

Today's Content:

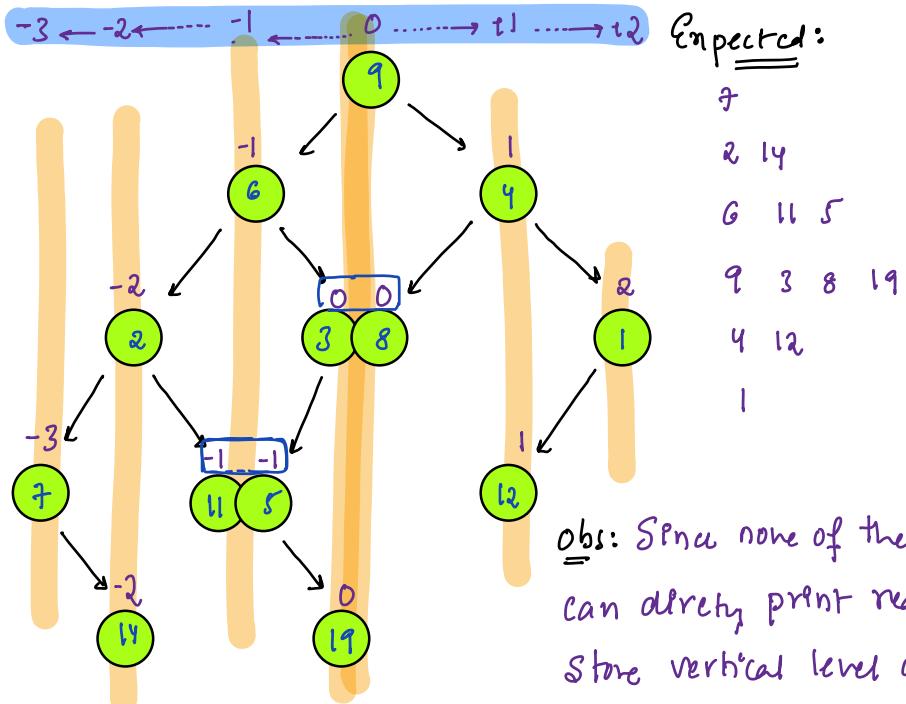
a) Vertical level order traversal

{
→ top view
→ bottom view
→ diagonal view : **TODO**}
}

b) Construct BT from Inorder & preorder

Vertical level order traversal (left → right)

Note: When we go from left → right vertical level will increase



Obs: Since none of the traversals can directly print required data, store vertical level order traversal & then print it

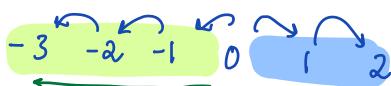
key value
 ↓ ↓
 vertical nodes at that
 level vertical level

Idea: `HashMap<int, List<int>> hm`
level nodes at level

minLevel = -3: 7

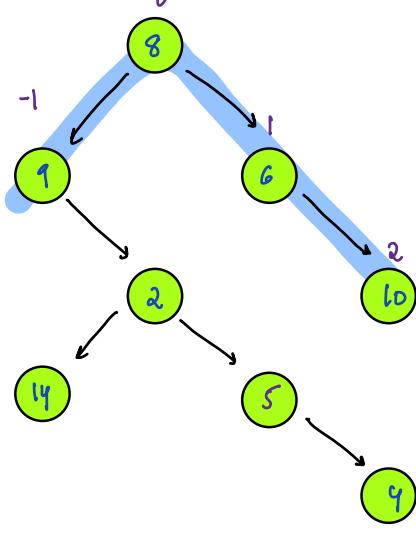
All level from min to max should be in hashmap: True

-3: 7
-2: 2 14
-1: 6 11 5
0: 3 8 19
1: 4 12



maxLevel = 2: 1

Obs: Iterate from min level to max level & print data at that level using hashmap

