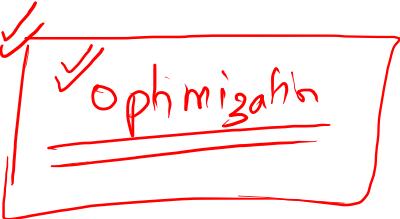
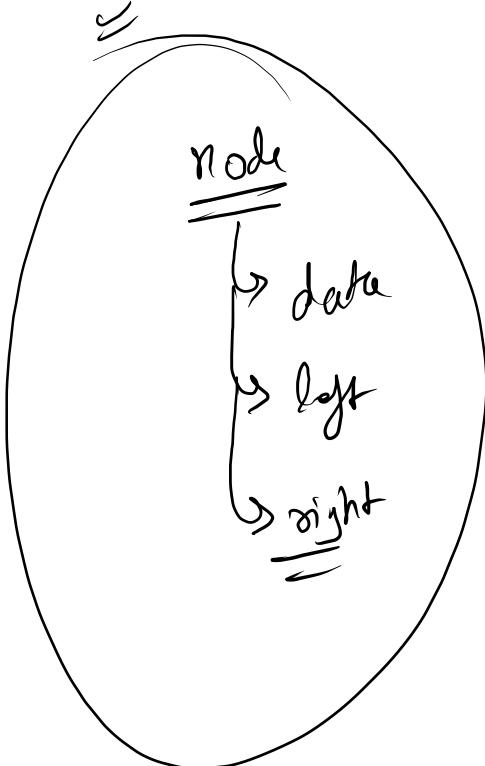
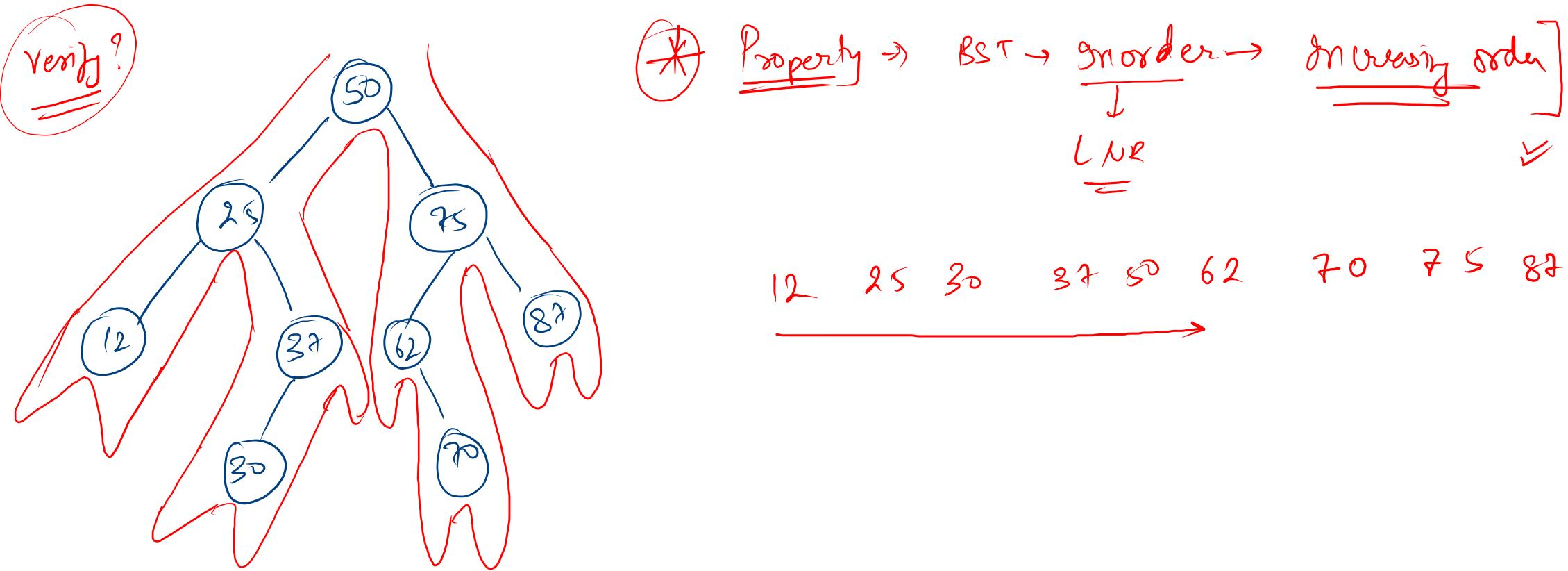


