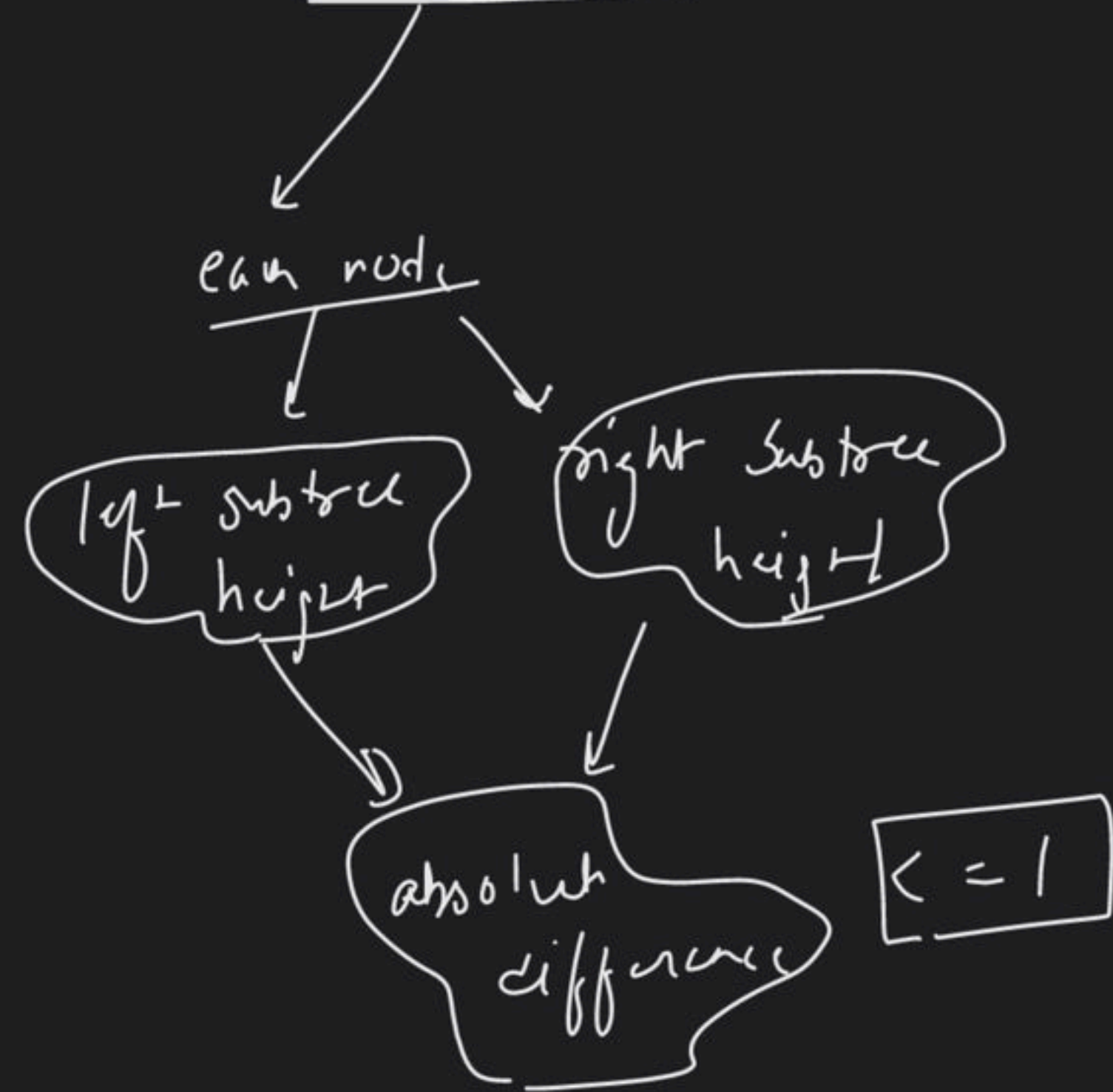


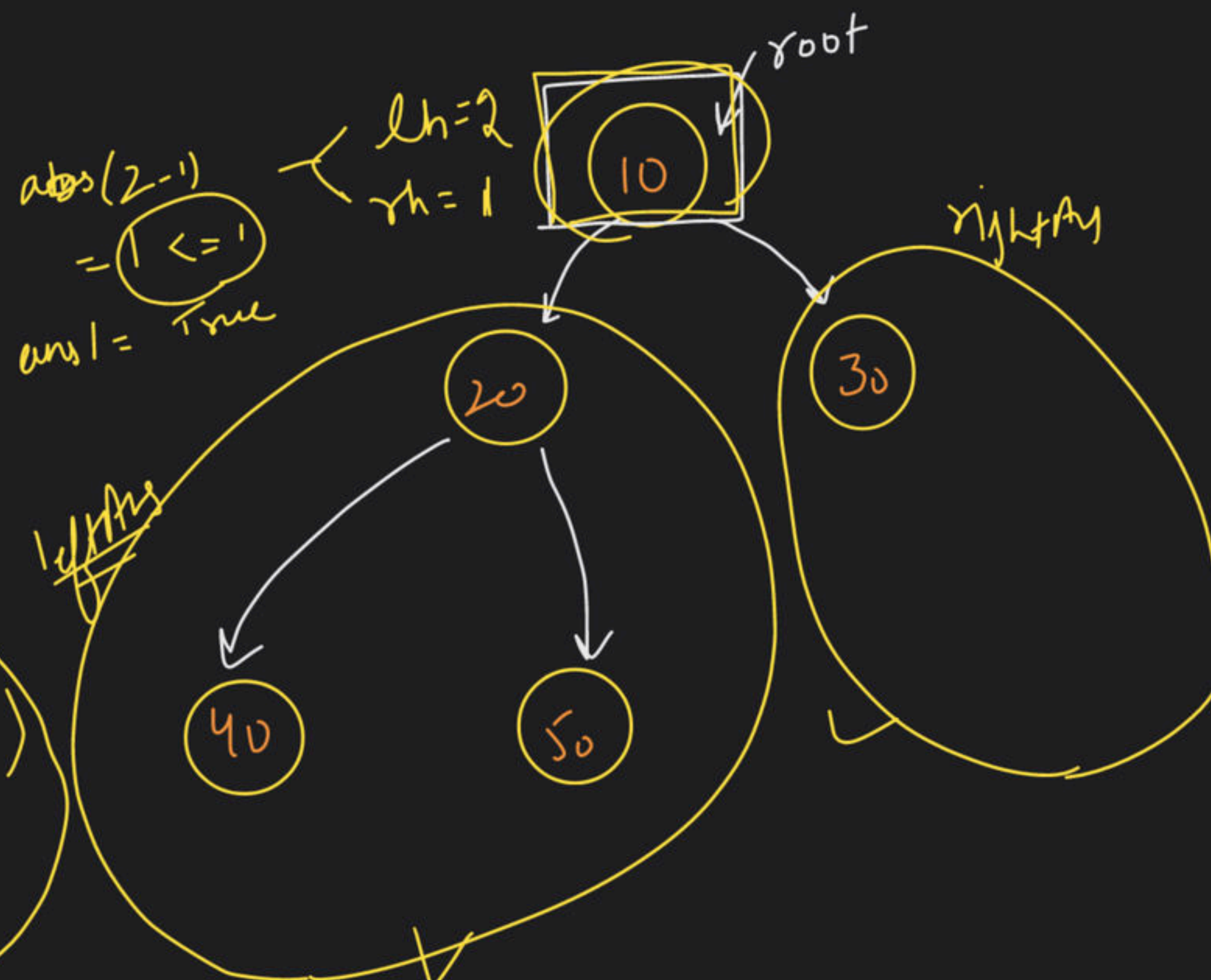


# Trees Class - 2

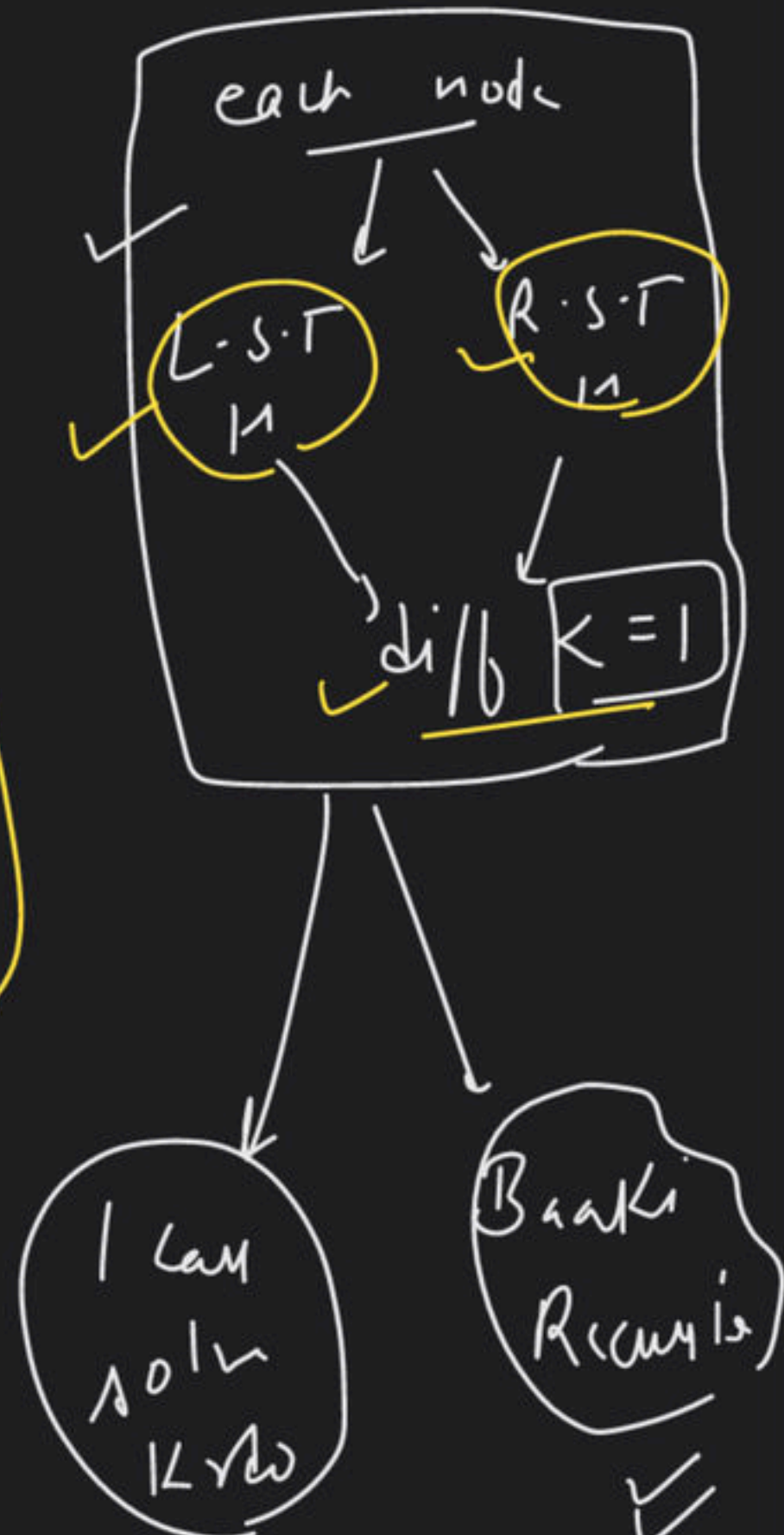
Special class

→ Check if a Binary Tree is **Balanced** or not



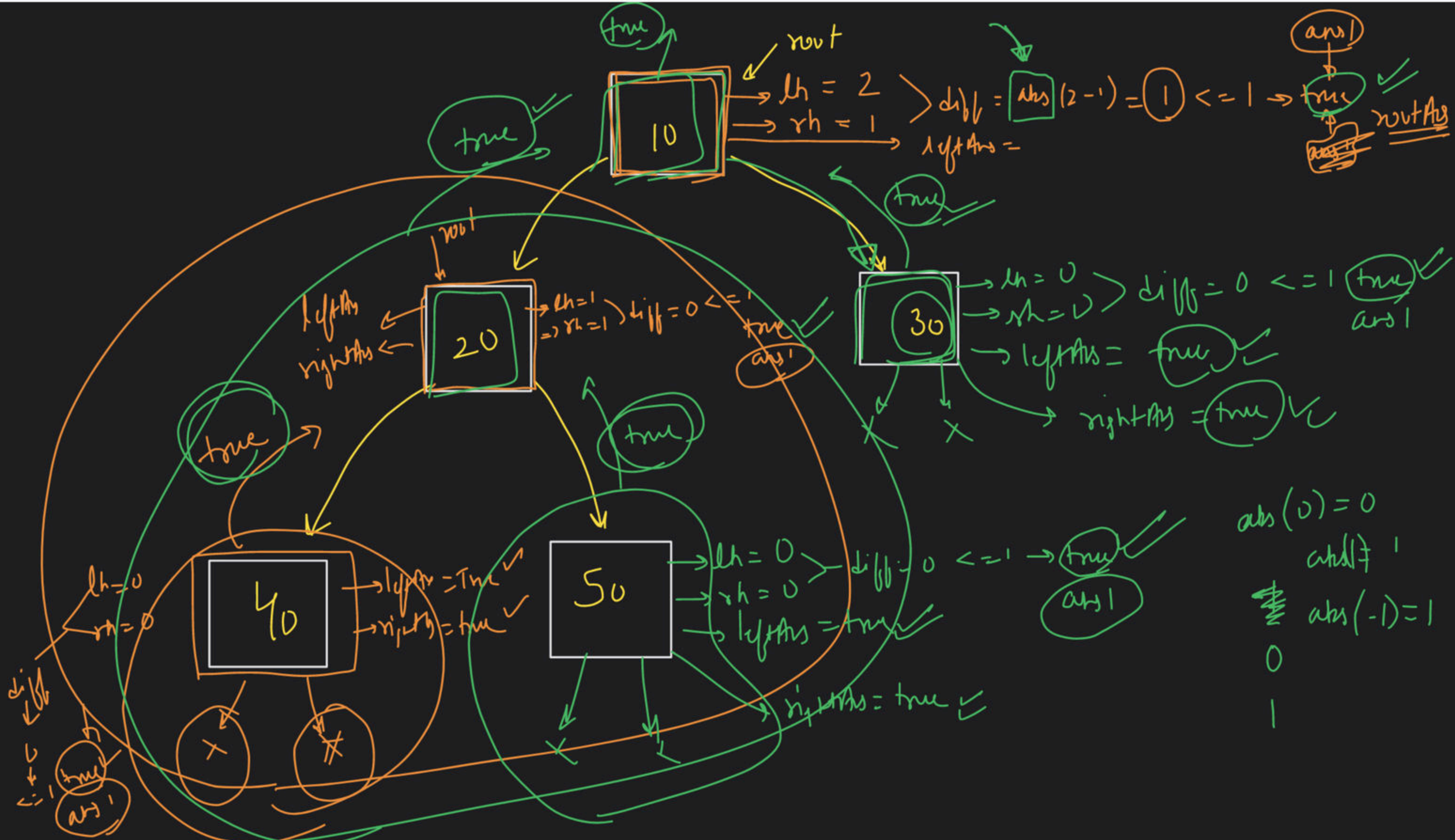


if (ans1 && leftAns && rightAns)  
 return true  
 else  
 return false

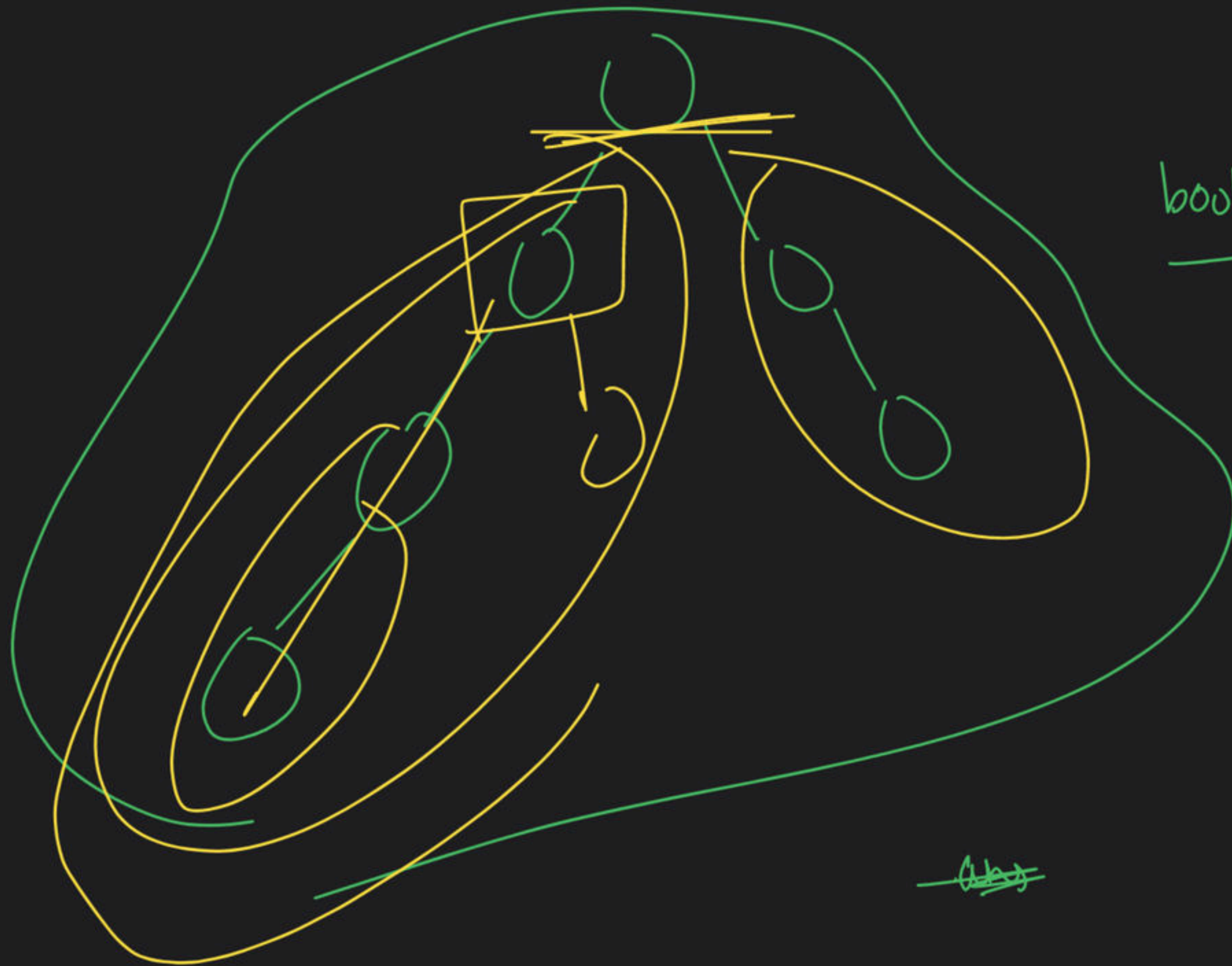


Go hr









bool ans1 = (diff <= 1)

```

if (diff <= 1)
    ans = true
else
    ans = false

```

~~Chen~~

→ Check whether BT is sum tree or not

or

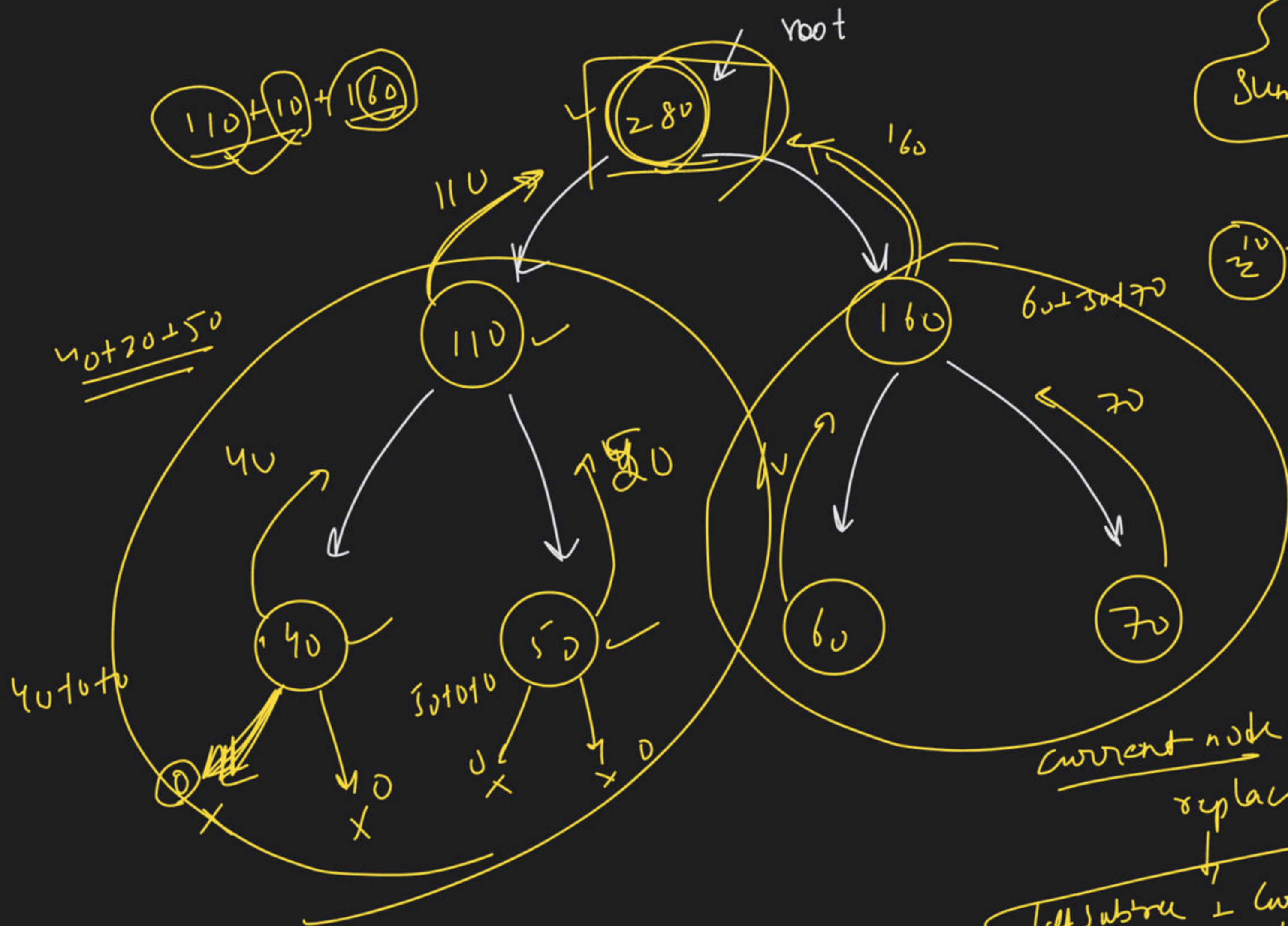
convert BT into Sum tree



$$\begin{array}{r}
 110 \\
 - 10 \\
 \hline
 100 \\
 + 100 \\
 \hline
 200
 \end{array}$$

$$(110 + 10) + 160$$

convert into sum tree



$10 +$   
 left subtree sum  
 $+$   
 right subtree sum

current node value  
 replace  
 $\text{left subtree sum} + \text{curr val} + \text{right subtree sum}$



2 min

convert Into SumTree (root)

{

// \$ \mathcal{L}

if (root == NULL)

return 0;

int leftAns = ~~convert~~ convertIntoSumTree (root->left),

int rightAns = convertIntoSumTree (root->right);

