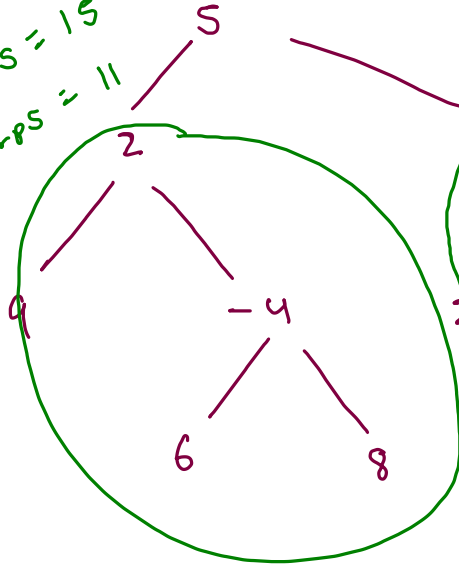


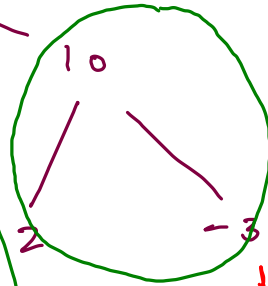
max path
sum L2L

$$L2Lmps = 15$$

$$n2Lmps = 11$$



5



$$L2Lmps = 9$$

$$n2Lmps = 12$$

$$factor = dp \cdot n2Lmps + node \cdot data + rp \cdot n2Lmps.$$

$$n2Lmps = \max(dp \cdot n2Lmps, rp \cdot n2Lmps) + node \cdot data;$$

$$L2Lmps = \max(dp \cdot L2Lmps, rp \cdot L2Lmps, factor)$$

```

public static Pair helper(TreeNode node) {
    if(node == null) {
        return new Pair(Integer.MIN_VALUE,Integer.MIN_VALUE);
    }

    else if(node.left == null && node.right == null) {
        return new Pair(Integer.MIN_VALUE,node.val);
    }

    Pair lp = helper(node.left);
    Pair rp = helper(node.right);

    int n2L = Math.max(lp.n2lmps,rp.n2lmps) + node.val;

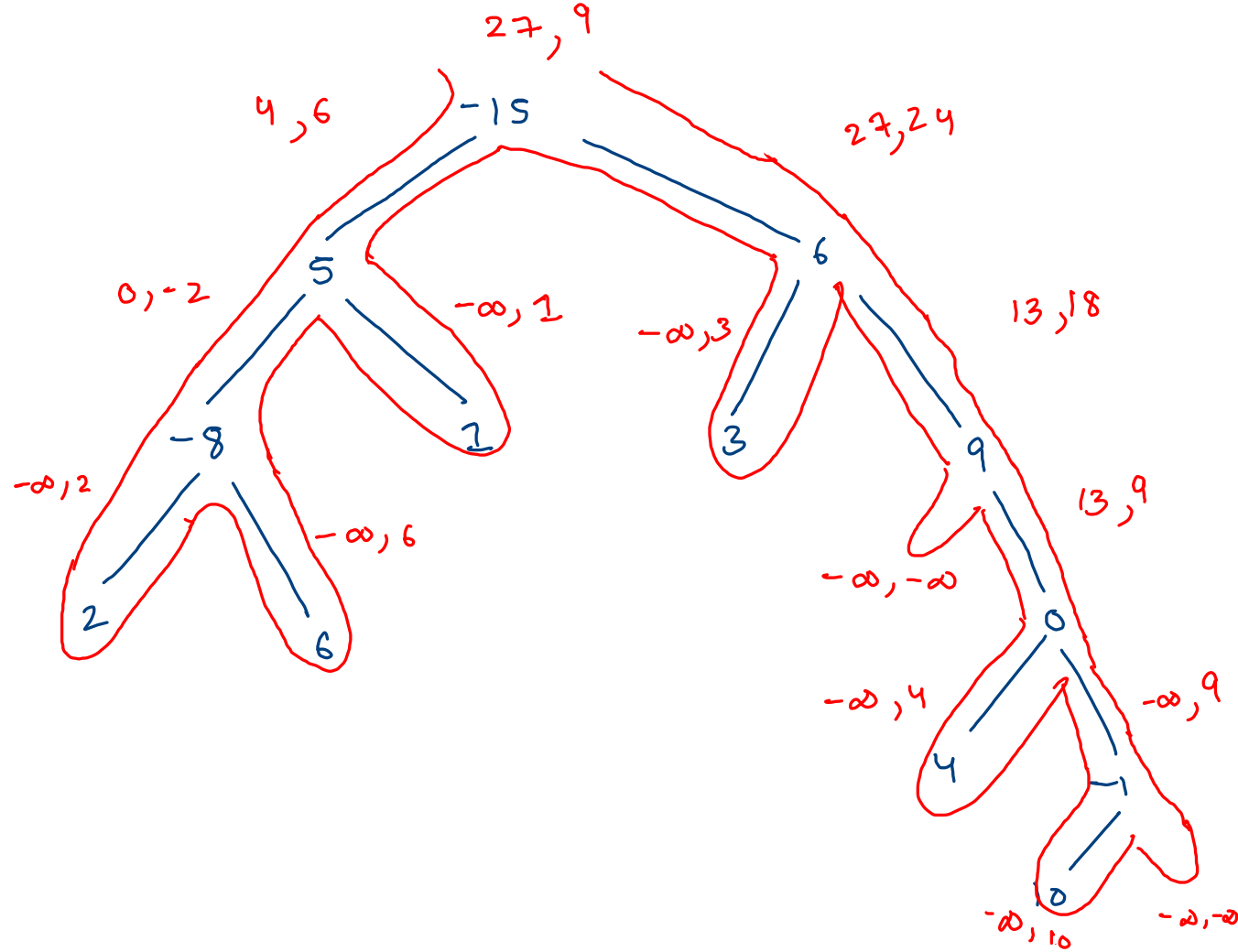
    int factor = Integer.MIN_VALUE;
    if(node.left != null && node.right != null) {
        factor = lp.n2lmps + node.val + rp.n2lmps;
    }

    int L2L = Math.max(Math.max(lp.l2lmps,rp.l2lmps), factor);

    return new Pair(L2L,n2L);
}