B.S.T. → Structure similar: B.T. + B.S.T. Property

$\text{em}((\text{Tru}) < \underline{\text{node.data}} < (\text{rTru})) \text{ ell, } \# \text{ nodes}$

<u>B.S.T.</u>	<u>B.T.</u>	<u>Algo</u> ↳ structure oriented ↳ data =
<u>Display</u> $O(n)$	$O(n)$	
<u>Sum</u> $O(n)$	$O(n)$	
<u>Find</u> 	$O(n)$	
	 <pre> graph TD node((node)) --> data((data)) node --> left((left)) node --> right((right)) </pre>	



Construct a Binary Search Tree

① ~~Binary Tree~~

some arr

② Stream of sorted integers

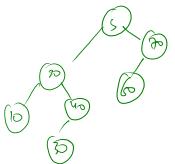
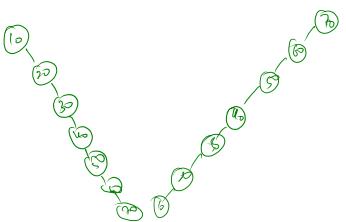
Create a BST?

Balanced

lo, hi

0	1	2	3	4	5	6
10	20	30	40	50	60	70

$\left[\begin{array}{l} \text{if}(lo > hi) \\ \quad \text{Base Case} \end{array} \right]$



$20 \leftarrow 40 \rightarrow 60$
 $10 \leftarrow 20 \rightarrow 30$
 $. \leftarrow 10 \rightarrow .$
 $. \leftarrow 30 \rightarrow .$
 $50 \leftarrow 60 \rightarrow 70$
 $. \leftarrow 50 \rightarrow .$
 $. \leftarrow 70 \rightarrow .$

0	1	2	3	4	5	6
10	20	30	40	50	60	70

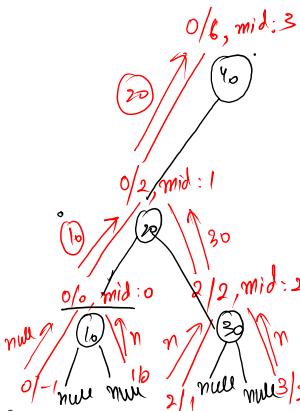
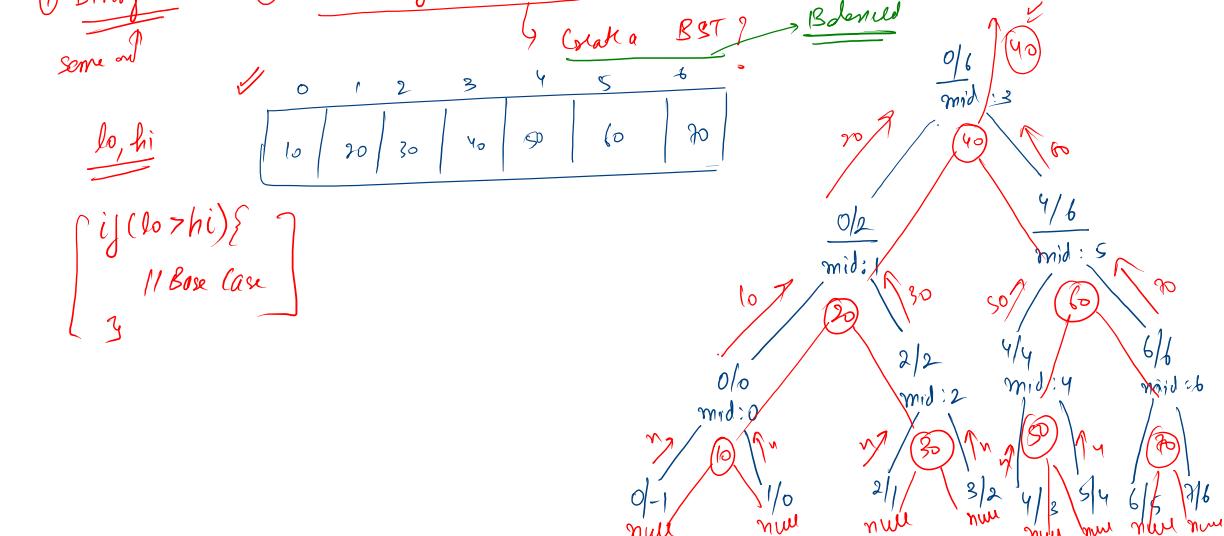
```

public static Node construct(int arr[], int lo, int hi){
    if(lo > hi){
        return null;
    }
    int mid = (lo+hi)/2;
    Node node = new Node();
    node.data = arr[mid];

    node.left = construct(arr, lo, mid-1);
    node.right = construct(arr, mid+1, hi);

    return node;
}

