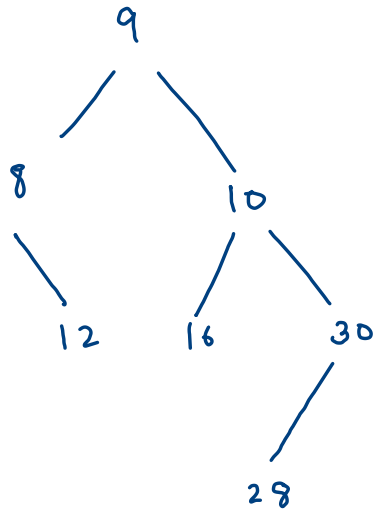


889. Construct Binary Tree from Preorder and Postorder Traversal



Pre :	9	8	12	10	16	30	28
	0	1	2	3	4	5	6
Post :	12	8	16	28	30	10	9
		idx					

N L R (pre)

L R N (post)

prS, pre, pos, poe

9 → pre[prS]

colse → idx - pos

Create one of the
tree having

prS+1, prS+colse, pos, idx

prS+colse+1, pre, idx+1, poe-1

same preorder & postorder
as above tree.

Pre : 9 8 12 10 16 30 28
 0 1 2 3 4 5 6
 Post : 12 8 16 28 30 10 9

```

if(pos > poe) {
    return null;
}

if(prs == pre) {
    return new TreeNode(preorder[prs]);
}

TreeNode node = new TreeNode(preorder[prs]);

int val = preorder[prs+1];
int idx = -1;

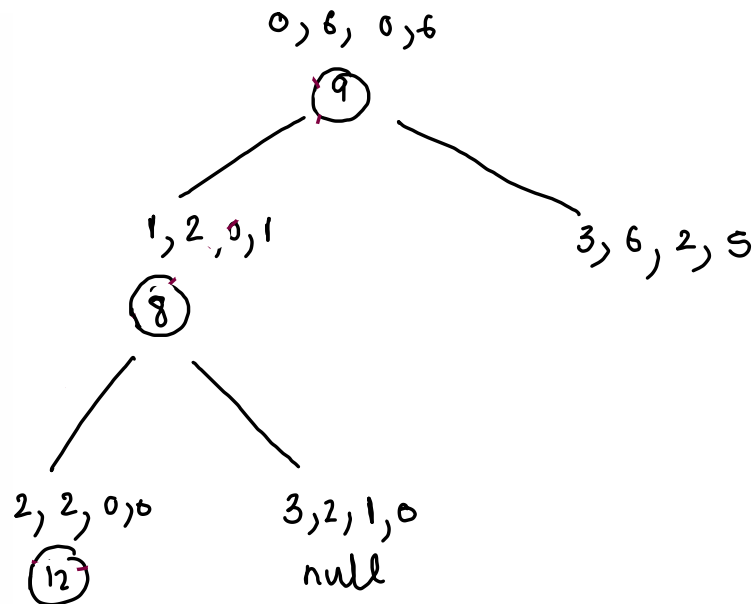
for(int i = pos; i <= poe; i++) {
    if(postorder[i] == val) {
        idx = i;
        break;
    }
}

int cls = idx - pos + 1;

node.left = helper(preorder, prs+1, prs + cls, postorder, pos, idx);
node.right = helper(preorder, prs + cls + 1, pre, postorder, idx+1, poe-1);

return node;
  
