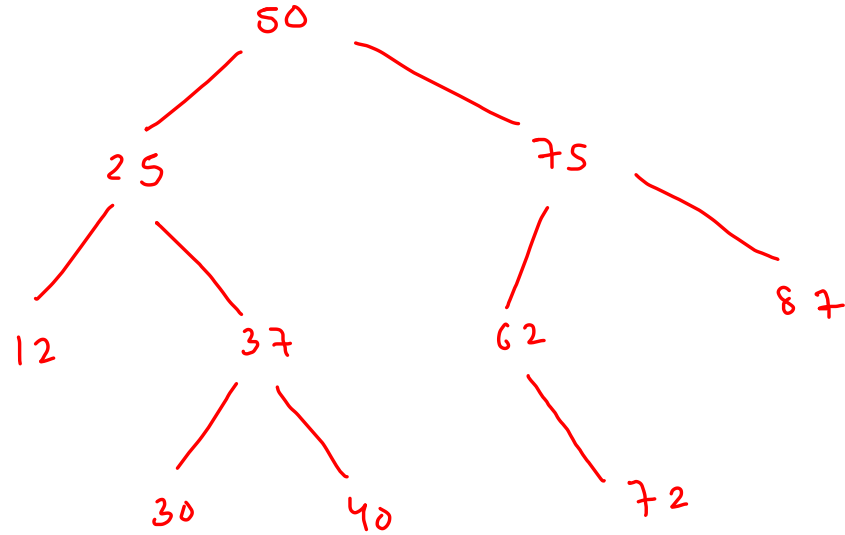


$a \rightarrow b \rightarrow c$ (SLL)

$\leftarrow a \rightleftarrows b \rightleftarrows c \rightarrow$ (DLL)

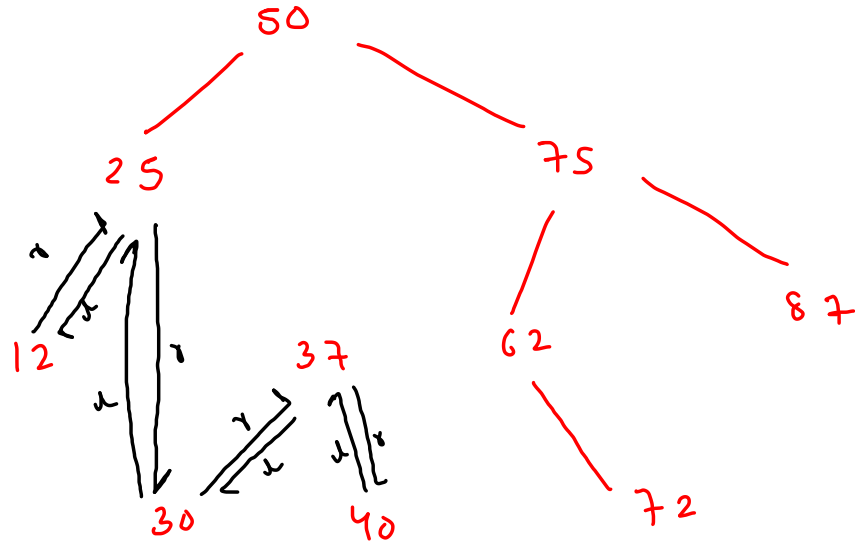
$a \rightarrow b \rightarrow c$ (CSLL)

$\overset{n}{\curvearrowright} a \rightleftarrows b \rightleftarrows c \underset{p}{\curvearrowleft}$ (CSLL)



```
TreeNode {  
    int data;  
    TreeNode left;  
    TreeNode right;  
}
```

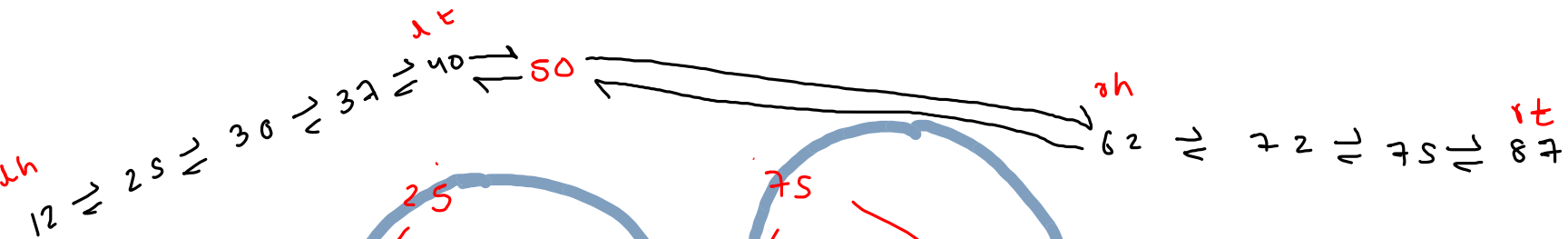
left \rightarrow (prev) X extra space
right \rightarrow (next)