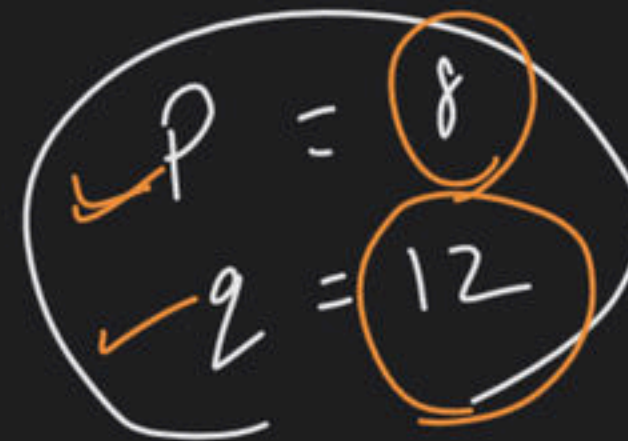
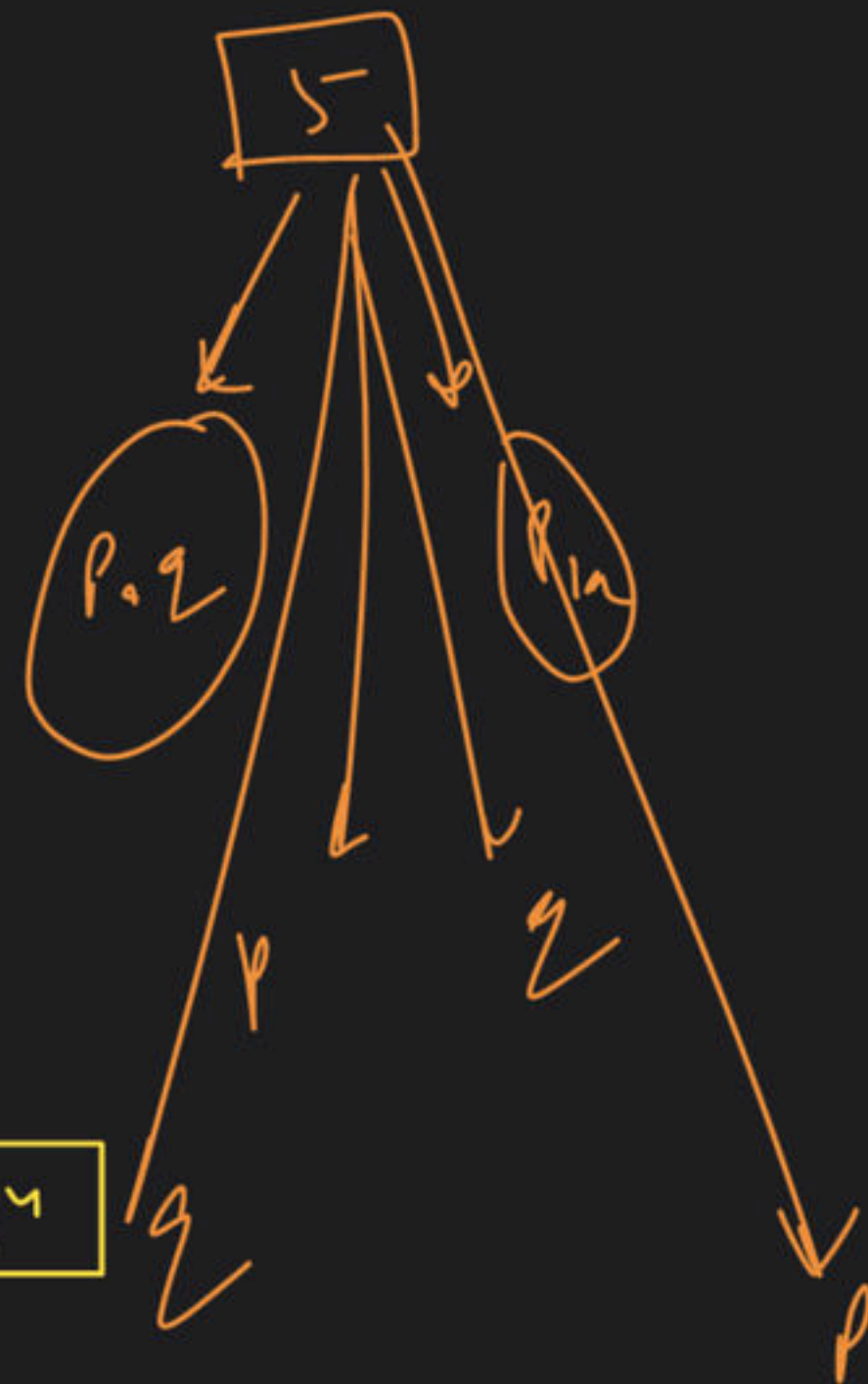
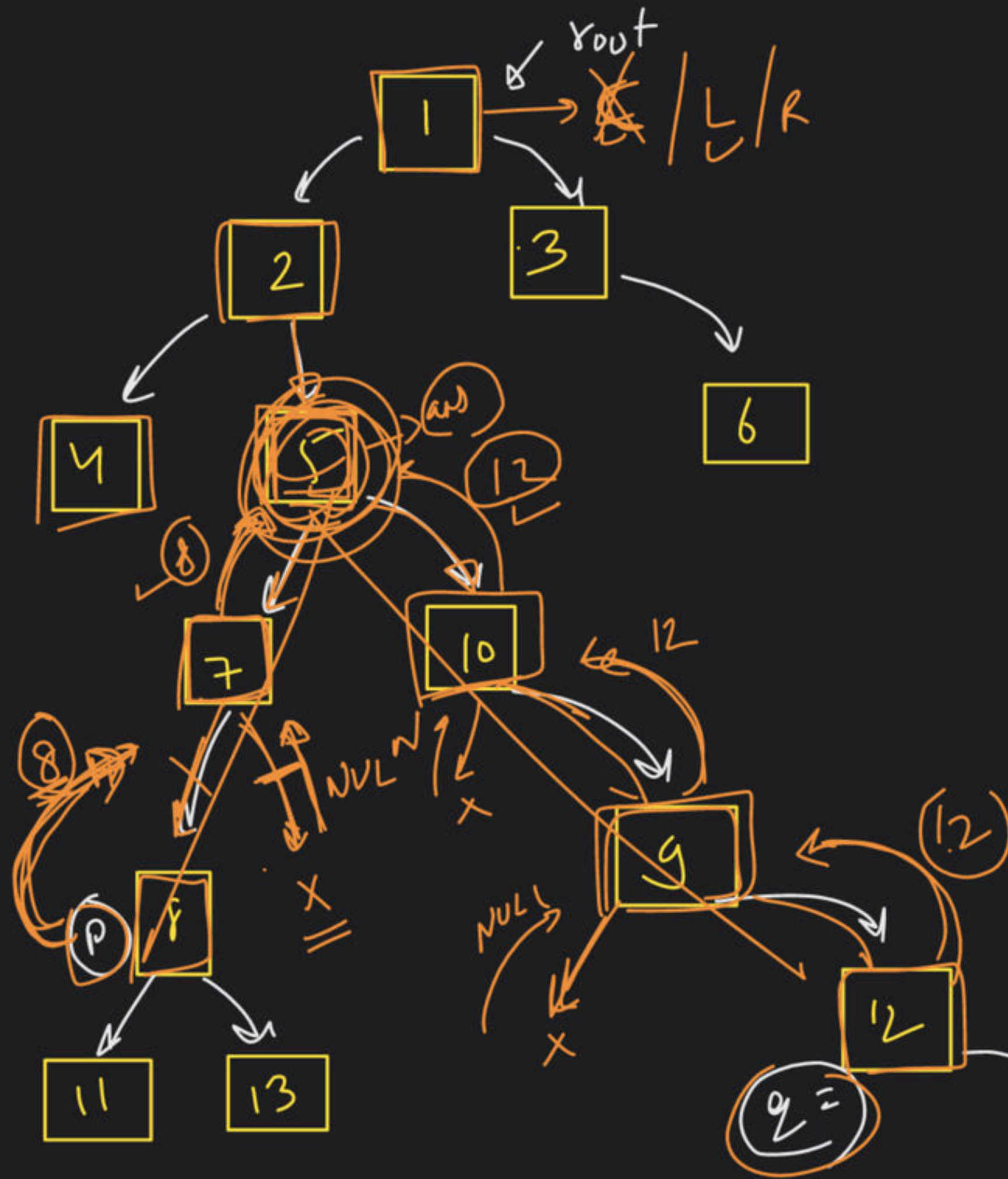
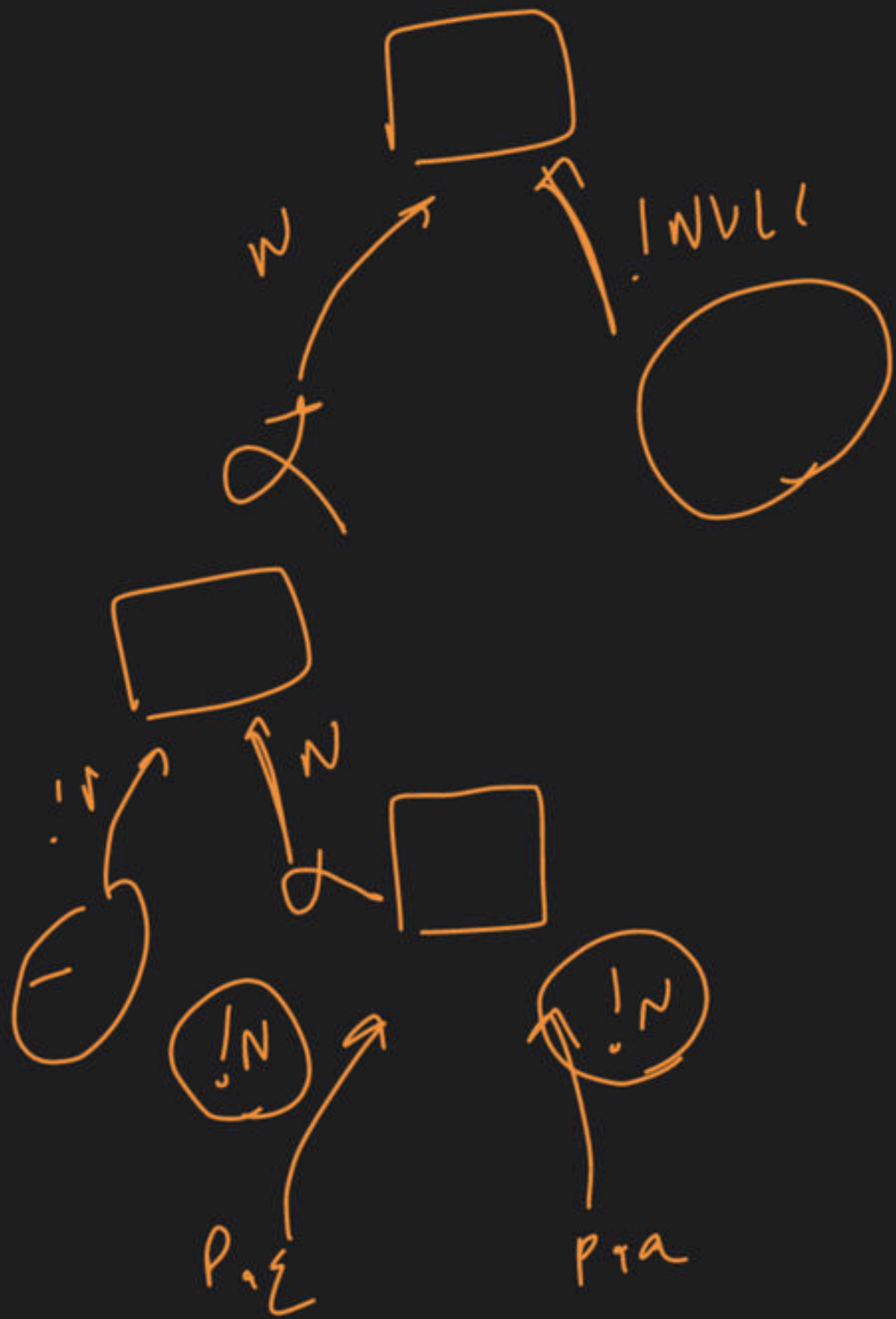
root->data = leftAns + root->data + rightAns;

return root->data;