```

idx = 0
 cls = 1

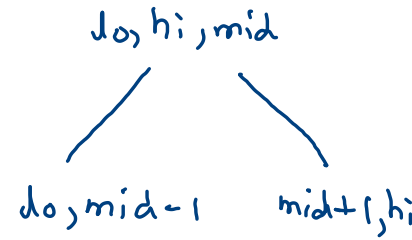
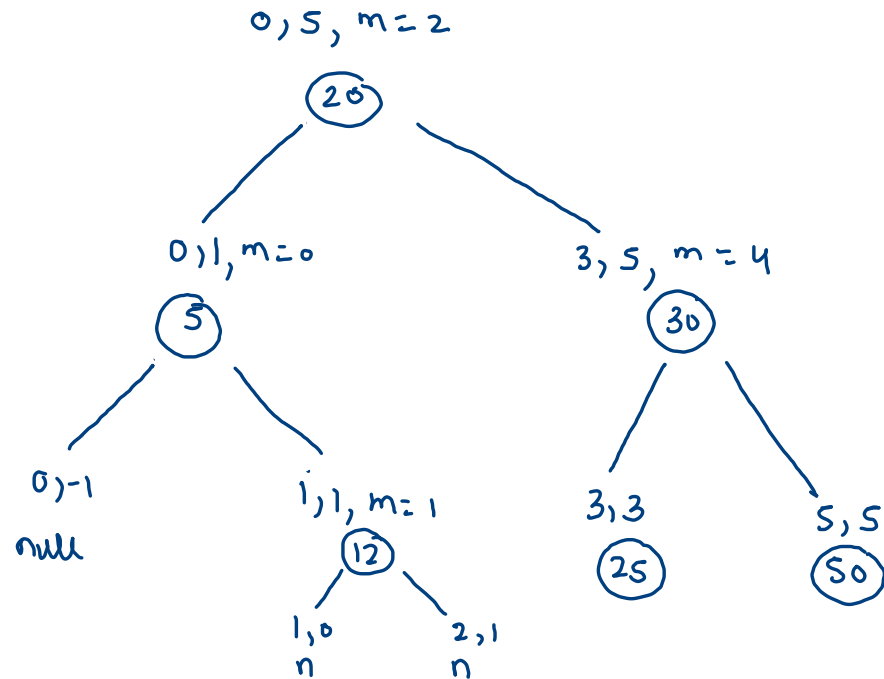
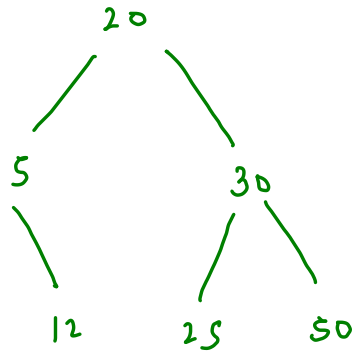


prS, pre, pos, poe

cls = 2

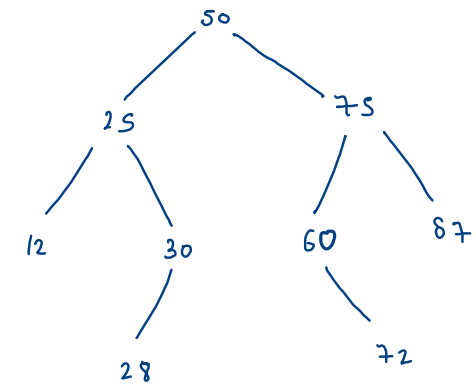
108. Convert Sorted Array to Binary Search Tree