```




```
19  
50 25 12 n n 37 30 n n n 75 62 n 70 n n 87 n n  
70
```

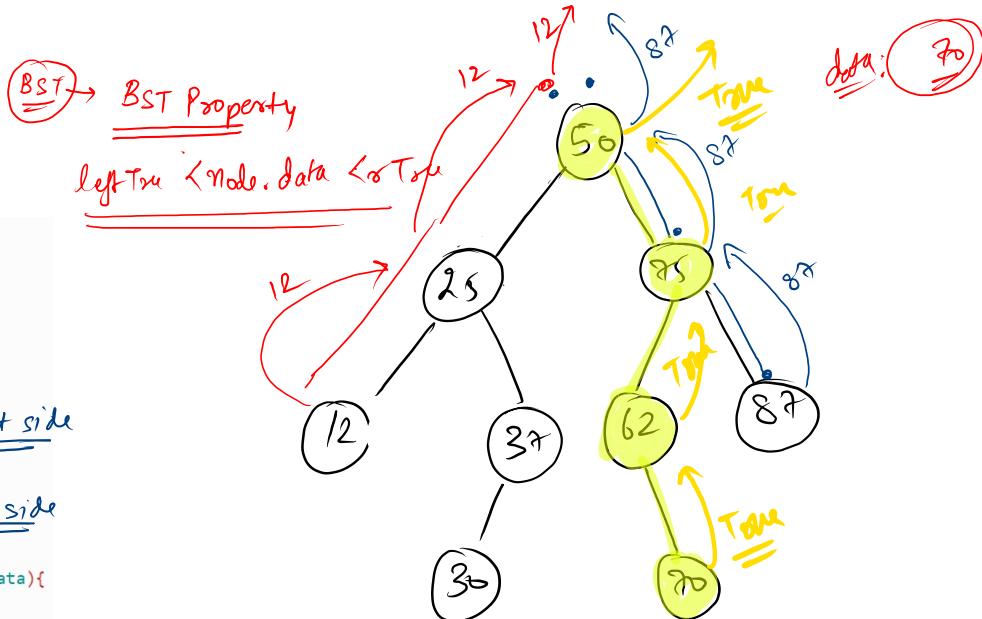
* [public static int size(Node node) {
 // write your code here
}