```

(l2lmps, n2lmps)



```

int maxPathSum(Node root)
{
    // code here

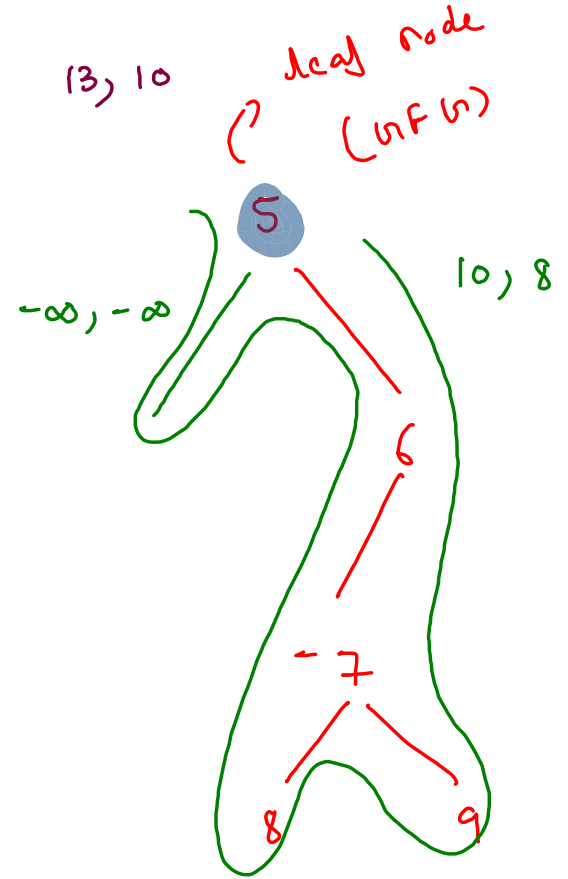
    Pair rp = helper(root);

    if((root.left != null && root.right == null) || (root.left == null && root.right != null)) {
        return Math.max(rp.l2lmps, rp.n2lmps);
    }

    return rp.l2lmps;
}