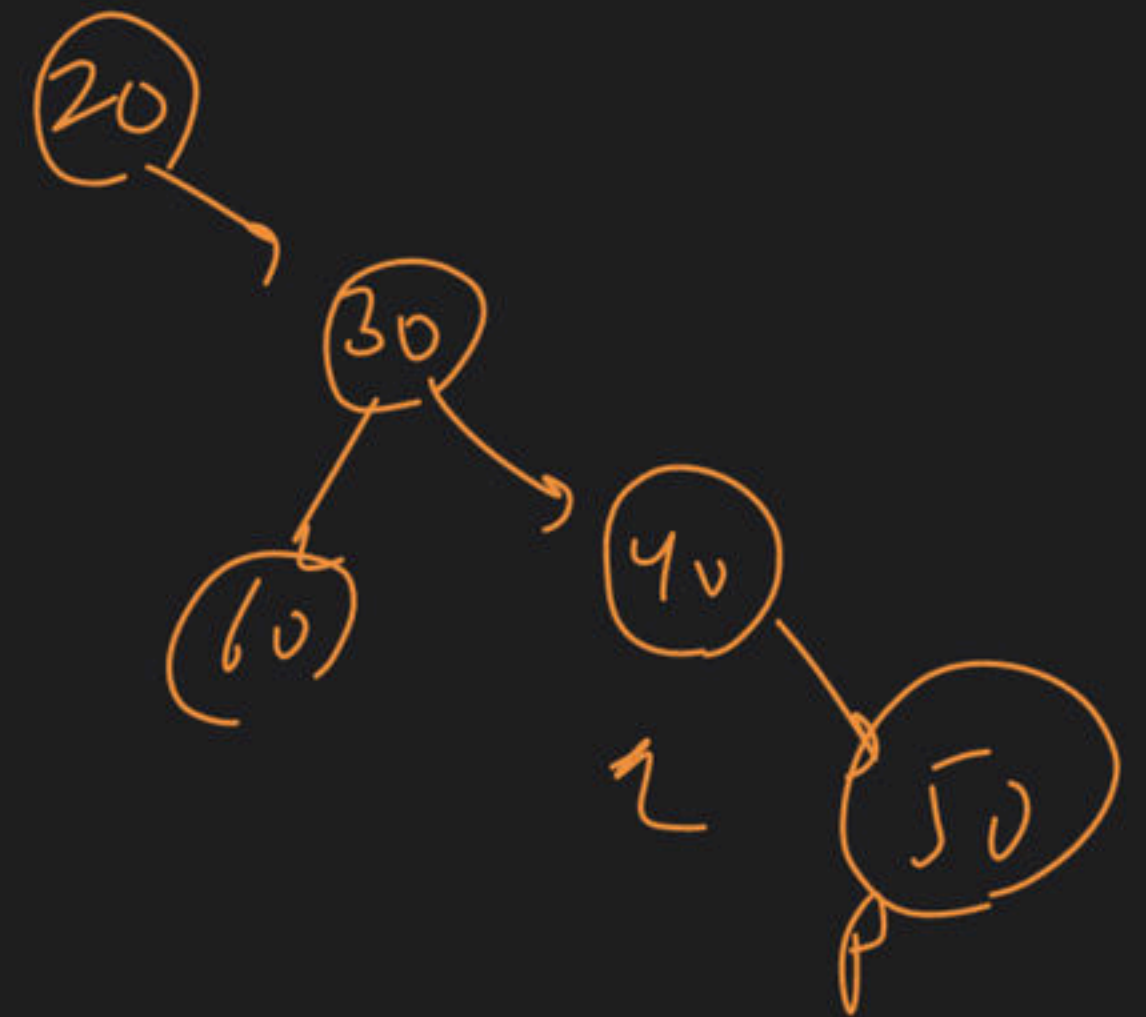
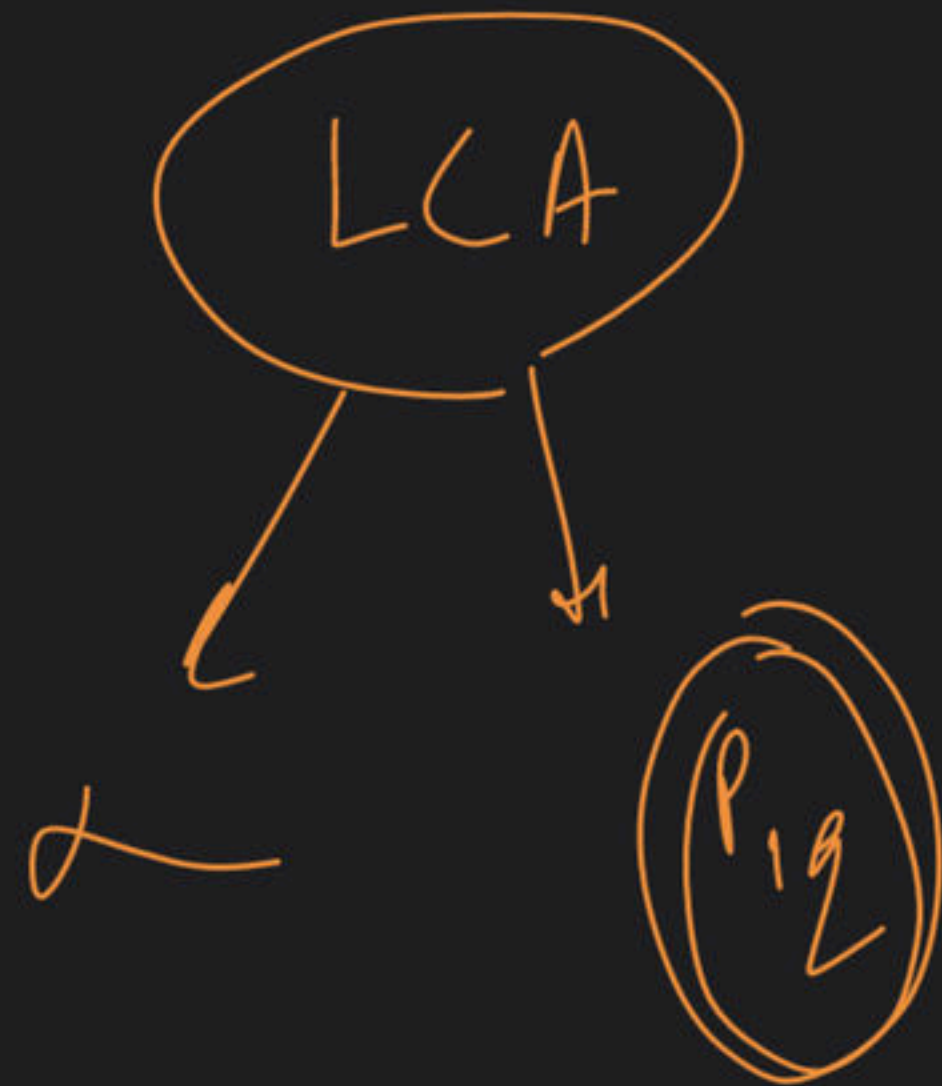
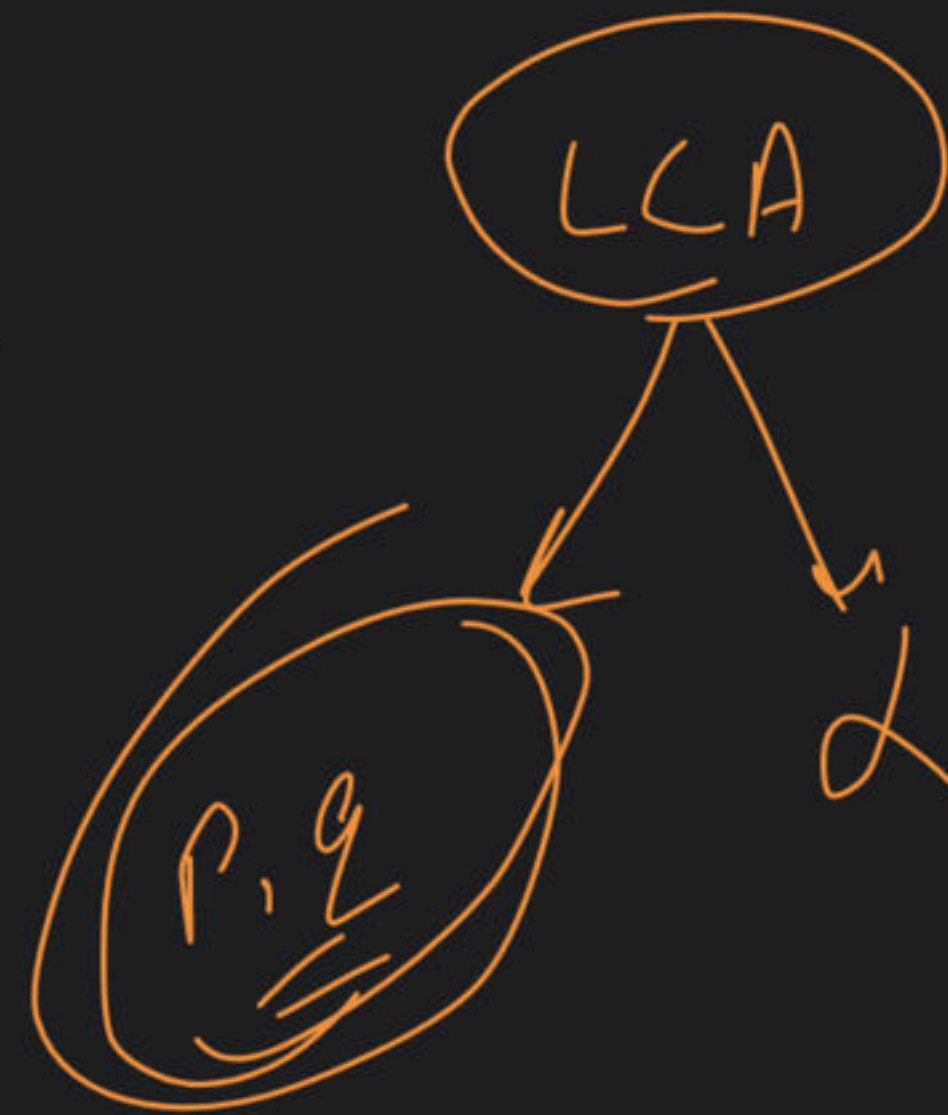