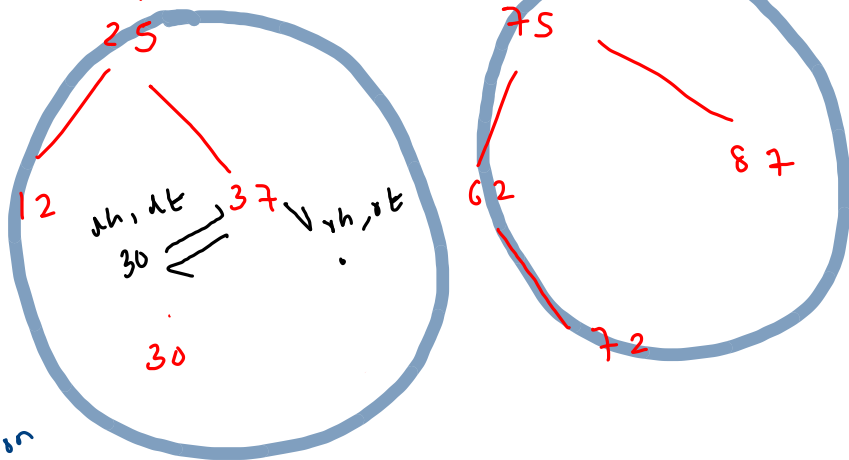
inplace conversion

left : prev

right : next



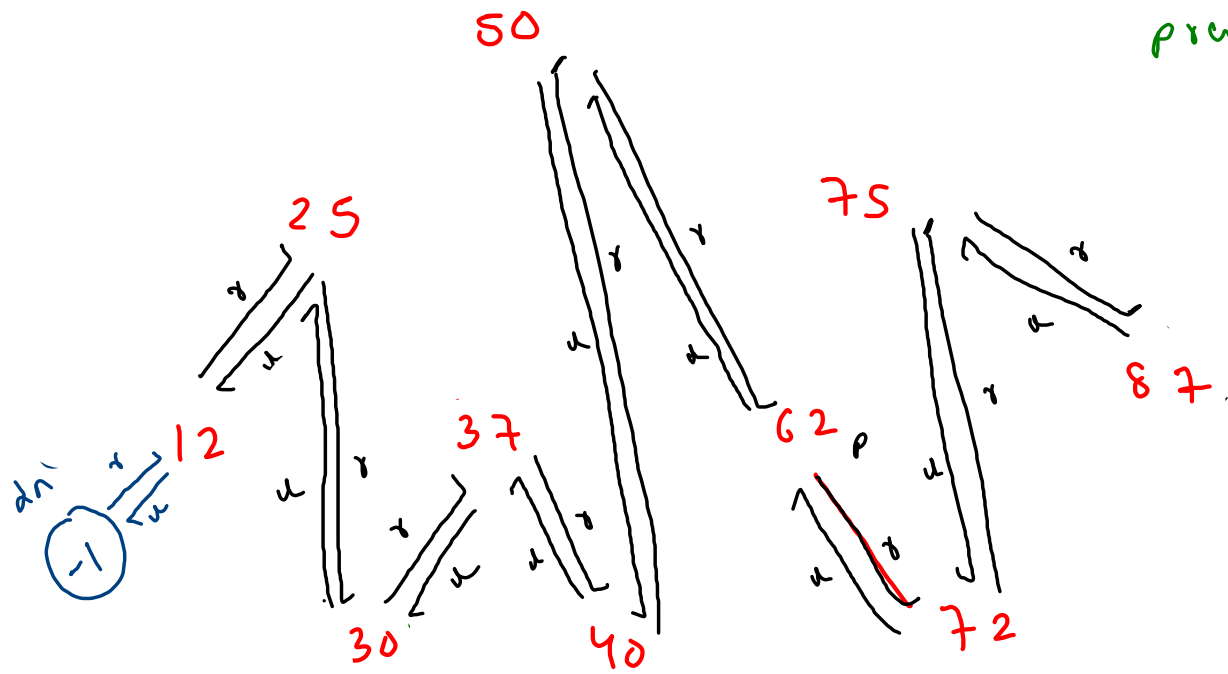
on the way
down:
faith &
expectation



$lt \rightarrow right = node;$
 $node \rightarrow left = lt;$
 $node \rightarrow right = rh;$
 $rh \rightarrow left = node;$