```

ans -> 13



```

public int helper(Node node) {
    if(node == null) {
        return Integer.MIN_VALUE;
    }

    if(node.left == null && node.right == null) {
        return node.data;
    }

    int la = helper(node.left); //la is n2lmps for left child
    int ra = helper(node.right); //ra is n2lmps for right child

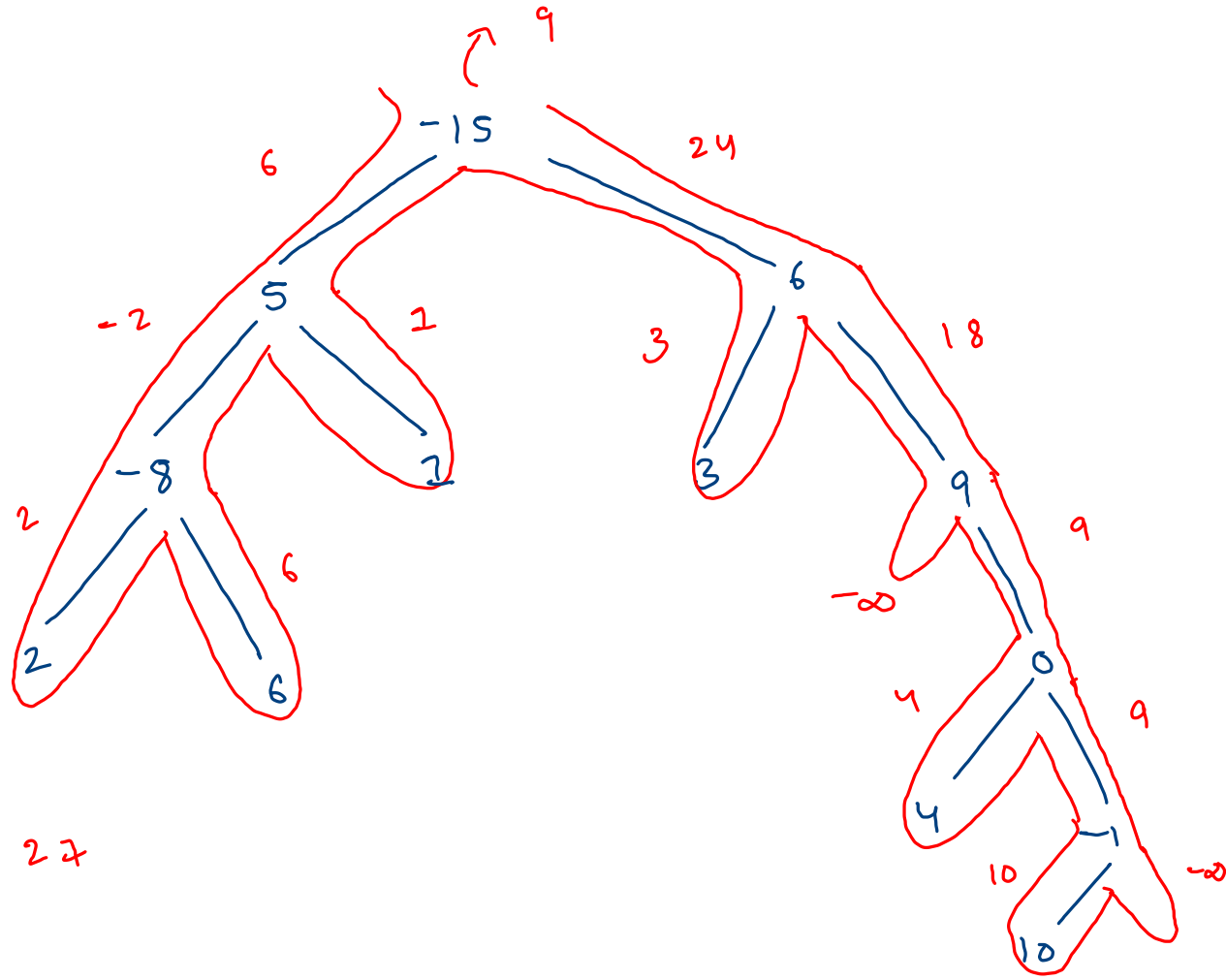
    int factor = Integer.MIN_VALUE;

    if(node.left != null && node.right != null) {
        factor = la + node.data + ra;
    }

    L2LMPS = Math.max(factor, L2LMPS);

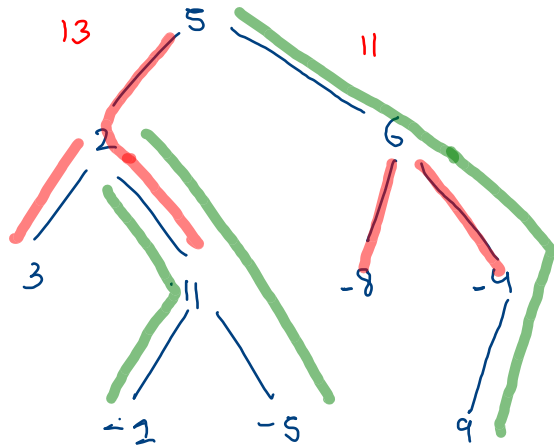
    int n2l = Math.max(la, ra) + node.data;
    return n2l;
}