* [public static int sum(Node node) {
 // write your code here
}

* [public static int max(Node node) {
 // write your code here
}] right side

* [public static int min(Node node) {
 // write your code here
}] left side

* [public static boolean find(Node node, int data){
 // write your code here
}

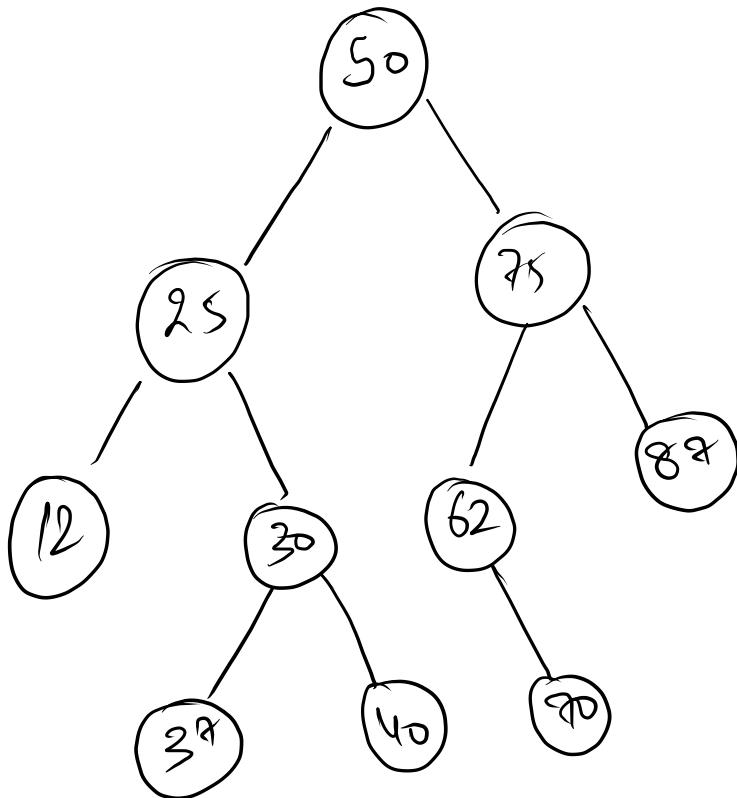


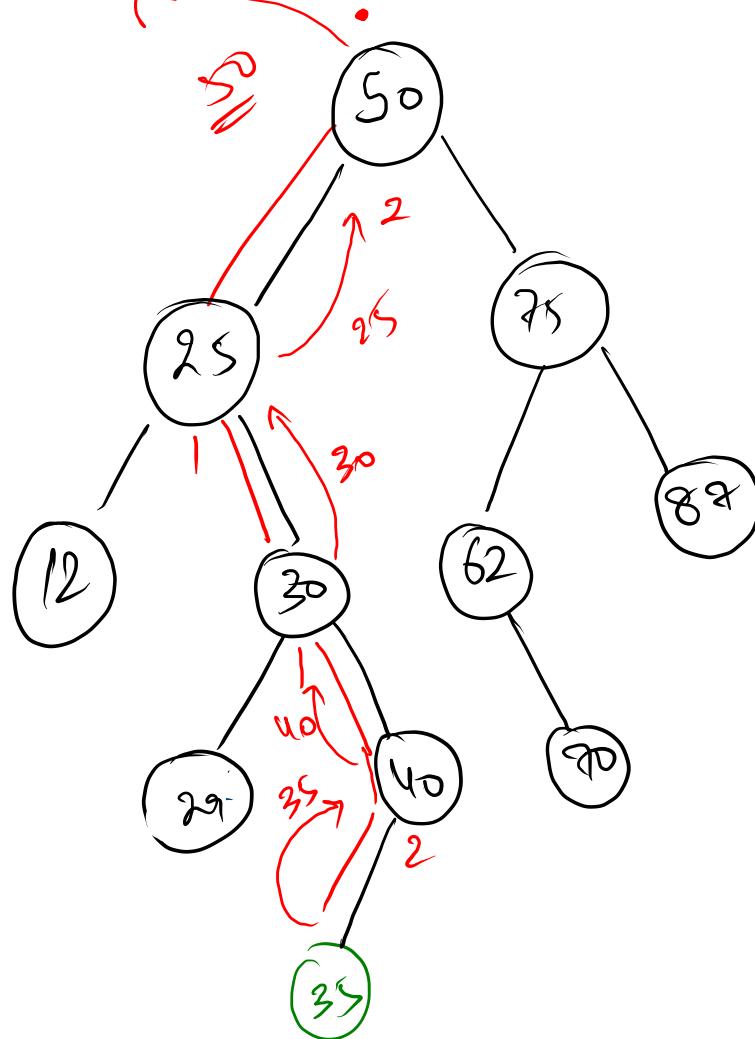
```
public static int max(Node node) {  
    if (node.right == null) {  
        return node.data;  
    } else {  
        return max(node.right);  
    }  
}  
  
public static int min(Node node) {  
    if (node.left == null) {  
        return node.data;  
    } else {  
        return min(node.left);  
    }  
}  
  
public static boolean find(Node node, int data) {  
    if (node == null) return false;  
    if (node.data == data) return true;  
  
    if (data < node.data) {  
        return find(node.left, data);  
    } else {  
        return find(node.right, data);  
    }  
}
```

Add Node To Binary Search Tree

Data : 35

BST should be
satisficed





Data: 35

```

public static Node add(Node node, int data) {
    if(node == null){
        Node newnode = new Node(data,null,null);
        return newnode;
    }

    if(data == node.data){
        return node;
    }else if(data > node.data){
        node.right = add(node.right,data);
        return node;
    }else{
        node.left = add(node.left, data);
        return node;
    }
}