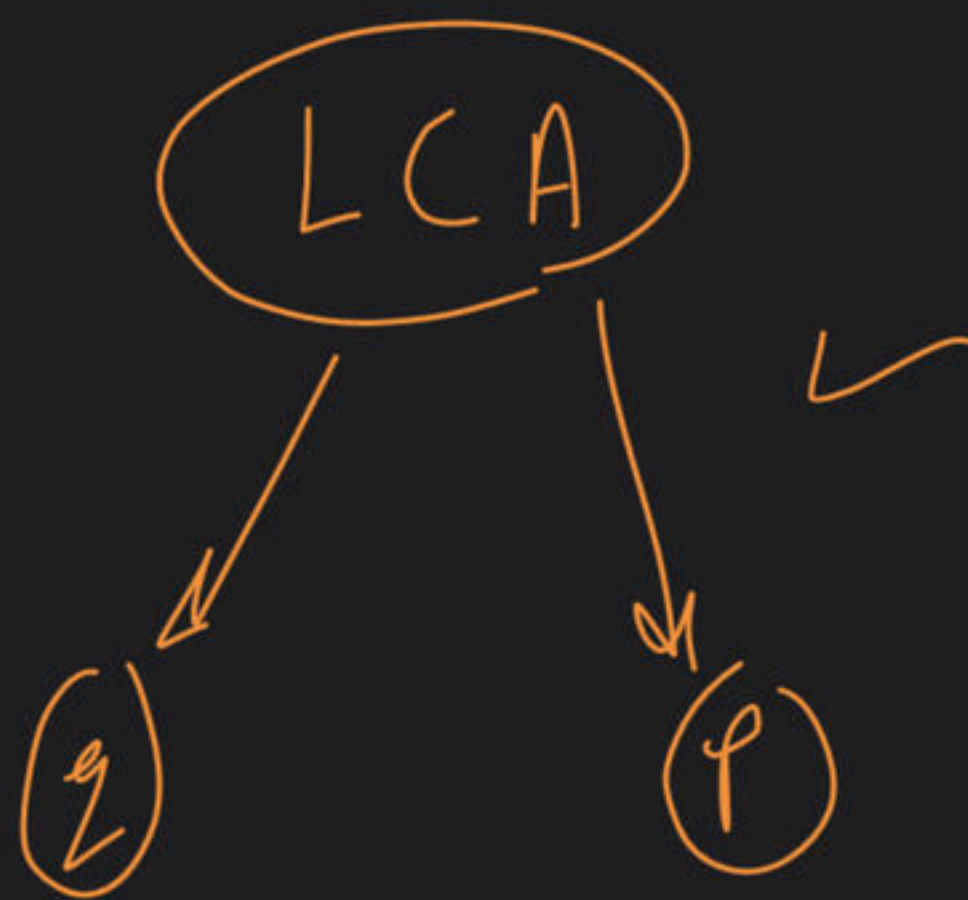
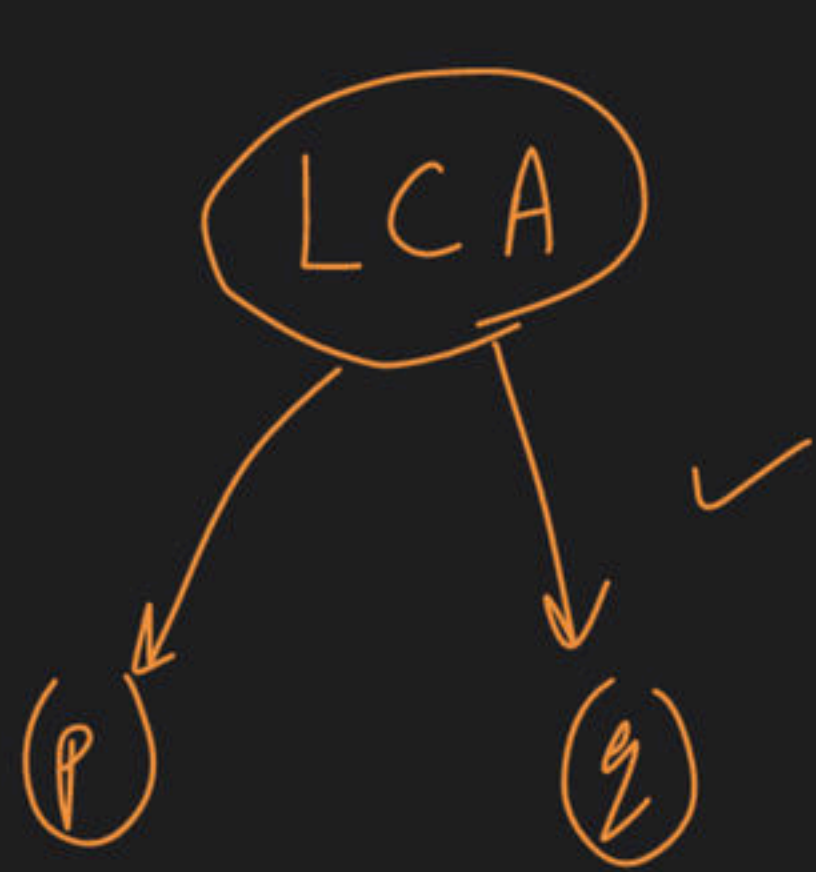
}