Ex:  : top view

hashmap

-1: 9 14
0: 8 2
1: 6 5
2: 10 4

Inorder hashmap

{ 9 14 2 5 4 8 6 10 } ↗

-1: 9 14
0: 2 8 } order
1: 5 6 } incorrect
2: 4 10 }

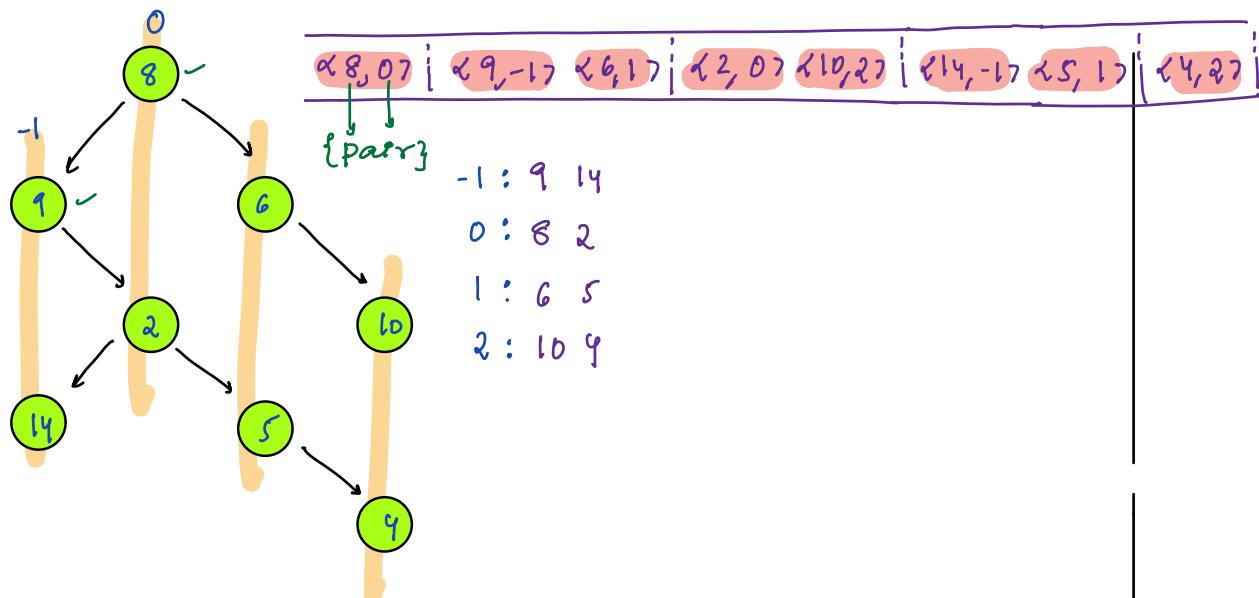
preorder hashmap

8 9 2 14 5 4 6 10 ↗
-1: 9 14
0: 8 2
1: 5 6 } order
2: 4 10 } wrong

postorder hashmap

14 4 5 2 9 10 6 8 ↗
-1: 14 } order
0: } wrong
1:
2:

Note: Since priority should be given to depth, we use **level order traversal**



```

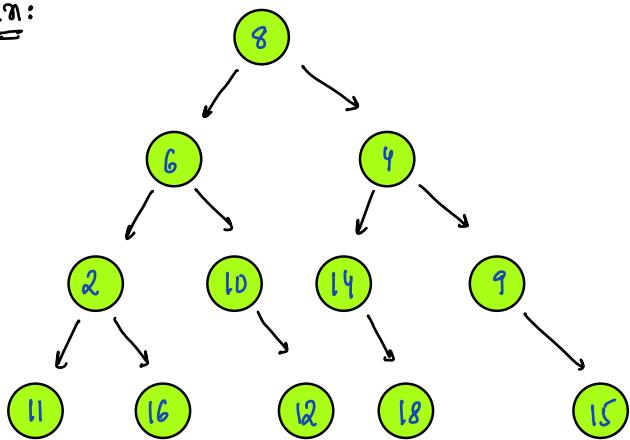
void Vertical level ( Node root ) {
    int minL = 0, maxL = 0
    hashmap<int, list<int>> hm // check syntax
    Queue<pair<Node, int>> q
    q.enqueue({root, 0})
    while (q.size() > 0) {
        pair<Node, int> data = q.front()
        q.dequeue() // deleting front element
        Node temp = data.first } for node
        int l = data.second } vertical level = l
        hm[l].insert(temp.val)
        // list, inside that push node val
        minL = min(l, minL) } // update minL & maxL
        maxL = max(l, maxL) }

        if (temp.left != NULL) {
            q.enqueue({temp.left, l+1})
        }
        if (temp.right != NULL) {
            q.enqueue({temp.right, l+1})
        }
    }
    i = minL; i <= maxL; i++ {
        // level = i, all nodes of level i are present at hm[i]
        hm[i] is a list // iterate in list q, print
        // print first element of hm[i] → Top view
        // print last element of hm[i] → bottom view
    }
}