```

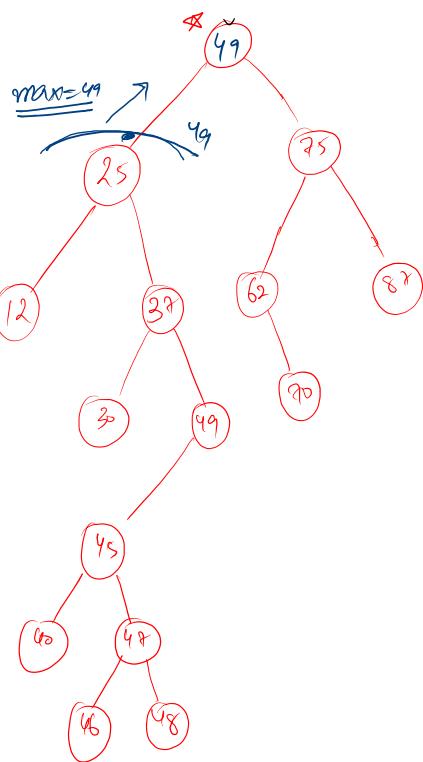
REMOVE NODE FROM BST

Remove 50

12 25 30 37 40 45 46 47 48 49 50 62 70 75 87

```

else{ // both child exists
    int max = max(node.left); // 49
    node.data = max; ✓
    remove(node.left,max);
    return node; 49
}
    
```



- remove node → doesn't exist
- leaf node
- single child
- both child

Remove 50

```

public static Node remove(Node node, int data) {
    if(node == null){
        return null;
    }
    if(data < node.data){
        node.left = remove(node.left,data);
    }else if(data > node.data){
        node.right = remove(node.right,data);
    }else{
        if(node.left == null & node.right == null){ // leaf node
            return null;
        }else if(node.left == null){ // single child : right child exists
            Node rep = node.right;
            node.right = null;
            return rep;
        }else if(node.right == null){ // single child : left child exists
            Node rep = node.left;
            node.left = null;
            return rep;
        }else{ // both child exists
            }
    }
}
    
```