head : lh

tail : rt



prev = ~~72~~

~~12~~

~~25~~

~~30~~

~~37~~

~~40~~

~~50~~

~~62~~

~~72~~

~~75~~

87

left : prev

right : next

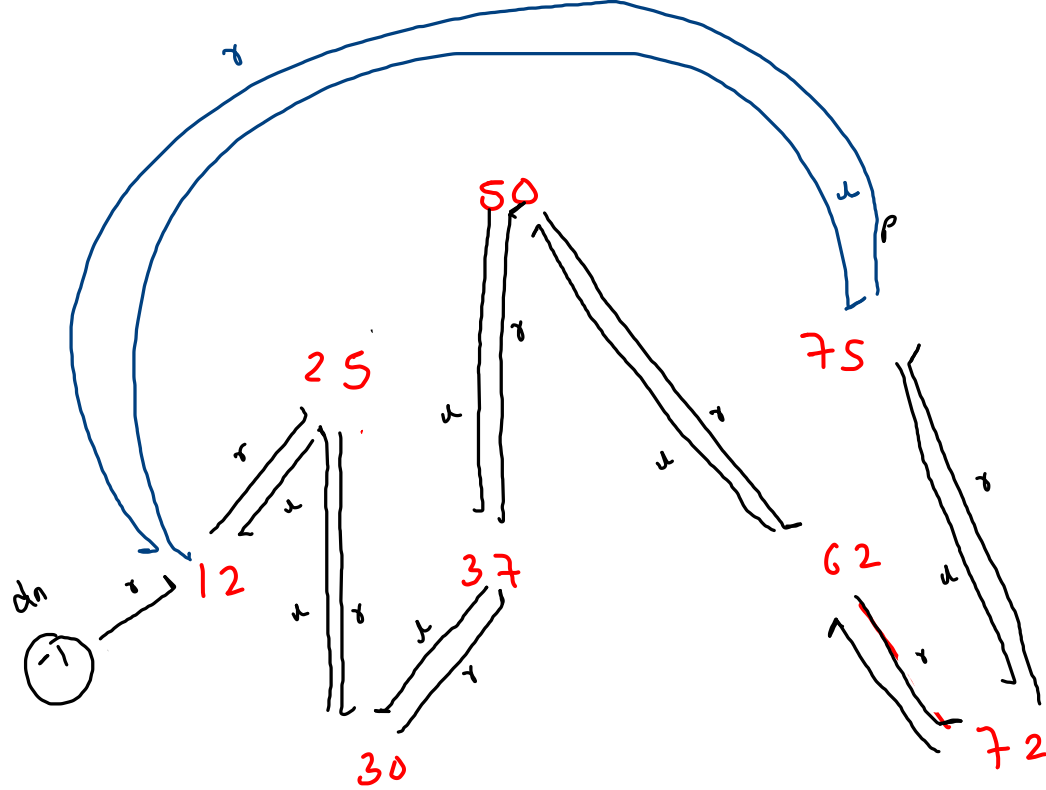
call (node->left);

prev->right = node;

node->left = prev;

prev = node;

call (node->right);



```
public static void helper(Node node) {
    if(node == null) {
        return;
    }
    helper(node.left);

    //work & update
    prev.right = node;
    node.left = prev;
    prev = node;

    helper(node.right);
}
```

head = 12 (dn.right)