```



$n2l = -\infty, 0, 4, 13, 27$

node to node
max path sum



Pair 2

```
int n2nmps;
```

```
int r2nmps;
```

```
}
```

dp, rP

```
int j1 = dp.r2nmps + node.data;
```

```
int j2 = rP.r2nmps + node.data;
```

```
int j3 = dp.r2nmps + node.data + rP.r2nmps;
```

```
int j4 = node.data;
```

```
r2nmps = max(j1, j2, j4);
```

```
n2nmps = max(j1, j2, j3, j4, dp.n2nmps,  
              rP.n2nmps);
```

int j1 = dp.r2nmps + node.data;

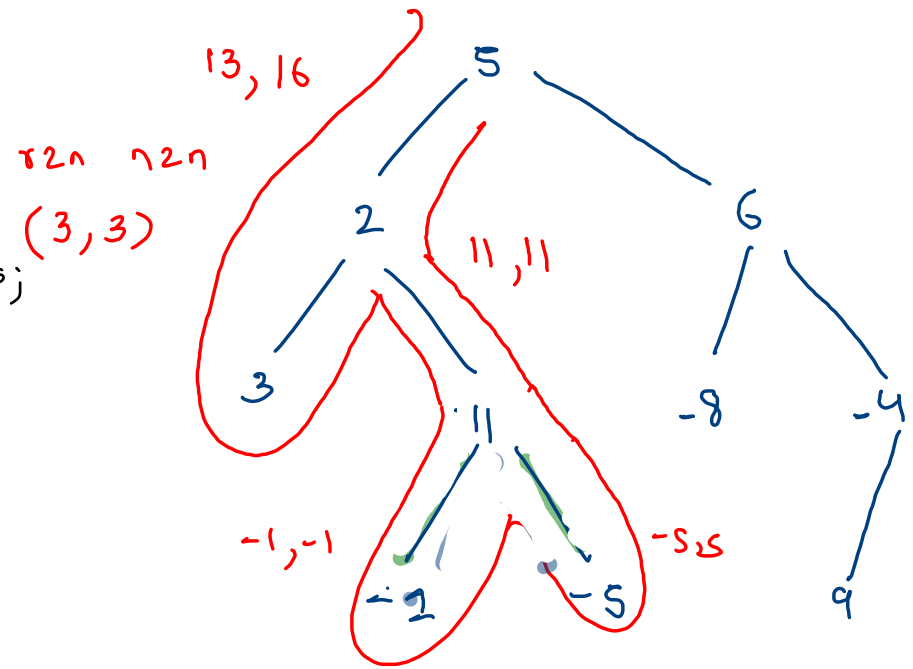
int j2 = rp.r2nmps + node.data;

int j3 = dp.r2nmps + node.data + rp.r2nmps;

int j4 = node.data;

r2nmps = max(j1, j2, j4);