```

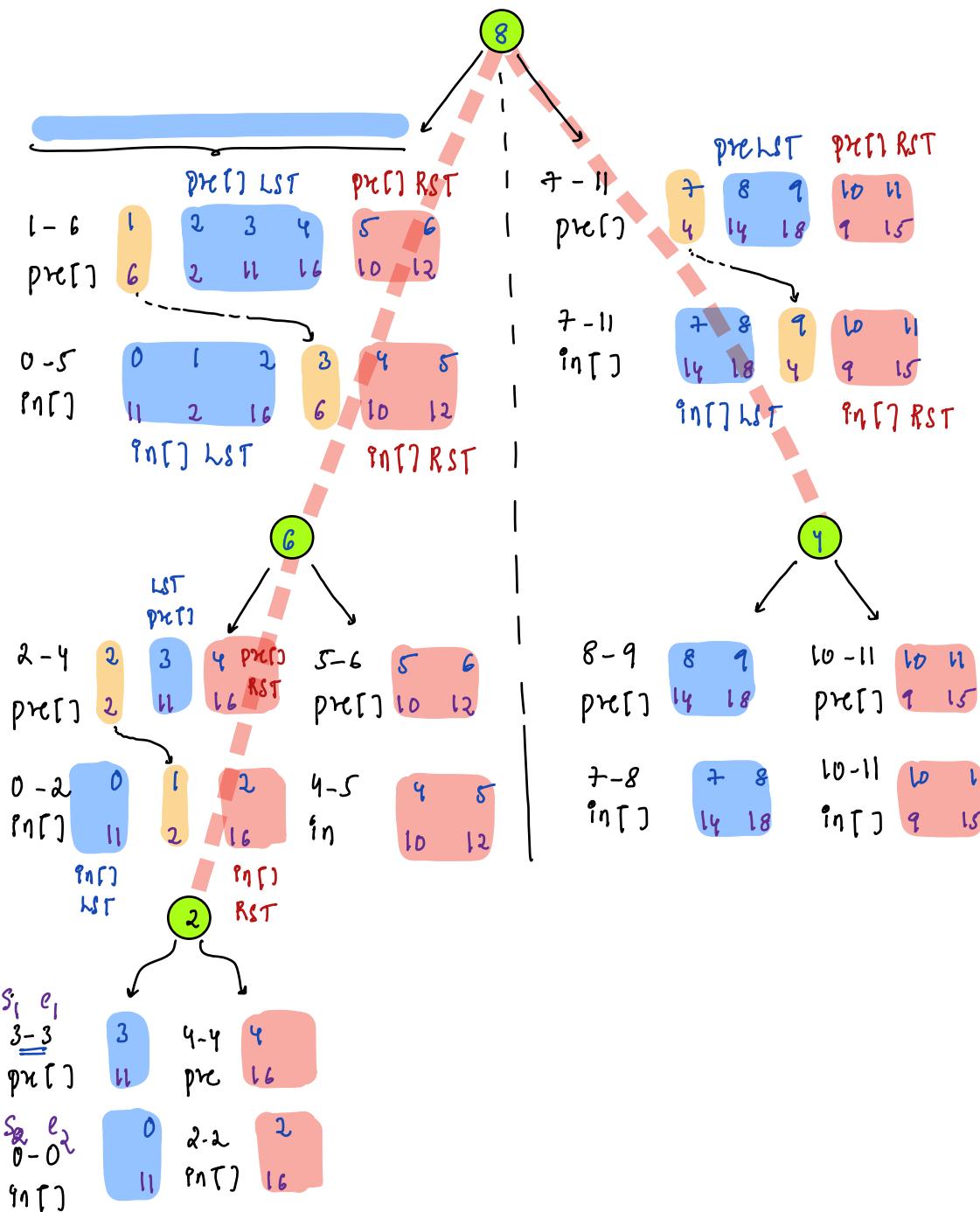
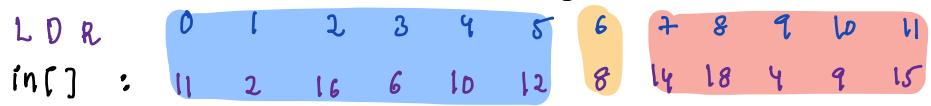
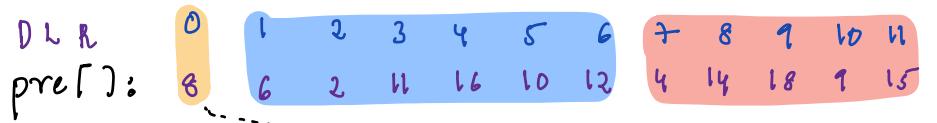
Q8) Given preorder & inorder of BT of distinct values
print postorder traversal