## Lowest Common Ancestor:





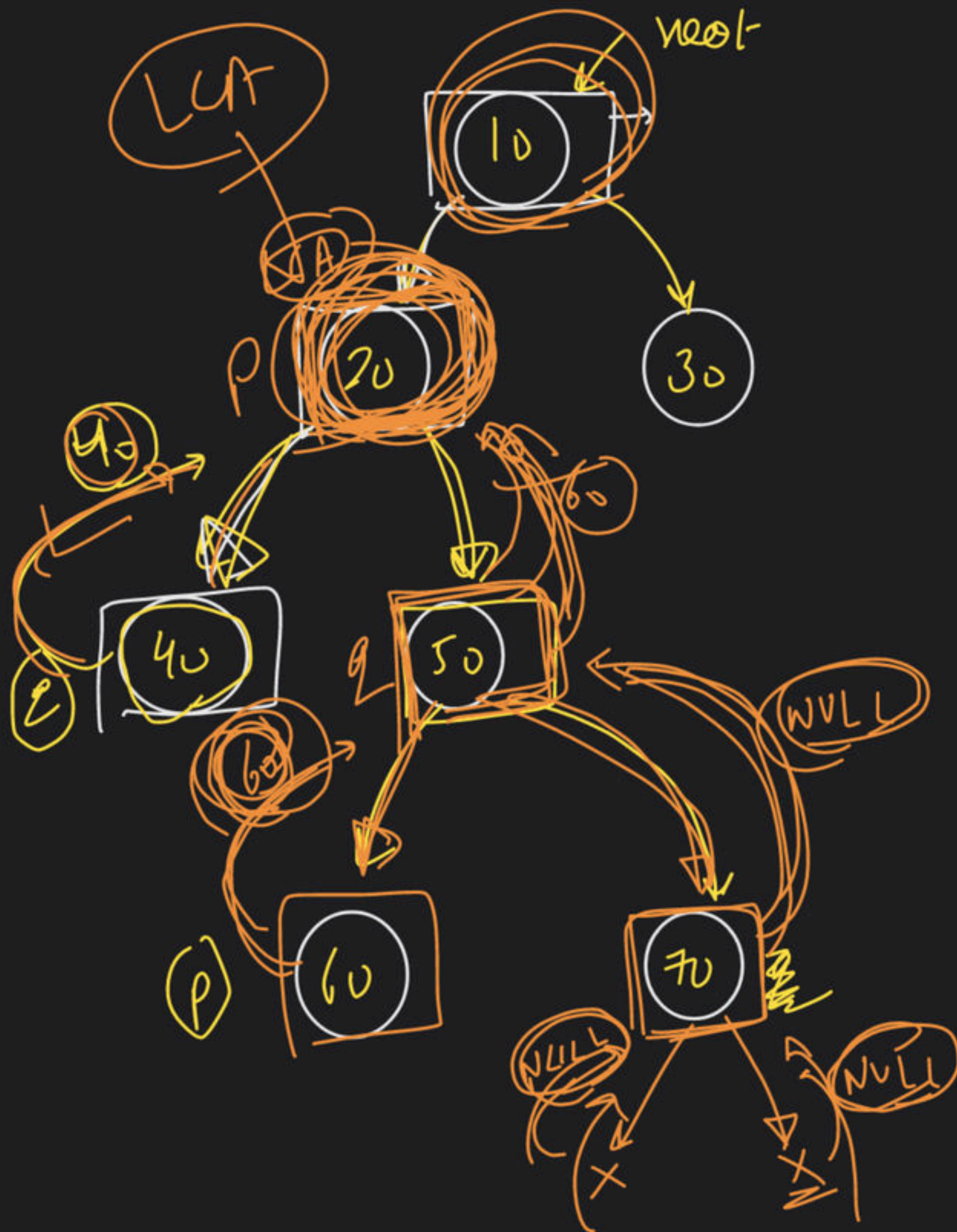






$p = 60$   
 $q = 40$

Lowest!