n2nmps = max(j1, j2, j3, j4, dp.n2nmps,
rp.n2nmps);



```

public Pair helper(TreeNode root) {
    if(root == null) {
        return new Pair(0,Integer.MIN_VALUE);
    }
    else if(root.left == null && root.right == null) {
        return new Pair(root.val,root.val);
    }

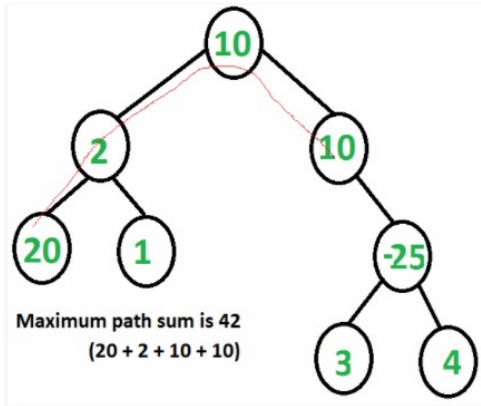
    Pair lp = helper(root.left);
    Pair rp = helper(root.right);

    int f1 = root.val + lp.r2nmps; //root to left sub-tree node max path sum
    int f2 = root.val + rp.r2nmps; //root right sub-tree node max path sum
    int f3 = lp.r2nmps + root.val + rp.r2nmps; //left sub-tree node to right sub-tree node
    int f4 = root.val;

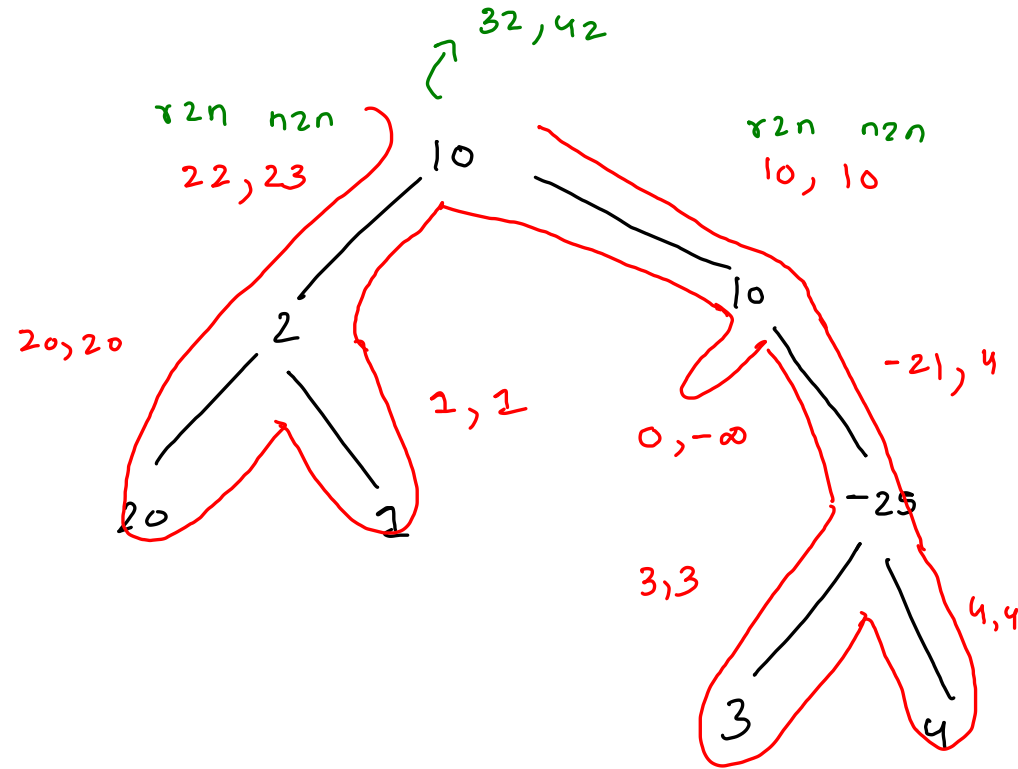
    int r2n = max(f1,f2,f4);
    int n2n = max(f1,f2,f3,f4,lp.n2nmps,rp.n2nmps);

    return new Pair(r2n,n2n);
}