En:



Idea: Using `pre()` & `in()` construct Tree, using Tree print postorder

	preorder of LST						preorder of RST					
DLR	0	1	2	3	4	5	6	7	8	9	10	11
pre[]:	8	6	2	11	16	10	12	4	14	18	9	15



Ass: Given $\text{pre}[]$ & $\text{in}[]$ construct tree, return root node of Tree

Node TreeC int $\text{pre}[], \text{int } s_1, \text{int } e_1, \text{int } \text{in}[], \text{int } s_2, \text{int } e_2$

if ($s_1 > e_1$ || $s_2 > e_2$) { // no data
 return null;

// Note: if there is no data in $\text{in}[]$, no data in $\text{pre}[]$, condition enough

Node root = new Node($\text{pre}[s_1]$) // root node = $\text{pre}[s_1]$

// search for root in $\text{in}[s_2 - e_2]$ TC: $N * N \rightarrow O(N^2)$

int $\text{ind} = -1$;

$i = s_2$; $i <= e_2$; $i = i + 1$ {

 if ($\text{in}[i] == \text{pre}[s_1]$) {

$\text{ind} = i$; break;

}

}) N nodes, for every node search in inorder

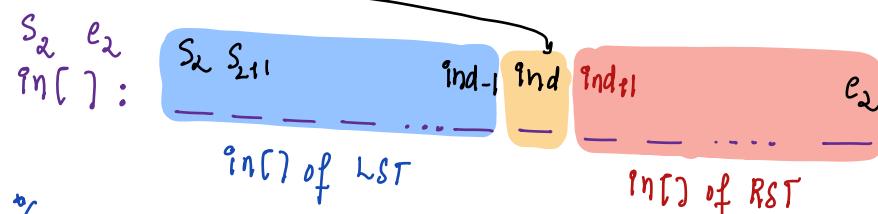
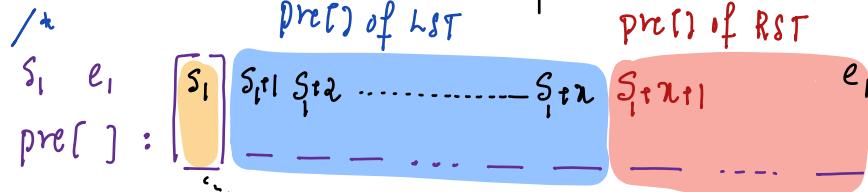
// in $\text{in}[]$, for an ele get ind in inorder

↳ use hashmap $\text{int}, \text{int} \rightarrow$ inorder ind

$\text{in}[4]: \{ 0: 8, 1: 8, 2: 2, 3: 9 \} \Rightarrow \text{HM}: \{ 8: 0, 8: 1, 2: 2, 9: 3 \}$

in[4]: { 0: 8, 1: 8, 2: 2, 3: 9 } \Rightarrow HM: { 8: 0, 8: 1, 2: 2, 9: 3 }

/*



// No. of elements in LST: $\text{in}[s_2, \text{ind}-1] : \text{ind} - s_2 + 1$

int $n = \text{ind} - s_2$ // ele in LST

root.left = Tree($\text{pre}[], s_1+1, s_1+n, \text{in}[], s_2, \text{ind}-1$)

// Construct LST & return root of LST

root.right = Tree($\text{pre}[], s_1+n+1, e_1, \text{in}[], \text{ind}+1, e_2$)

// Construct RST & return root of RST

return root;

```
Node Tree( int pre[], int s1, int e1, int in[], int s2, int e2, hashmap hm)
```

```
if (s1 > e1 || s2 > e2) { // no data  
    return null;
```

// Note: if there is no data in in[], no data in pre[], condition enough

```
Node root = new Node( pre[s1] ) // root node = pre[s1]
```

```
// search for root in in[s2 - e2]
```

```
int ind = hm[ pre[s1] ]
```

TC: N * {1 + 1} $\Rightarrow O(N)$

SC: N + N $\Rightarrow O(N)$

```
// No: of elements in LST: in[s2, ind-1] : ind - s2 + 1
```

```
int n = ind - s2 // ele in LST
```

```
root.left = Tree( pre[], s1+1, s1+n, in[], s2, ind-1, hm )  
// Construct LST & return root of LST
```

```
root.right = Tree( pre[], s1+n+1, e1, in[], ind+1, e2, hm )
```