tail = 75 (prev)

```

public static Node bToDLL(Node root) {
    Node dummy = new Node(-1);
    Node prev = dummy;

    Node curr = root;

    while(curr != null) {
        Node ln = curr.left;

        if(ln == null) {
            //links
            prev.right = curr;
            curr.left = prev;

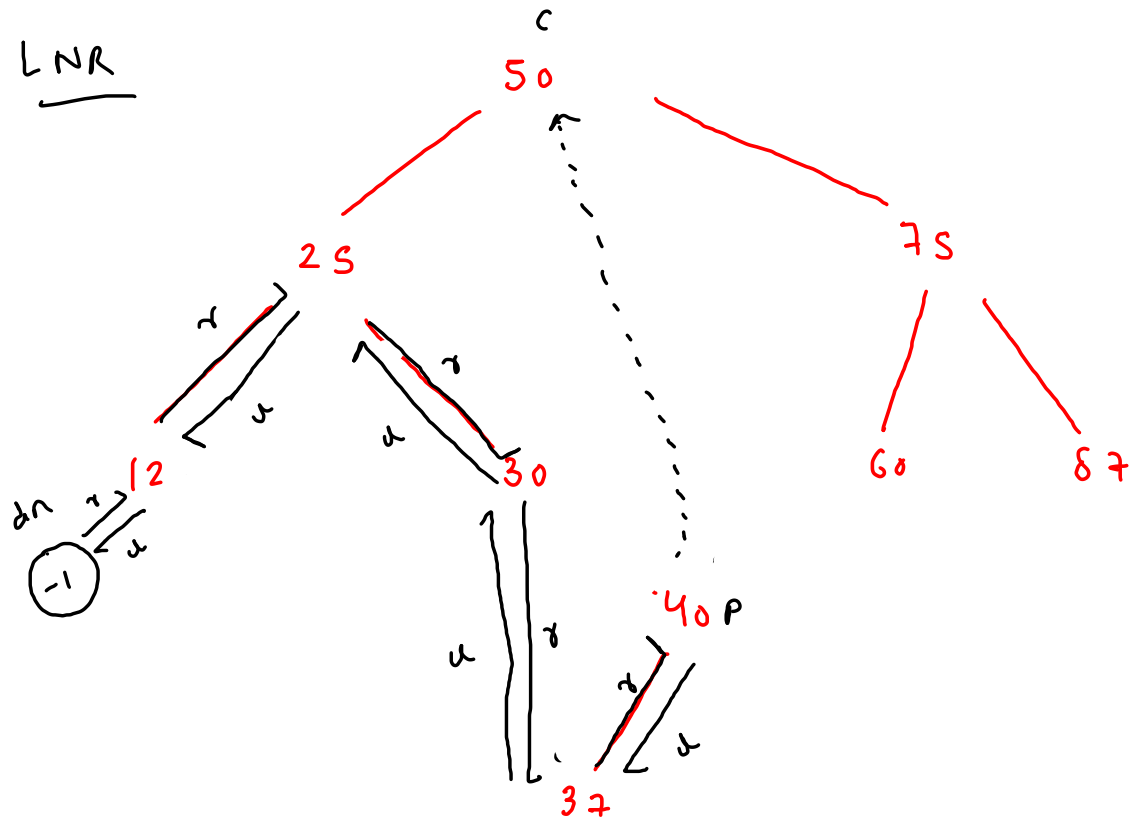
            //move
            prev = curr;
            curr = curr.right;
        }
        else {
            Node rmn = rightMostNode(ln, curr);

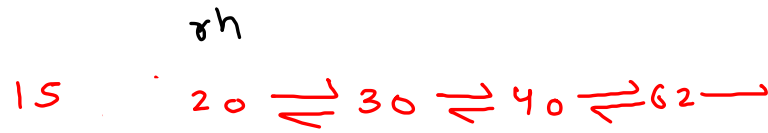
            if(rmn.right == null) {
                //create a thread then go to left subtree
                rmn.right = curr;
                curr = curr.left;
            }
            else if(rmn.right == curr) {
                //left subtree is done, break the link and then go to right
                rmn.right = null;

                //links
                prev.right = curr;
                curr.left = prev;

                //move
                prev = curr;
                curr = curr.right;
            }
        }
    }
}

```





m

root

m.right = null ;
 rh.left = null ;
 12.right = null ;
 m.prev = null ;

Node construct (Node head)

Node m = mid(head);

Node rh = m.right;

Node 12 = m.prev;

connections break;

root.left = construct(head);

root.right = construct(rh);