```

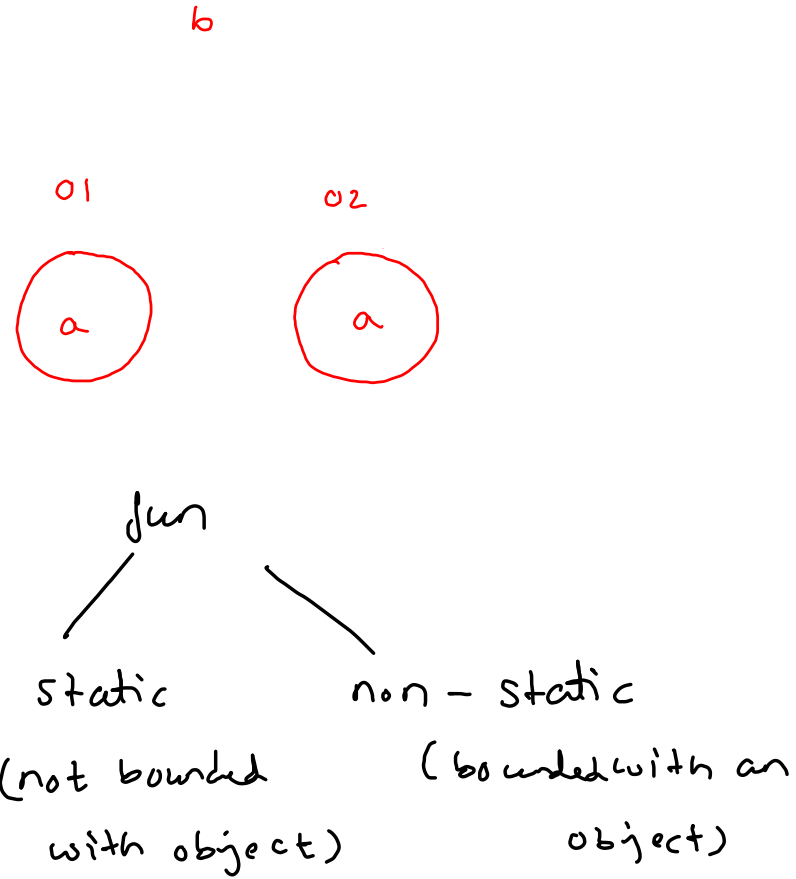


(r2n, n2n)



Static
meaning

```
class A {  
    data member [ int a;  
    class variable [ static int b;  
}  
main {  
    A o1 = new A();  
    A o2 = new A();  
}
```




```

class LL {
    Node head;
    int size;
    public void ns() {
        }
    public static fun2 ( ) {
        }
    }

main ( ) {
    LL obj = new LL ( );
    obj.fun1 ( );
    LL.fun2 ( a1, a2 );
}

```

```

class LL {
    class Node {
        }
    }

    new Node ( )

```

```
public class StaticNestedClassDemo
{
    public static void main(String[] args)
    {
        // accessing a static nested class
        OuterClass.StaticNestedClass nestedObject = new OuterClass.StaticNestedClass();

        nestedObject.display();
    }
}
```

outer class {

static inner class {

}

}

```
public class InnerClassDemo
{
    public static void main(String[] args)
    {
        // accessing an inner class
        OuterClass outerObject = new OuterClass();
        OuterClass.InnerClass innerObject = outerObject.new InnerClass();

        innerObject.display();
    }
}
```

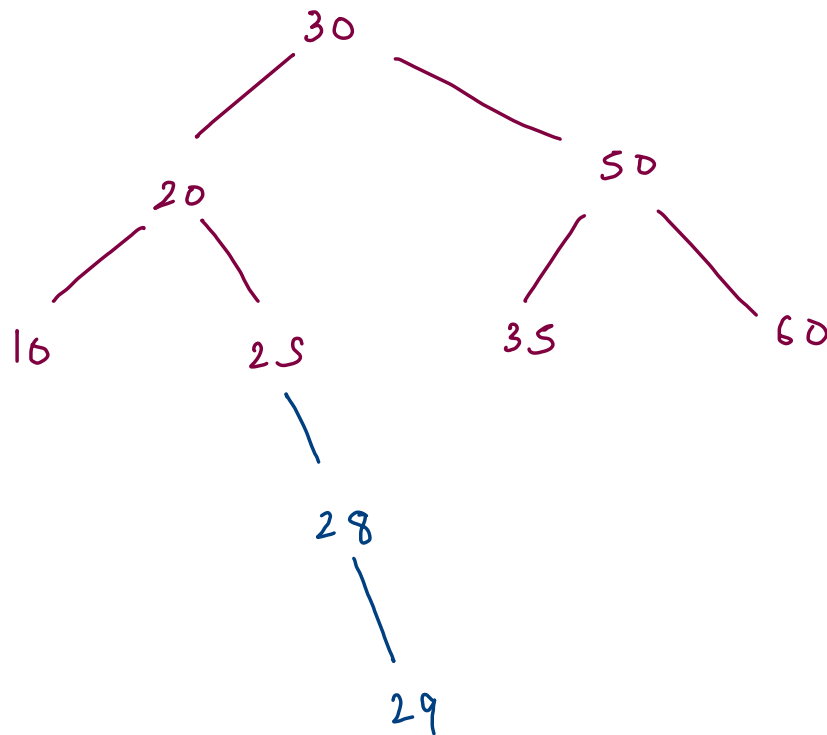
outer class {

inner class {

}

}

AVL



add(28)

add(29)