// Construct RST & return root of RST

```
return root;
```

```
void printPostOrder( int pre[], int in[] ) {
```

```
hashmap<int, int> hm
```

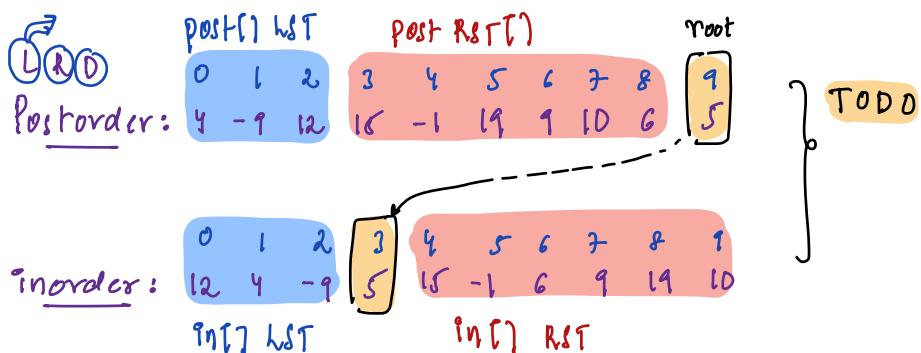
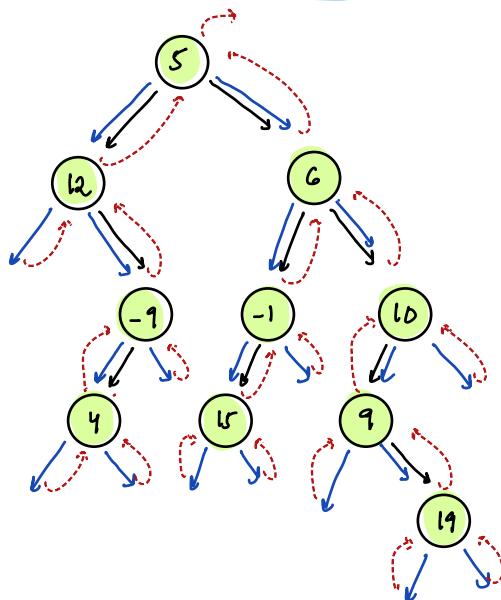
```
i=0; i < n; i++) { // Inserting inorder in hashmap
```

```
hm[ in[i] ] = i
```

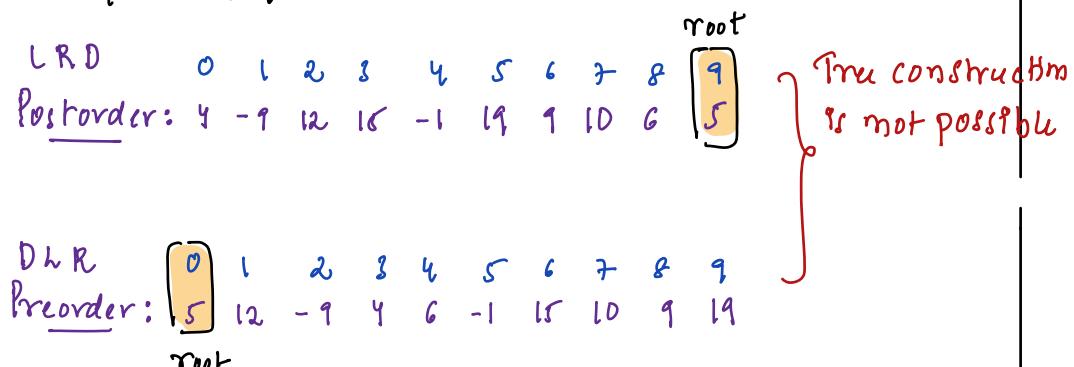
```
Node root = Tree( pre[], 0, n-1, in[], 0, n-1, hm )
```

```
postorder( root ) // call postorder function to print
```

Q8) Given $\text{in}[]$ & $\text{post}[]$ construct tree[]



SQ8) Given $\text{pre}[]$ & $\text{post}[]$ construct tree[]?



Note: $\text{in}[] + \begin{cases} \text{pre}[] \\ \text{post}[] \end{cases}$ if data distinct, we can construct Tree