DAY 6

```
Name - Rohit
UID - 22BCS15476
Section – 620-B
Q1. Given the root of a binary tree, return the inorder traversal of its nodes'
values.
Ans
#include <iostream>
#include <vector>
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
void inorderTraversal(TreeNode* root, vector<int>& result) {
  if (root == nullptr) {
    return;
  inorderTraversal(root->left, result);
  result.push_back(root->val);
  inorderTraversal(root->right, result);
}
TreeNode* createExampleTree() {
```

```
TreeNode* root = new TreeNode(1);
  root->right = new TreeNode(2);
  root->right->left = new TreeNode(3);
  return root;
}
int main() {
  TreeNode* root = createExampleTree();
  vector<int> result;
  inorderTraversal(root, result);
  cout << "Inorder traversal: ";</pre>
  for (int val : result) {
    cout << val << " ";
  cout << endl;
  return 0;
}
Output
```

```
Inorder traversal: 1 3 2
...Program finished with exit code 0
Press ENTER to exit console.
```

Q2. Given the root of a complete binary tree, return the number of the nodes in the tree.

Ans

```
#include <iostream>
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
int countNodes(TreeNode* root) {
  if (root == nullptr) {
    return 0;
  }
  return 1 + countNodes(root->left) + countNodes(root->right);
}
TreeNode* createExampleTree() {
  TreeNode* root = new TreeNode(1);
  root->left = new TreeNode(2);
  root->right = new TreeNode(3);
  root->left->left = new TreeNode(4);
  return root;
}
int main() {
  TreeNode* root = createExampleTree();
  int nodeCount = countNodes(root);
  cout << "Number of nodes in the tree: " << nodeCount << endl; // Output: 6
  return 0;
```

```
}
Output
```

```
Number of nodes in the tree: 4

...Program finished with exit code 0

Press ENTER to exit console.
```

```
Q3. Symmetric tree
Ans
#include <iostream>
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
int isMirror(TreeNode* left, TreeNode* right) {
  if (left == nullptr && right == nullptr) {
    return true;
  }
  if (left == nullptr | | right == nullptr) {
    return false;
  }
```

```
return (left->val == right->val) && isMirror(left->left, right->right) &&
isMirror(left->right, right->left);
}
int isSymmetric(TreeNode* root) {
  if (root == nullptr) {
    return true;
  }
  return isMirror(root->left, root->right);
}
TreeNode* createExampleTree() {
  TreeNode* root = new TreeNode(1);
  root->left = new TreeNode(2);
  root->right = new TreeNode(2);
  root->left->left = new TreeNode(3);
  root->left->right = new TreeNode(4);
  root->right->left = new TreeNode(4);
  root->right->right = new TreeNode(3);
  return root;
}
int main() {
  TreeNode* root = createExampleTree();
  bool symmetric = isSymmetric(root);
  cout << "The tree is " << (symmetric ? "symmetric" : "not symmetric") <<</pre>
endl;
  return 0;
}
Output
```

```
The tree is symmetric

...Program finished with exit code 0

Press ENTER to exit console.
```

```
Q4. Inorder traversal inverting
Ans
#include <iostream>
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
TreeNode* invertTree(TreeNode* root) {
  if (root == nullptr) {
    return root;
  }
  TreeNode* temp = root->left;
  root->left = root->right;
  root->right = temp;
  invertTree(root->left);
  invertTree(root->right);
  return root;
}
```

```
TreeNode* createExampleTree() {
  TreeNode* root = new TreeNode(1);
  root->left = new TreeNode(2);
  root->right = new TreeNode(3);
  root->left->left = new TreeNode(4);
  root->left->right = new TreeNode(5);
  root->right->left = new TreeNode(6);
  root->right->right = new TreeNode(7);
  return root;
}
void printlnOrder(TreeNode* root) {
  if (root == nullptr) {
    return;
  }
  printInOrder(root->left);
  cout << root->val << " ";
  printlnOrder(root->right);
}
int main() {
  TreeNode* root = createExampleTree();
  root = invertTree(root);
  cout << "Inverted tree: ";</pre>
  printlnOrder(root);
  cout << endl;
  return 0;
```

```
}
```

