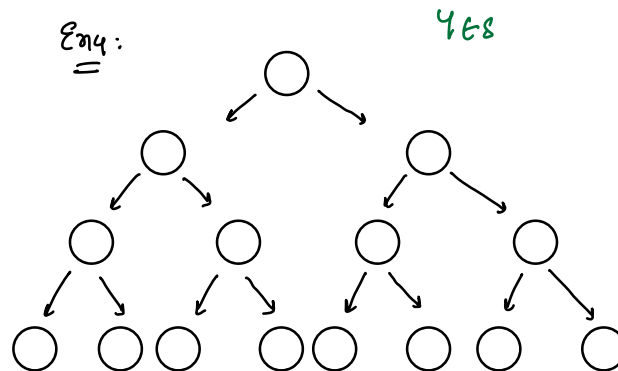
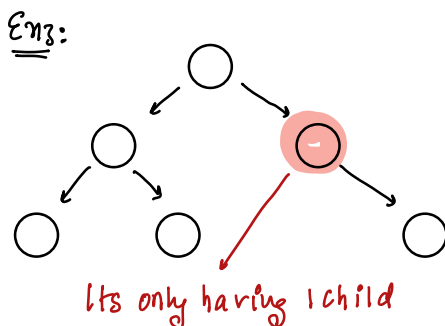
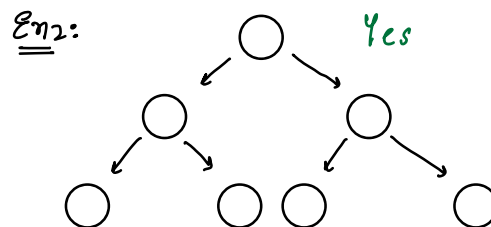
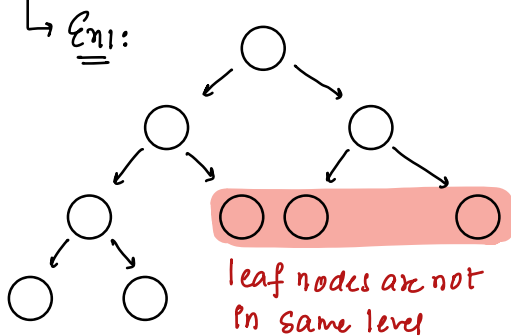


Today's Content: 7:05 AM

- Perfect Binary Tree
- fill right in Perfect binary Tree
- CDLL
- Merge 2 CDLL
- BST → CDLL
- Morris inorder traversal

Perfect binary Tree:

A binary tree is a perfect binary tree in which all non leaf nodes have 2 children & all leaf nodes are at same level



Fill next in Perfect Binary Tree : Every node should point to next node horizontally Expected SC: O(1)

class Node {

int data

Node left, right, next;

Node(n) {

data = n

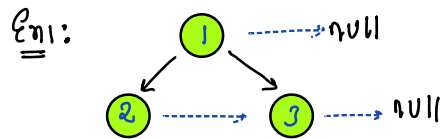
left = null

right = null

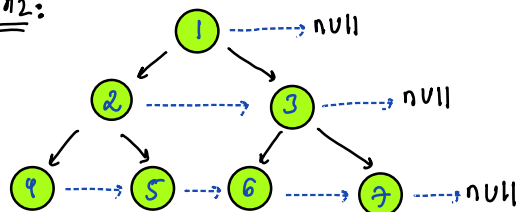
next = null

}

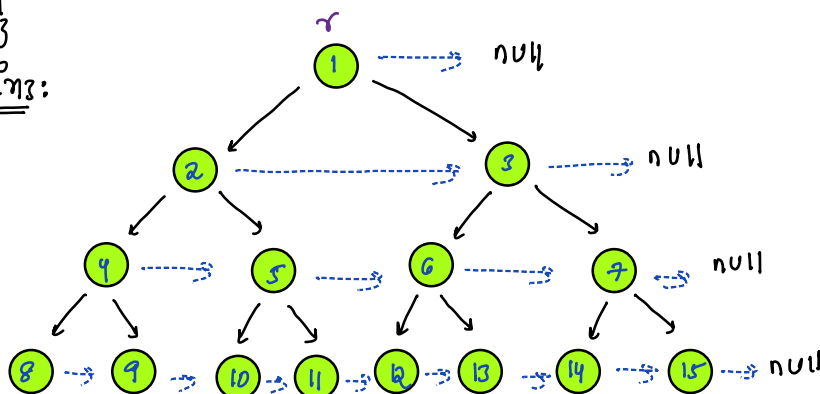
Ex₁:



Ex₂:



Ex₃:



Node FillNext(Node root) { Todo: If not a perfect binary tree how to do?