15

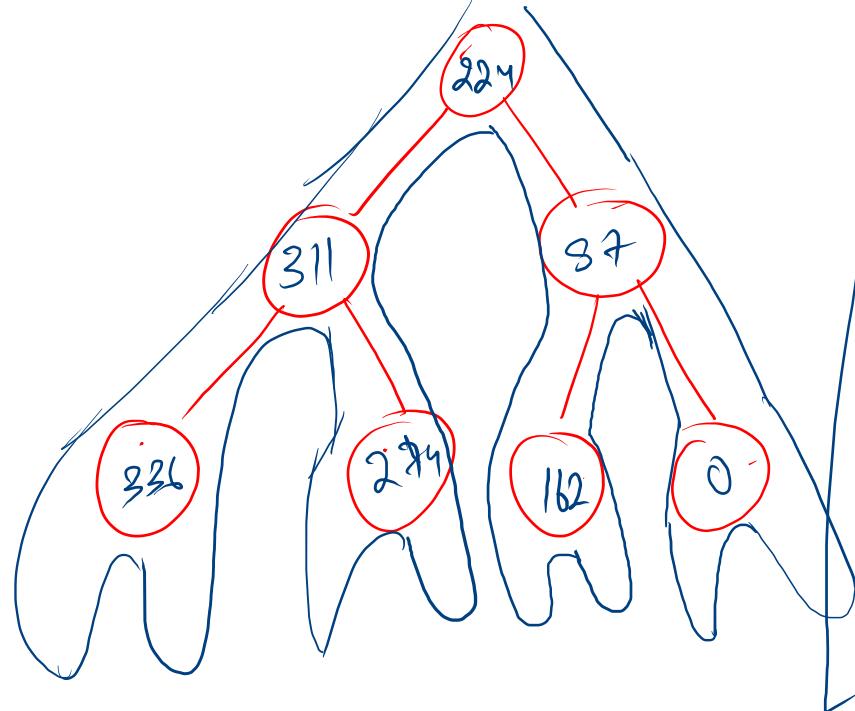
50 25 12 n n 37 n n 75 62 n n 87 n n

Reverse Inorder

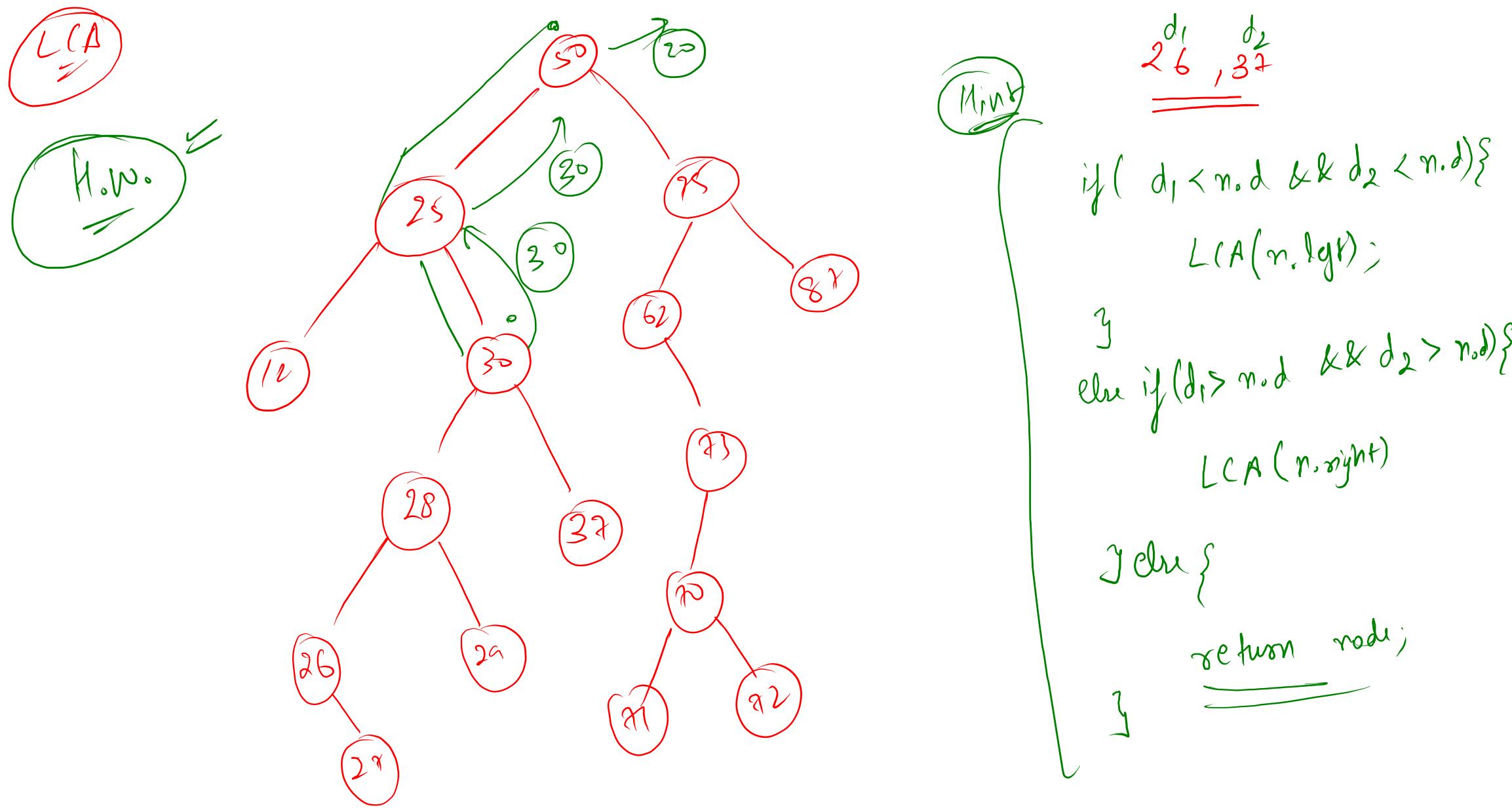
~~FOR~~
RNL
=

$$\begin{aligned} \text{Sum} = & 0 + 87 + 75 + 62 + 50 \\ & + 37 + 25 \end{aligned}$$

val: 25



```
static int sum = 0;  
public static void rwsol(Node node){  
    if(node == null){  
        return;  
    }  
    rwsol(node.right);  
  
    // reverse inorder  
    int val = node.data;  
    node.data = sum;  
    sum += val;  
  
    rwsol(node.left);  
}
```