Output

```
Inverted tree: 7 3 6 1 5 2 4

...Program finished with exit code 0

Press ENTER to exit console.
```

```
Q5. Path sum
Ans
#include <iostream>
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
bool hasPathSum(TreeNode* root, int sum) {
  if (root == nullptr) {
    return false;
  }
  if (root->left == nullptr && root->right == nullptr) {
    return (sum == root->val);
  }
```

```
return hasPathSum(root->left, sum - root->val) | hasPathSum(root->right,
sum - root->val);
}
TreeNode* createExampleTree() {
  TreeNode* root = new TreeNode(5);
  root->left = new TreeNode(4);
  root->right = new TreeNode(8);
  root->left->left = new TreeNode(11);
  root->left->left->left = new TreeNode(7);
  root->left->left->right = new TreeNode(2);
  root->right->left = new TreeNode(13);
  root->right->right = new TreeNode(4);
  root->right->right->right = new TreeNode(1);
  return root;
}
int main() {
  TreeNode* root = createExampleTree();
  int sum = 22;
  bool result = hasPathSum(root, sum);
  cout << " sum " << sum << ": " << (result ? "true" : "false") << endl;
  return 0;
} Output
 sum 22: true
 ...Program finished with exit code 0
Press ENTER to exit console.
```

```
Q6. Constructed tree (in-order traversal)
Ans
#include <iostream>
#include <vector>
#include <unordered map>
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
TreeNode* buildTreeHelper(vector<int>& inorder, vector<int>& postorder, int
inStart, int inEnd, int& postIndex, unordered map<int, int>& inMap) {
  if (inStart > inEnd) {
    return nullptr;
  }
  int rootVal = postorder[postIndex--];
  TreeNode* root = new TreeNode(rootVal);
  int inIndex = inMap[rootVal];
  root->right = buildTreeHelper(inorder, postorder, inIndex + 1, inEnd,
postIndex, inMap);
  root->left = buildTreeHelper(inorder, postorder, inStart, inIndex - 1,
postIndex, inMap);
  return root;
}
```

```
TreeNode* buildTree(vector<int>& inorder, vector<int>& postorder) {
  unordered map<int, int> inMap;
  for (int i = 0; i < inorder.size(); ++i) {
    inMap[inorder[i]] = i;
  }
  int postIndex = postorder.size() - 1;
  return buildTreeHelper(inorder, postorder, 0, inorder.size() - 1, postIndex,
inMap);
}
void printInOrder(TreeNode* root) {
  if (root == nullptr) {
    return;
  }
  printInOrder(root->left);
  cout << root->val << " ";
  printInOrder(root->right);
}
int main() {
  vector<int> inorder = {9, 3, 15, 20, 7};
  vector<int> postorder = {9, 15, 7, 20, 3};
  TreeNode* root = buildTree(inorder, postorder);
  cout << "Constructed tree (in-order traversal): ";</pre>
  printInOrder(root);
  cout << endl;
  return 0;
Output
```

```
Constructed tree (in-order traversal): 9 3 15 20 7

...Program finished with exit code 0

Press ENTER to exit console.
```