if (root == null) { return }

Node t = root;

while (t.left != null) {

Node s = t

while (t != null) { // fill next only for 1 level

t.left.next = t.right ✓

if (t.next != null) {

t.right.next = t.next.left

t = t.next

}

t = s.left

}

TC: O(N)

SC: O(1)

→ Morris Inorder traversal :

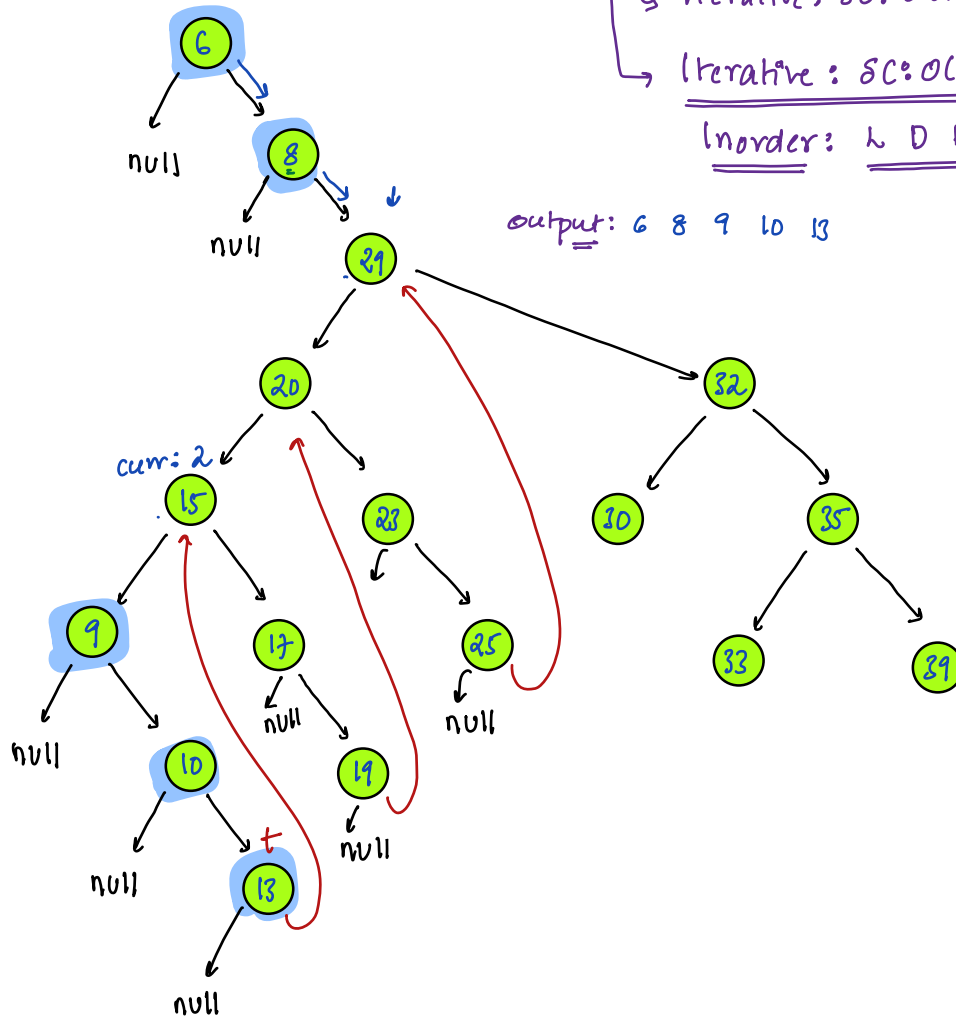
↳ Inorder :