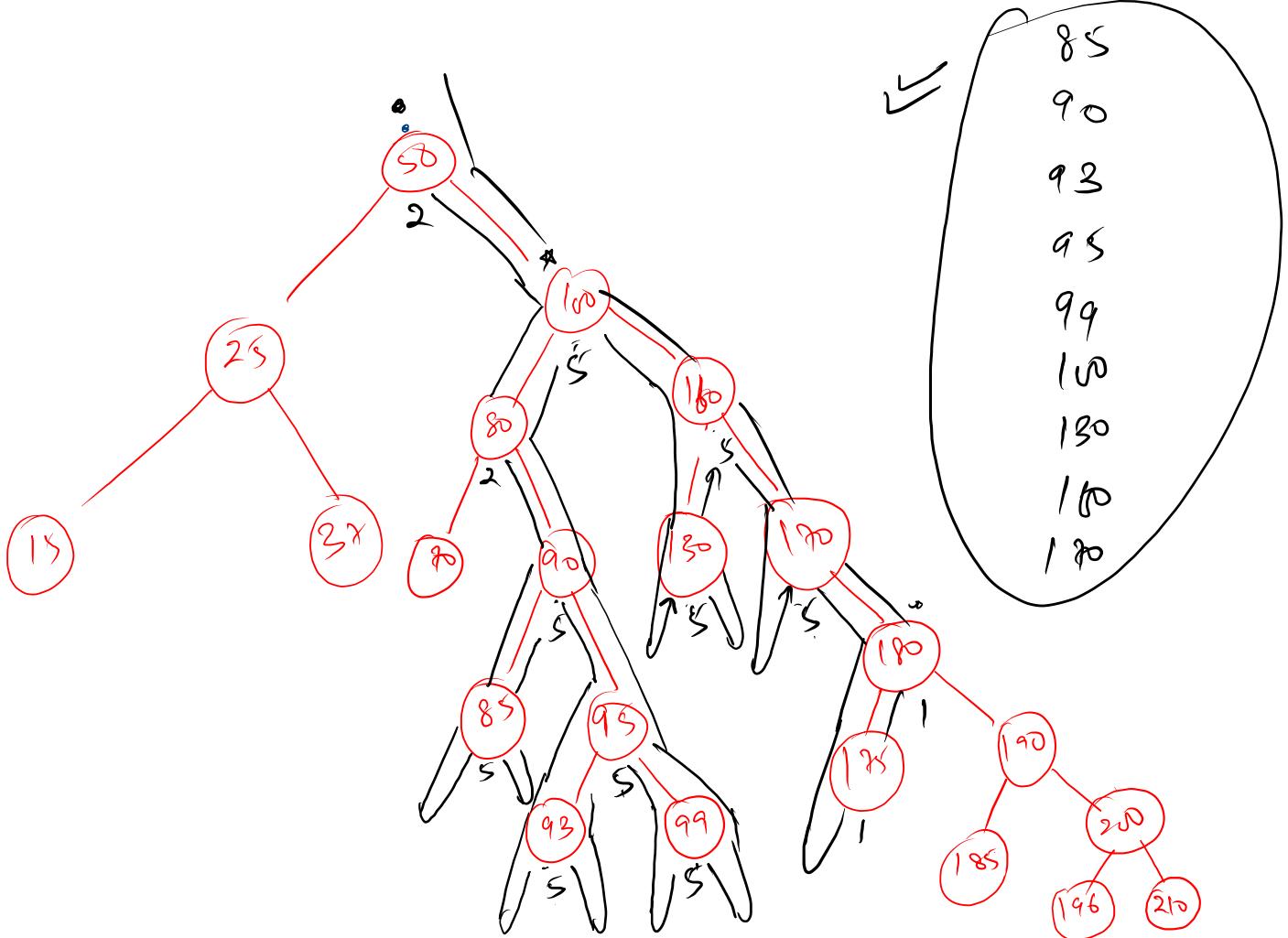



```

public static void pir(Node node, int d1, int d2) {
    if(node == null){
        return;
    }
    if(d1 < node.data && d2 < node.data){
        pir(node.left,d1,d2);
    }else if(d1 > node.data && d2 > node.data){
        pir(node.right,d1,d2);
    }else{
        pir(node.left,d1,d2); 1
        System.out.println(node.data); 2
        pir(node.right,d1,d2); 3
    }
}

```

$$\overline{d_1: 85} \quad \overline{d_2: 180}$$



1. You are given a partially written BST class.
 2. You are required to complete the body of pir function. "pir" function is expected to print all nodes between d_1 and d_2 (inclusive and in increasing order).
 3. Input and Output is managed for you.