5 12 20 25 30 50
6 1 2 3 4 5



1008. Construct Binary Search Tree from Preorder Traversal

pre : 50 25 12 30 28 75 60 72 87
 0 1 2 3 4 5 6 7 8



(L) min, max (R)
max changes val min changes
min, val-1 val+1, max

~~87, 76, ∞~~

~~87, 73, 74~~

~~87, 61, 71~~

~~72, 61, 74~~

~~72, 51, 59~~

~~60, 51, 74~~

~~75, 51, ∞~~

~~50, -∞, ∞~~

~~67 LR~~

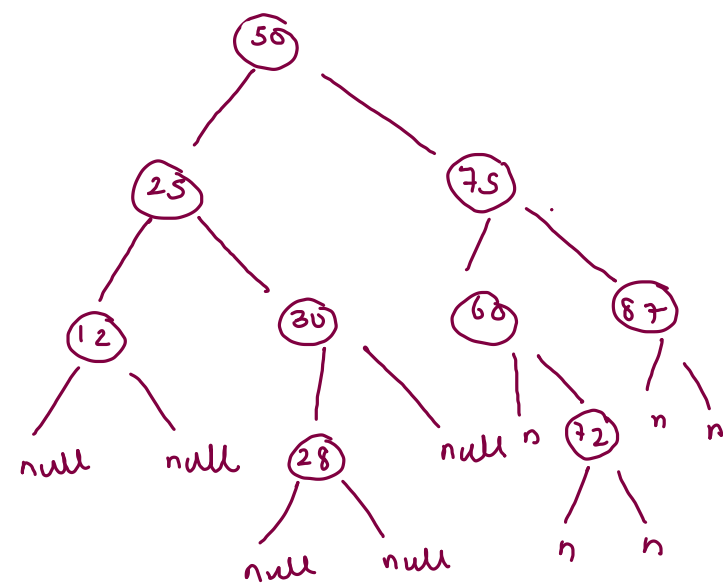
~~72 LR~~

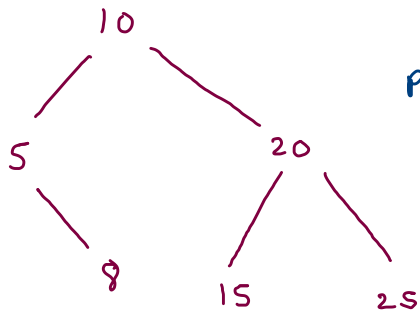
~~60 LR~~

~~75 LR~~

~~50 LR~~

min, max





pre : 10 5 8 20 15 25
 0 1 2 3 4 5

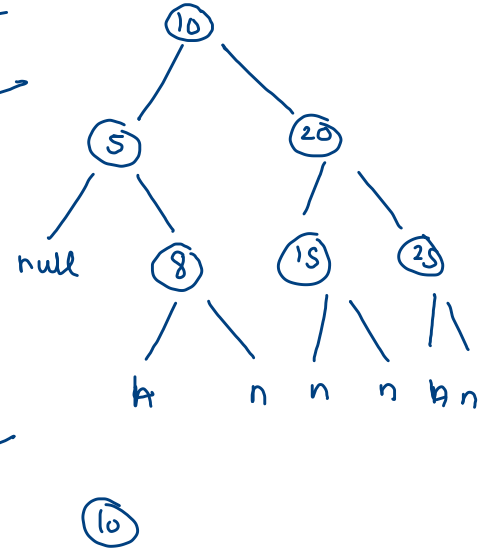
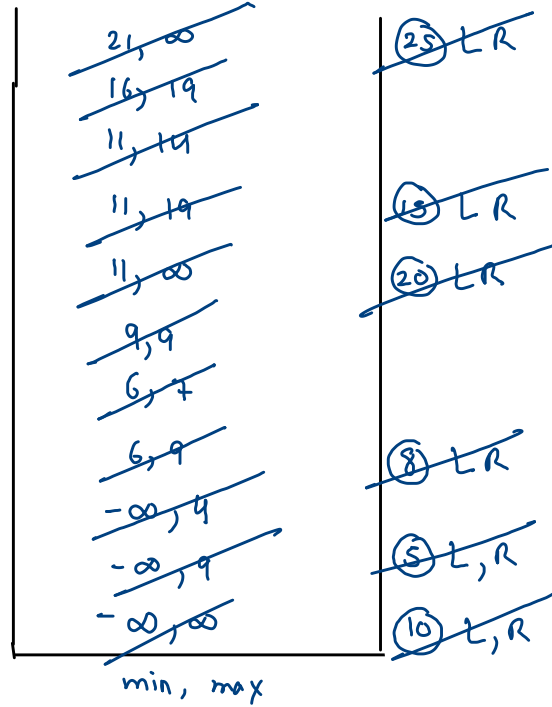
```

int idx;