Q7. Sum of all root leaf no. Ans #include <iostream> using namespace std; struct TreeNode { int val; TreeNode* left; TreeNode* right; TreeNode(int x) : val(x), left(nullptr), right(nullptr) {} **}**; int sumNumbersHelper(TreeNode* root, int currentSum) { if (root == nullptr) { return 0; } currentSum = currentSum * 10 + root->val; if (root->left == nullptr && root->right == nullptr) { return currentSum; } return sumNumbersHelper(root->left, currentSum) + sumNumbersHelper(root->right, currentSum);

```
}
int sumNumbers(TreeNode* root) {
  return sumNumbersHelper(root, 0);
}
TreeNode* createExampleTree() {
 TreeNode* root = new TreeNode(1);
  root->left = new TreeNode(2);
  root->right = new TreeNode(3);
  root->left->left = new TreeNode(4);
  root->left->right = new TreeNode(5);
  return root;
}
int main() {
  TreeNode* root = createExampleTree();
  int result = sumNumbers(root);
 cout << "Sum of all root-to-leaf numbers: " << result << endl;</pre>
  return 0;
}
Output
Sum of all root-to-leaf numbers:
 ..Program finished with exit code 0
Press ENTER to exit console.
```

```
Q8. Zigzag level order traversal
Ans
#include <iostream>
#include <vector>
#include <deque>
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
vector<vector<int>> zigzagLevelOrder(TreeNode* root) {
  vector<vector<int>> result;
  if (root == nullptr) {
    return result;
  }
  deque<TreeNode*> dq;
  dq.push_back(root);
  bool leftToRight = true;
  while (!dq.empty()) {
    int levelSize = dq.size();
    vector<int> level(levelSize);
    for (int i = 0; i < levelSize; ++i) {
      TreeNode* node;
      if (leftToRight) {
```

```
node = dq.front();
         dq.pop front();
        level[i] = node->val;
        if (node->left) dq.push_back(node->left);
        if (node->right) dq.push_back(node->right);
      } else {
         node = dq.back();
         dq.pop_back();
        level[i] = node->val;
        if (node->right) dq.push_front(node->right);
        if (node->left) dq.push_front(node->left);
      }
    }
    result.push_back(level);
    leftToRight = !leftToRight;
  }
  return result;
}
TreeNode* createExampleTree() {
  TreeNode* root = new TreeNode(3);
  root->left = new TreeNode(9);
  root->right = new TreeNode(20);
  root->right->left = new TreeNode(15);
  root->right->right = new TreeNode(7);
  return root;
}
```

```
int main() {
    TreeNode* root = createExampleTree();
    vector<vector<int>> result = zigzagLevelOrder(root);

cout << "Zigzag Level Order Traversal: " << endl;
for (const auto& level : result) {
    for (int val : level) {
        cout << val << " ";
    }
    cout << endl;
}

return 0;
}

Output</pre>
```

```
Zigzag Level Order Traversal:
3
20 9
15 7

...Program finished with exit code 0
Press ENTER to exit console.
```

Q9. Given a binary search tree (BST), write a function to find the kth smallest element in the tree.

Ans

#include <iostream>

```
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
void inorder(TreeNode* root, int& k, int& result) {
  if (root == nullptr) {
    return;
  }
  inorder(root->left, k, result);
  if (--k == 0) {
    result = root->val;
    return;
  }
  inorder(root->right, k, result);
}
int kthSmallest(TreeNode* root, int k) {
  int result = -1;
  inorder(root, k, result);
  return result;
}
```

```
TreeNode* createExampleTree() {
  TreeNode* root = new TreeNode(5);
  root->left = new TreeNode(3);
  root->right = new TreeNode(6);
  root->left->left = new TreeNode(2);
  root->left->right = new TreeNode(4);
  root->left->left = new TreeNode(1);
  return root;
}
int main() {
  TreeNode* root = createExampleTree();
  int k = 3;
  int result = kthSmallest(root, k);
  cout << "The " << k << "-th smallest element in the BST is: " << result << endl;
  return 0;
}
Output
```

```
The 3-th smallest element in the BST is: 3

...Program finished with exit code 0

Press ENTER to exit console.
```

Q10. Sum of all nodes given the root of binary tree

Ans

```
#include <iostream>
using namespace std;
struct TreeNode {
  int val;
  TreeNode* left;
  TreeNode* right;
  TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
};
int sumOfNodes(TreeNode* root) {
  if (root == nullptr) {
    return 0;
  }
  return root->val + sumOfNodes(root->left) + sumOfNodes(root->right);
}
TreeNode* createExampleTree() {
  TreeNode* root = new TreeNode(1);
  root->left = new TreeNode(2);
  root->right = new TreeNode(3);
  root->left->right = new TreeNode(5);
  root->right->right = new TreeNode(6);
  return root;
}
int main() {
  TreeNode* root = createExampleTree();
  int sum = sumOfNodes(root);
  cout << "Sum of all nodes: " << sum << endl;</pre>
```

```
return 0;

Output

V V P P S

Sum of all nodes: 17

...Program finished with exit code 0

Press ENTER to exit console.
```