3

```

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

    Node mid = midNode(head);
    Node root = mid;

    Node rh = mid.right;
    Node lt = mid.left;

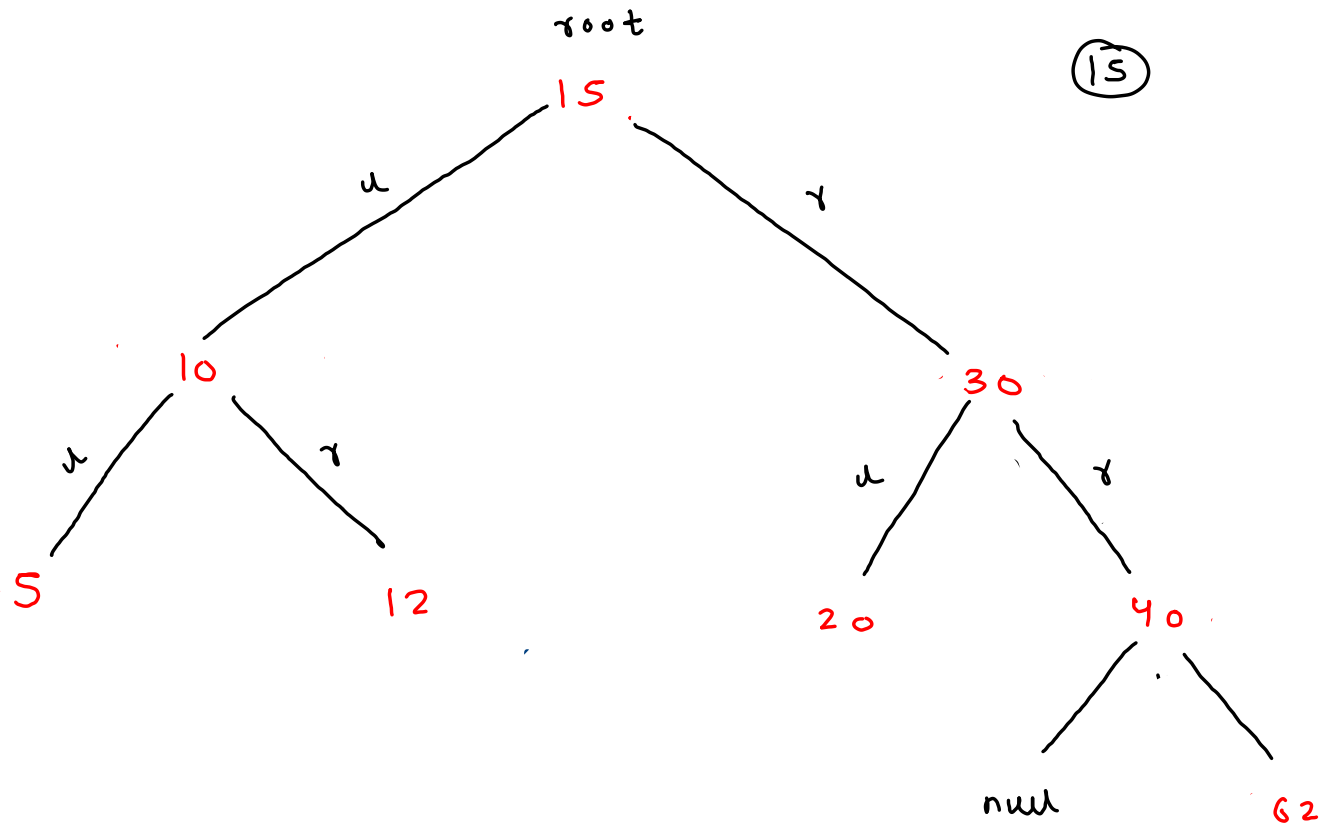
    //connections
    if(lt != null) {
        lt.right = null;
    }
    mid.left = null;

    rh.left = null;
    mid.right = null;

    root.left = SortedDLLToBST(lt == null ? null : head);
    root.right = SortedDLLToBST(rh);

    return root;
}

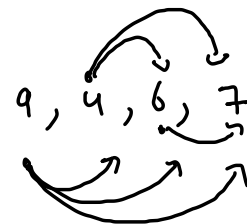
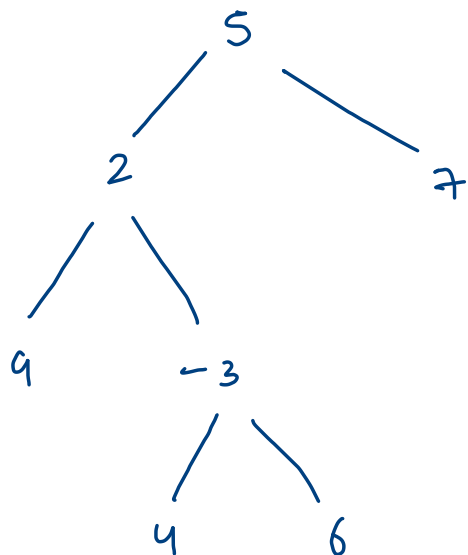
```