public TreeNode bstFromPreorder(int[] preorder) {
    idx = 0;
    return helper(preorder, Integer.MIN_VALUE, Integer.MAX_VALUE);
}

public TreeNode helper(int[] preorder, int min, int max) {
    if (idx >= preorder.length || preorder[idx] < min || preorder[idx] > max) {
        return null;
    }
    else {
        TreeNode node = new TreeNode(preorder[idx]);
        idx++;

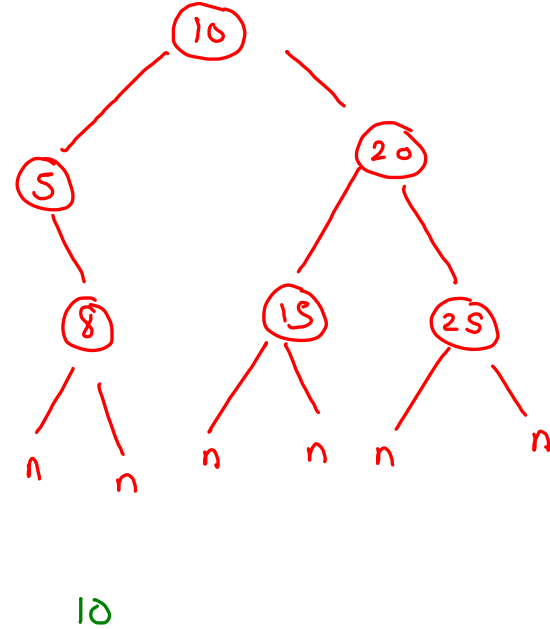
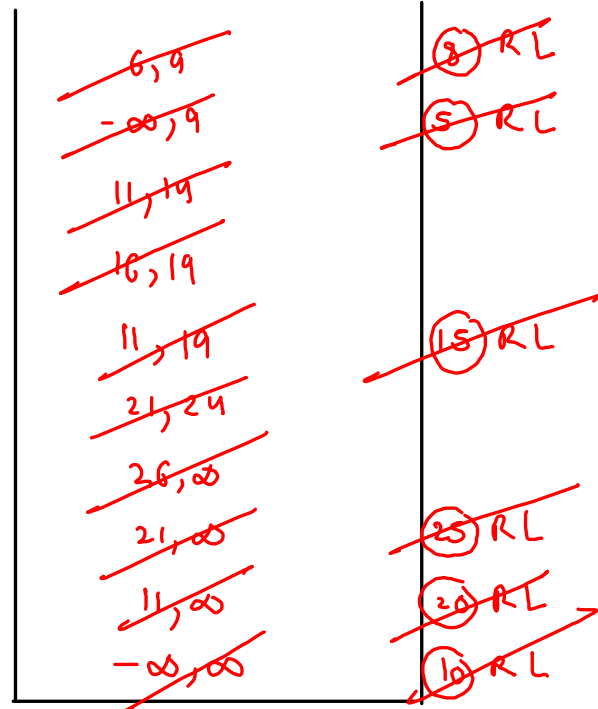
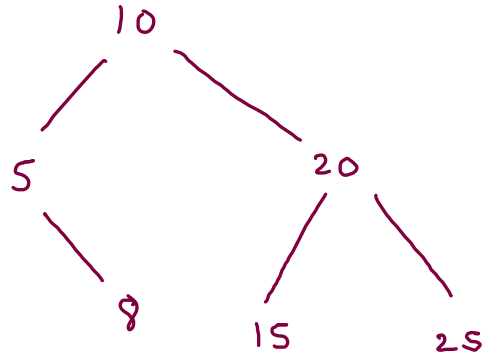
        node.left = helper(preorder, min, node.val - 1);
        node.right = helper(preorder, node.val + 1, max);

        return node;
    }
}
  
