sol	23
Easy	10	✓ Auth	0	✓ Public	✓ Sol	24
Medium	10	✓ Auth	0	✓ Public	✓ Sol	25
Medium	10	✓ Auth	0	✓ Public	✓ Sol	26
Medium	10	✓ Auth	0	✓ Public	✓ Sol	27
Medium	10	✓ Auth	0	✓ Public	✓ Sol	28
Medium	10	✓ Auth	0	✓ Public	✓ Sol	29