→ right(next)

← left(prev)

max path sum
leaf to leaf



$$3 + 2 + 1$$

$$= 6$$

leaf to leaf

9 → 7 : 9 2 5 7

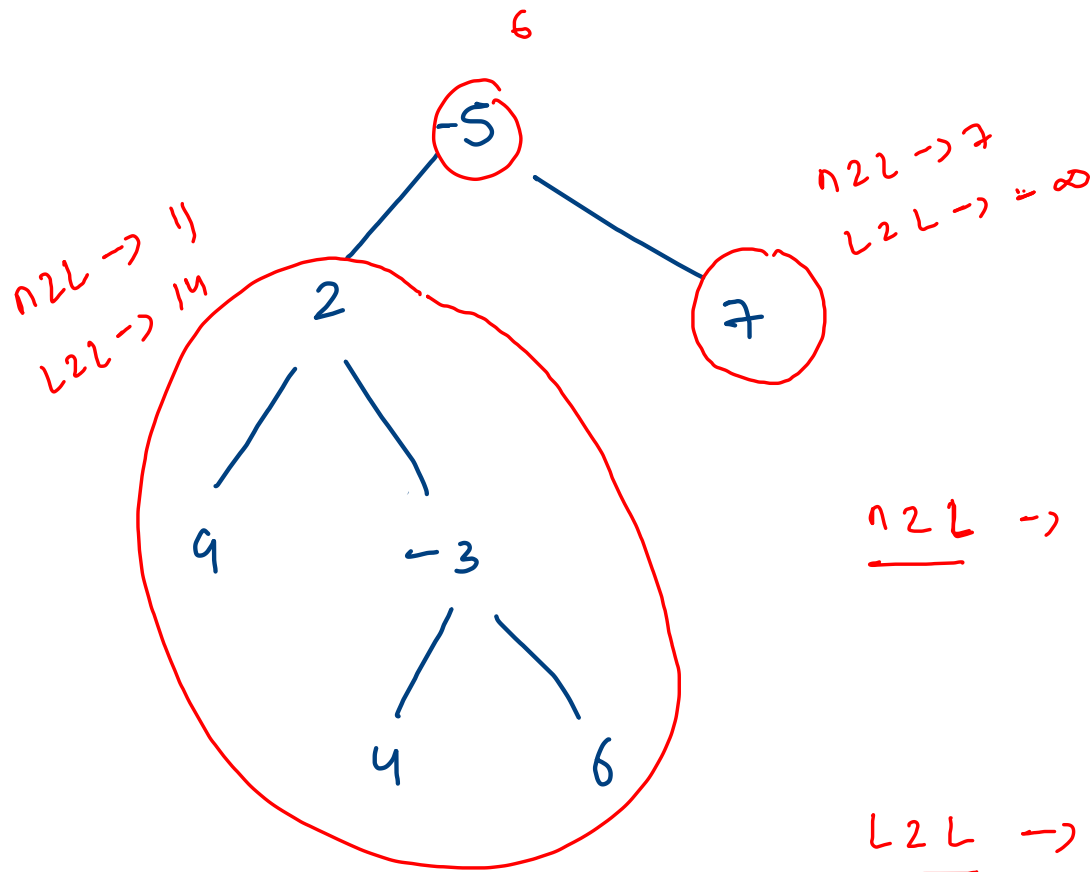
9 → 6 : 9 2 -3 6

9 → 4 : 9 2 -3 4

4 → 6 : 4 -3 6

4 → 7 : 4 -3 2 5 7

6 → 7 : 6 -3 2 5 7



$$\underline{n2L} \rightarrow \max(\text{dep} \cdot n2L, \text{rcp} \cdot n2L) + \text{node} \cdot \text{data};$$

$$\underline{L2L} \rightarrow \max(\text{dep} \cdot L2L, \text{rcp} \cdot L2L,$$

$$\text{dep} \cdot n2L + \text{rcp} \cdot n2L + \text{node} \cdot \text{data});$$