```



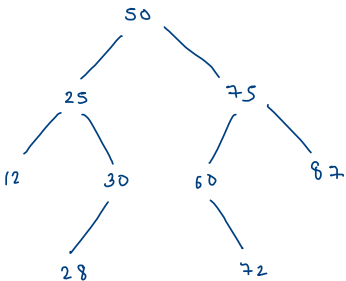
Construct Bst From Postorder Traversal

post : 8 5 15 25 20 10
i 0 1 2 3 4 5

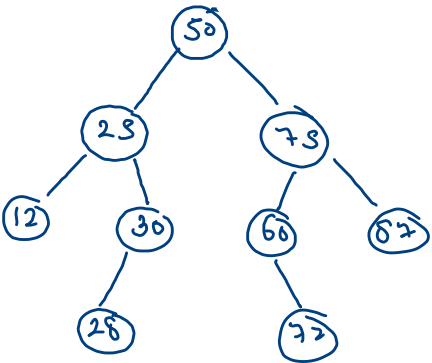
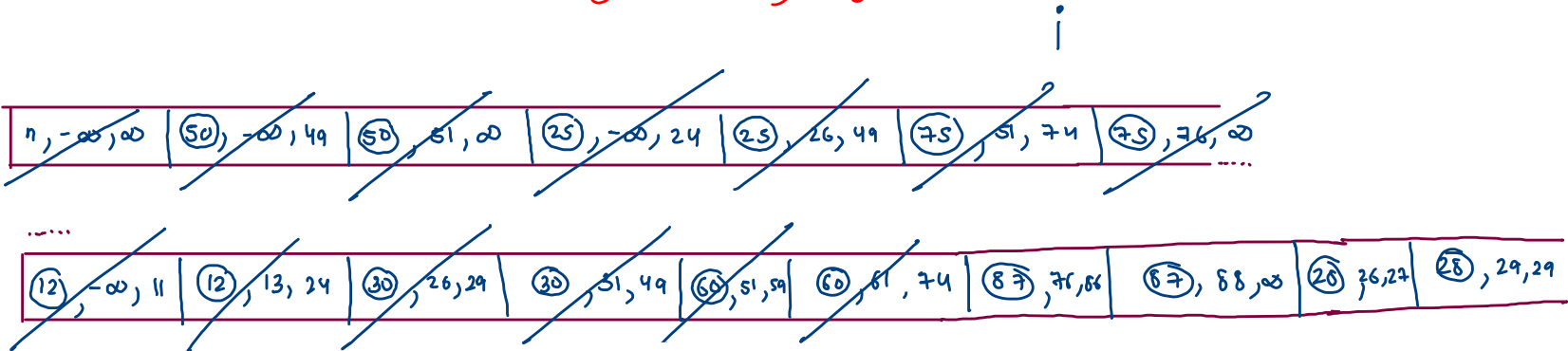


Construct Bst From Levelorder Traversal

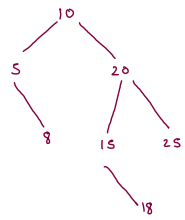
do : 50 25 75 12 30 60 87 28 72
0 1 2 3 4 5 6 7 8



root = 50



Pair : Par,
min
max



do: 10 5 20 8 15 25 18
0 1 2 3 4 5 6

i

```

public Node constructBST(int[] arr)
{
    ArrayDeque<Pair> q = new ArrayDeque<>();
    q.add(new Pair(null, Integer.MIN_VALUE, Integer.MAX_VALUE));

    Node root = null;
    int idx = 0;

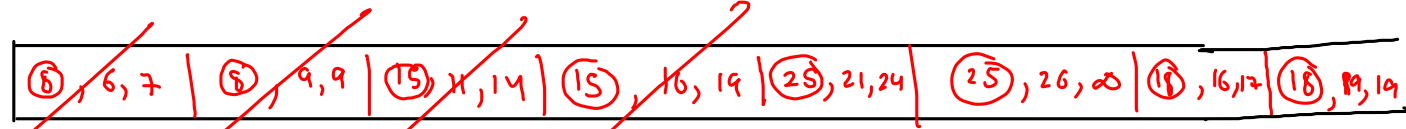
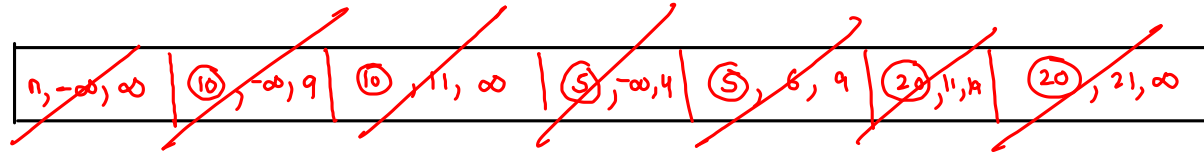
    while(q.size() > 0 && idx < arr.length) {
        Pair rem = q.remove();

        if(arr[idx] < rem.min || arr[idx] > rem.max) {
            continue;
        }

        Node node = new Node(arr[idx]);
        idx++;

        if(rem.par == null) {
            root = node;
        }
        else {
            if(rem.par.data > node.data) {
                rem.par.left = node;
            }
            else {
                rem.par.right = node;
            }
        }

        q.add(new Pair(node, rem.min, node.data - 1));
        q.add(new Pair(node, node.data + 1, rem.max));
    }
}
  
```



root = 10