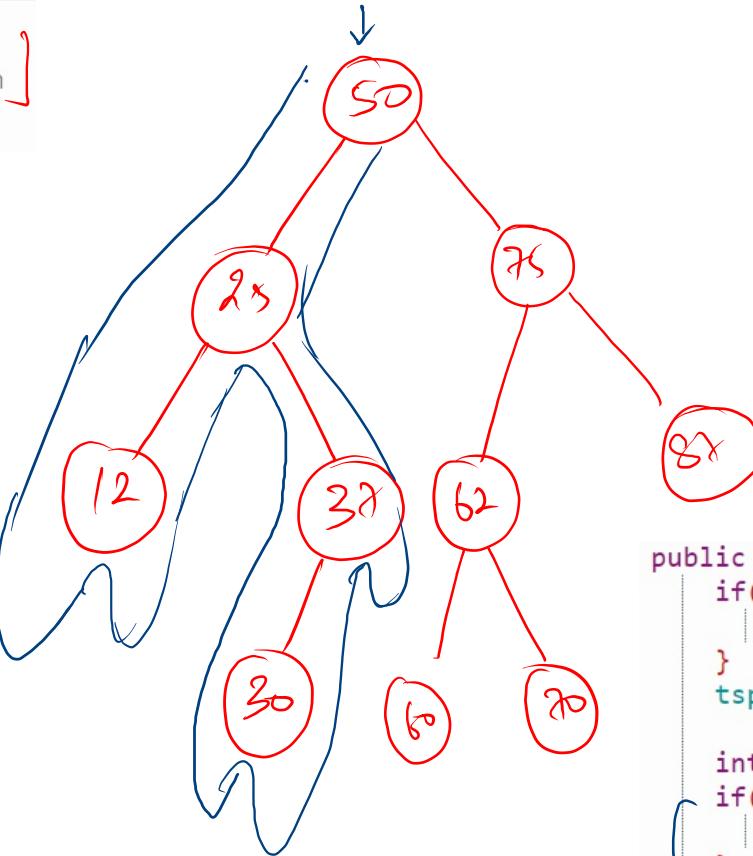
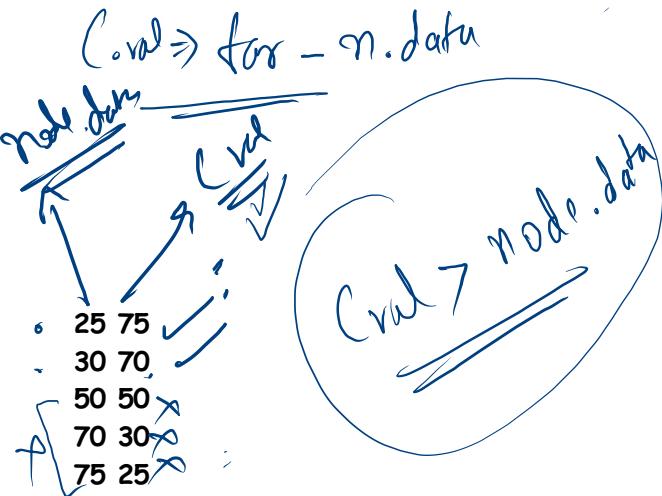


21
 50 25 12 n n 37 30 n n 75 62 60 n n 70 n n 87 n n
 100

Target = 100

25 25

c.val = n.data



<u>val + c.val</u>	= <u>tar</u>
✓	✗
✓	✓

```

public static void tsp(Node node,int target,Node root){
    if(node == null){
        return;
    }
    tsp(node.left,target,root);

    int cval = target-node.data;
    if(find(root,cval)){
        System.out.println(node.data + " "+cval);
    }

    tsp(node.right,target,root);
}
  
```