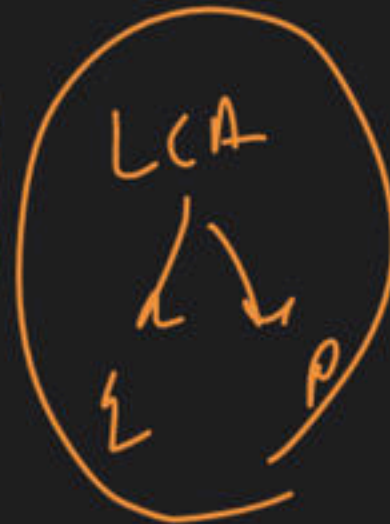
code  
 ↓  
 ① B.C

② check p & q

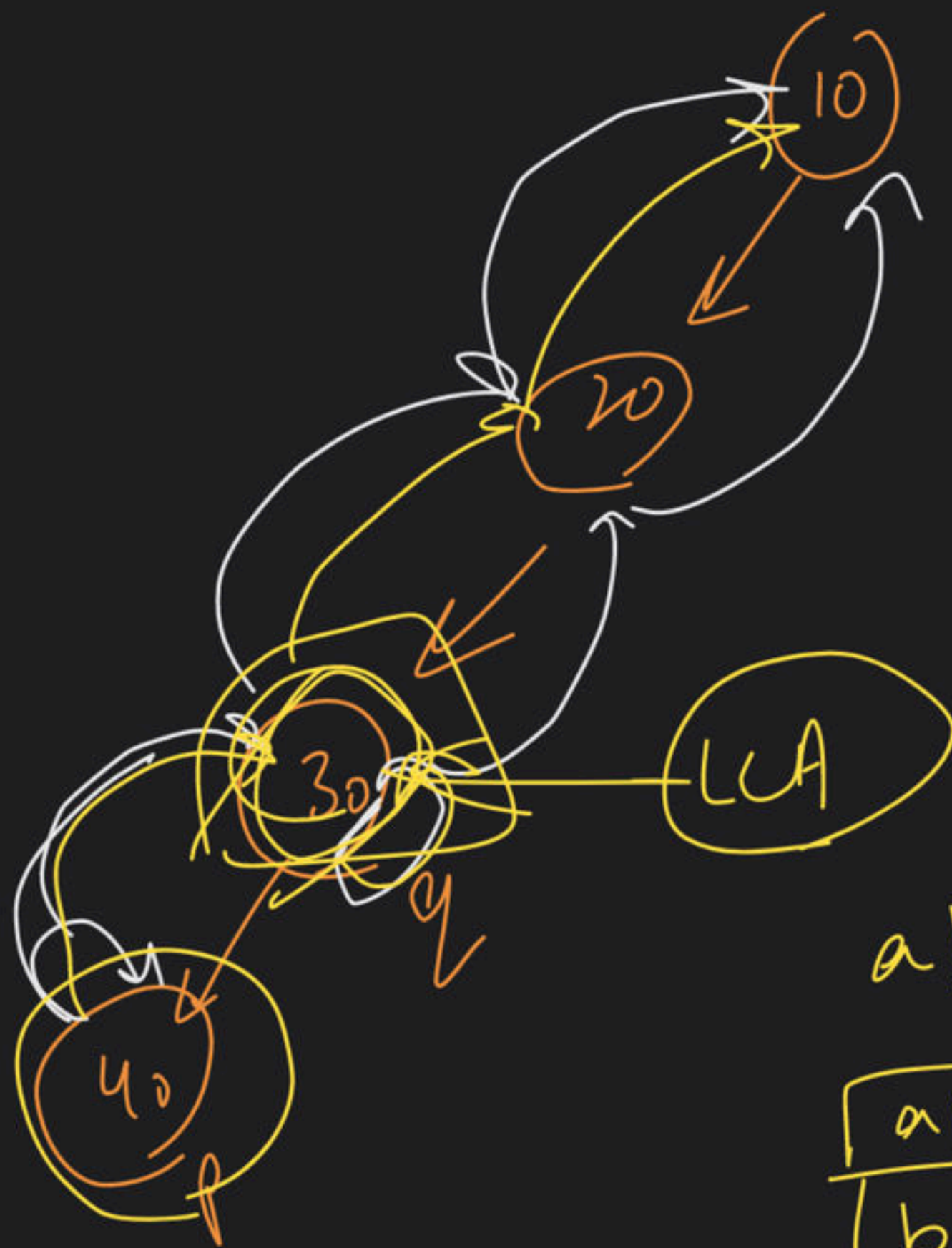
③ left

④ right

⑤ Ans pr check



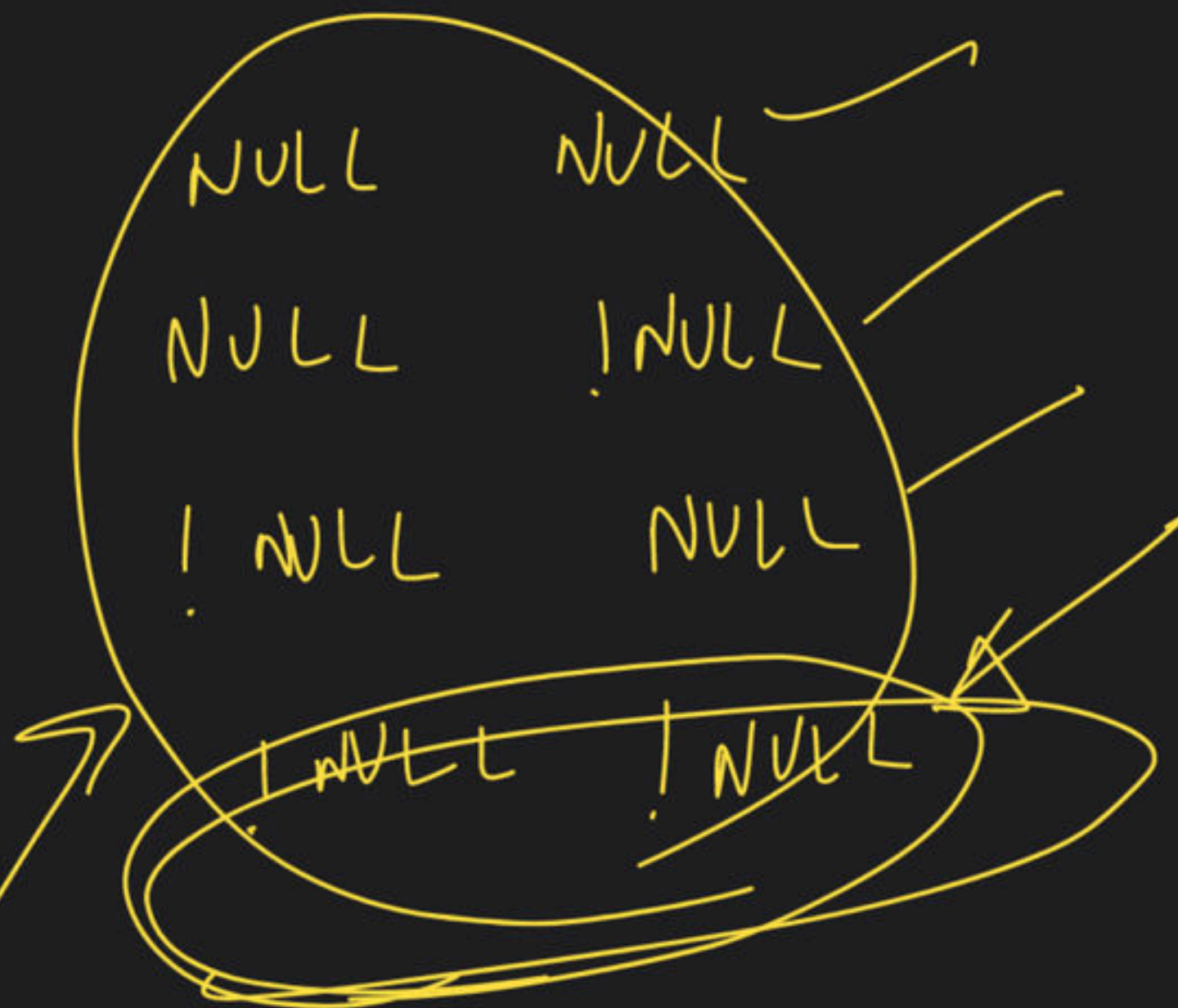




ab

a	a
b	b
a	b
b	a

NULL !NULL









bool k<sup>th</sup> Ancestor (root, int &K, node p)

{

// B.C

if (root == NULL)  
return false;

if (root->data == p->data)  
return true;

bool leftAns = k<sup>th</sup> Ancestor (root->left, K, p);  
bool rightAns = k<sup>th</sup> Ancestor (root->right, K, p);

if (leftAns == true || rightAns == true)

K--;

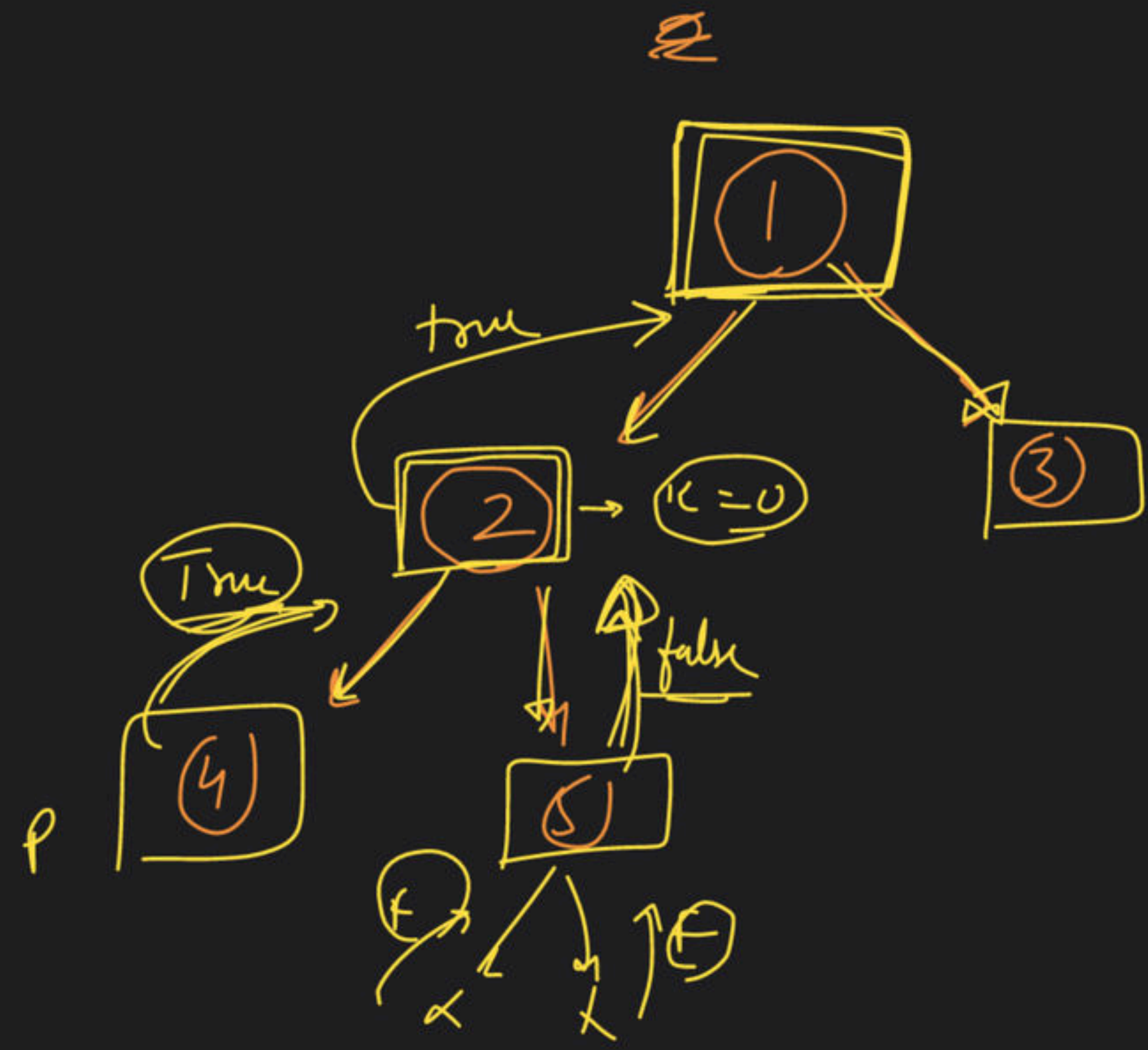
if (K == 0)

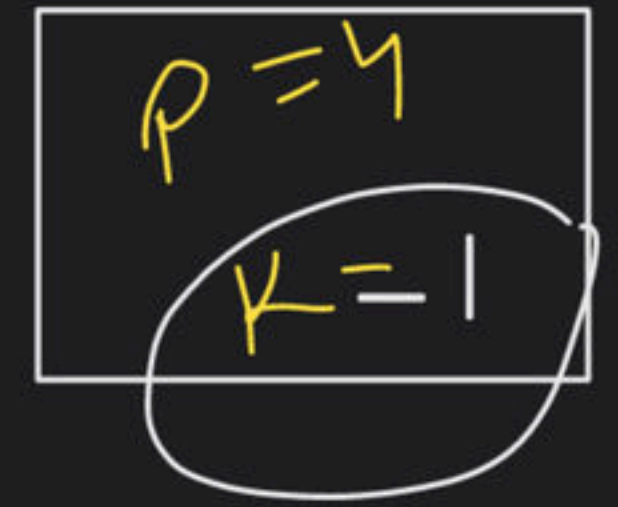
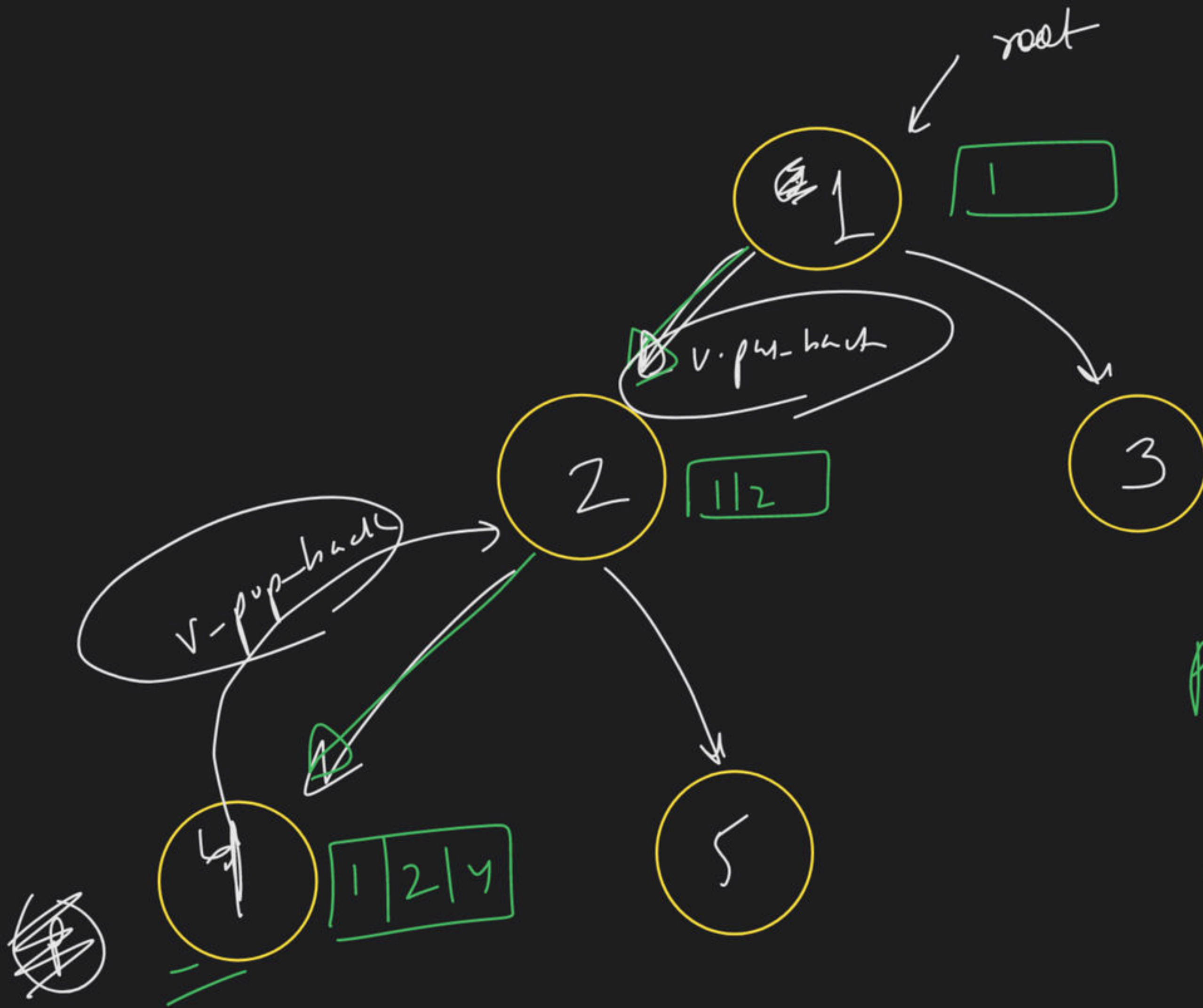
cout << root->data;  
~~return false;~~ → return leftAns || rightAns;



$K = 1$   
 $P = 7$

Ans  $\rightarrow 2$

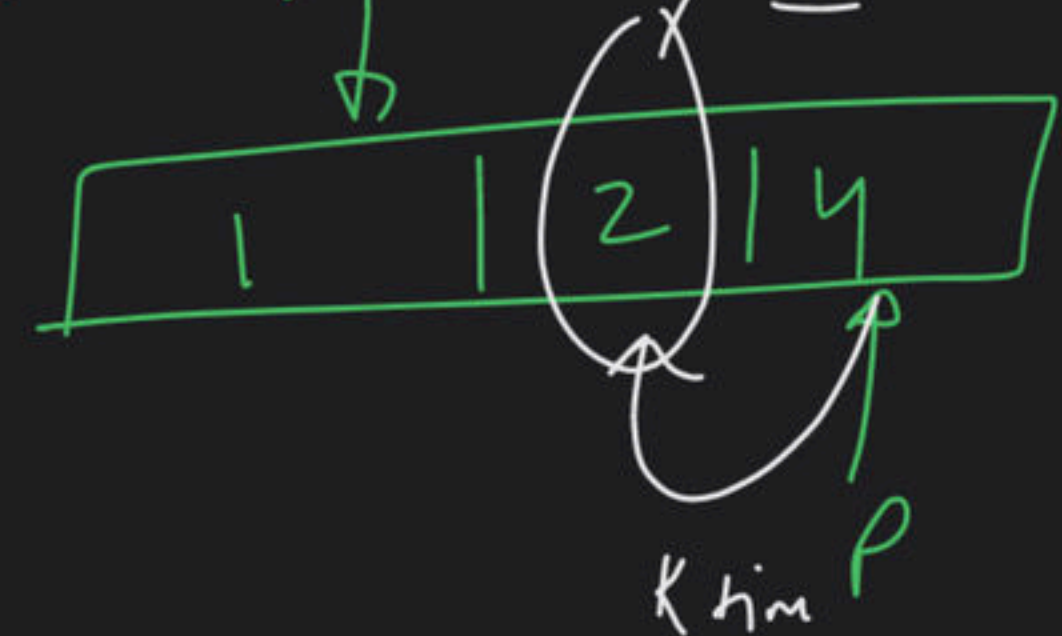




vector



p → forward



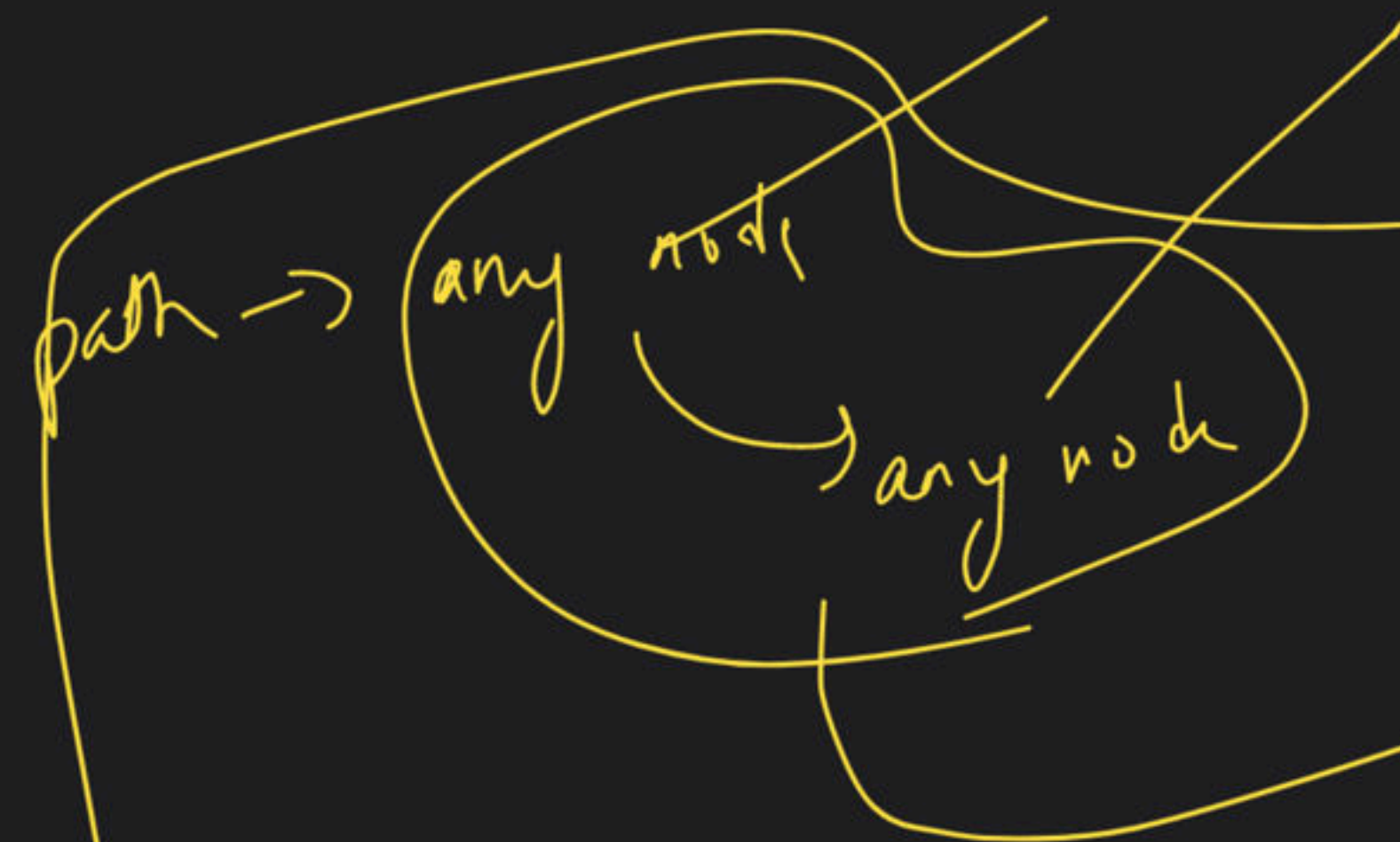






HW

targetSum = 20





4/2

→ Sum of longest Bloodline of BI →

