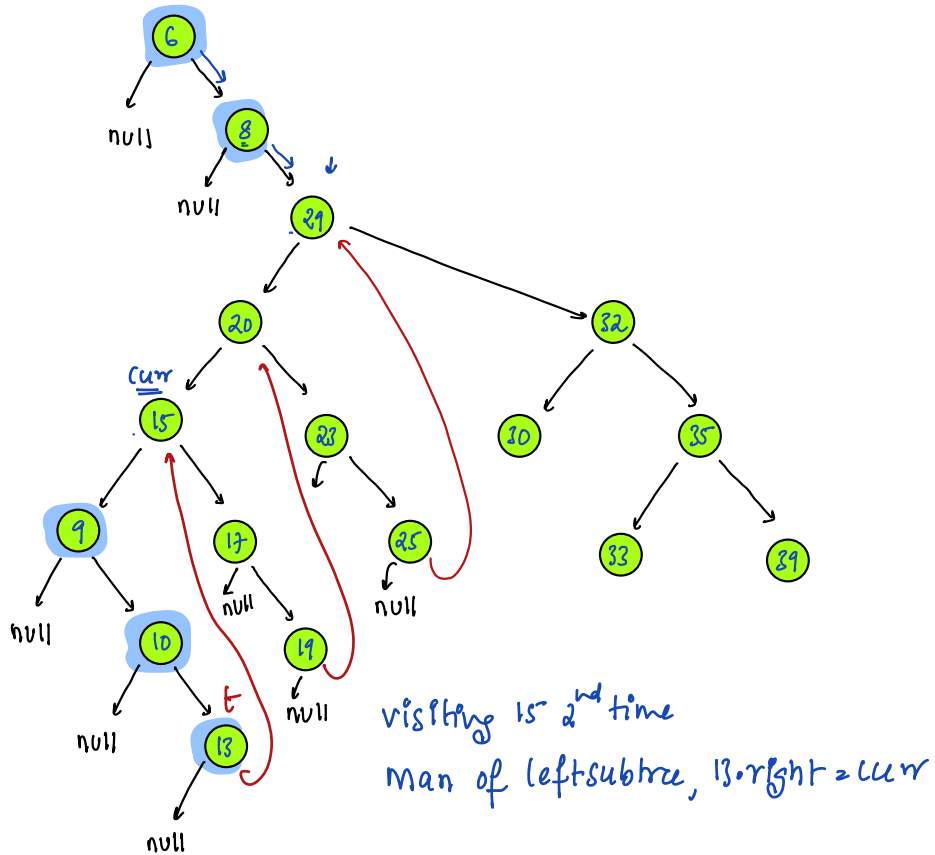
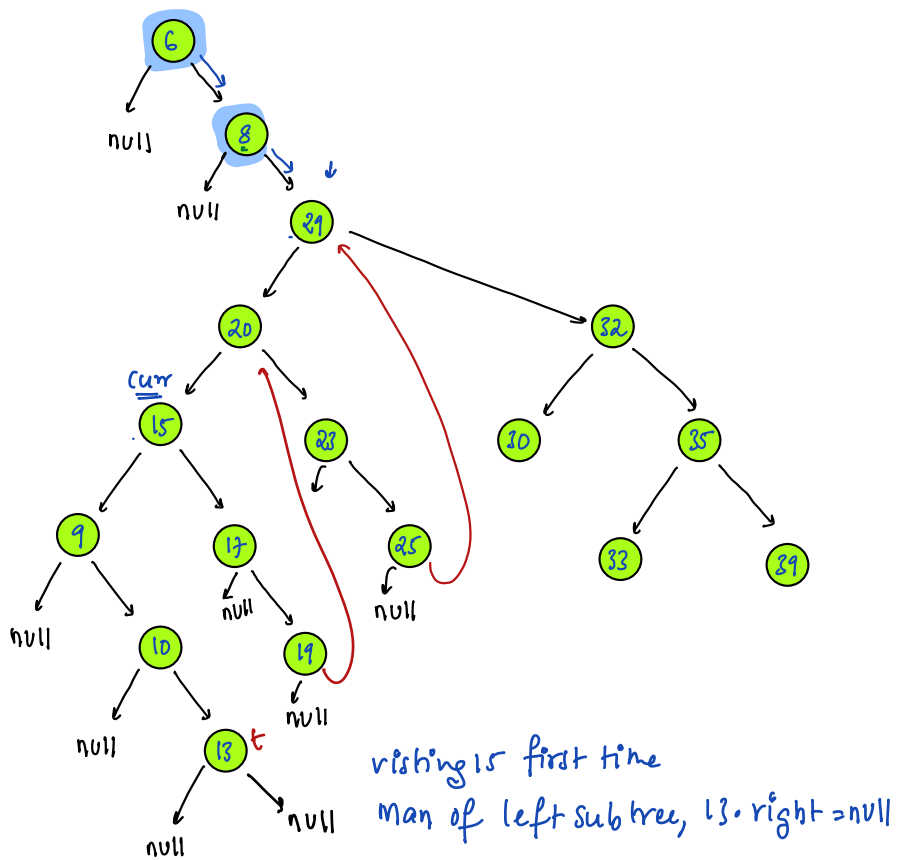
Recursive : SC: $O(H)$

Iterative : SC: $O(H)$

Iterative : SC: $O(1)$

Inorder: L D R





void inorder(Node root) { TC: O(N) SC: O(1) }

Node curr = root;

while (curr != null) {

if (curr.left == null) { // no left, K \neq R

print(curr.data)

curr = curr.right

}

else

obs1: if curr visits a node for first time

right child of man of its LST = null

obs2: if curr visits a node for 2nd time

right child of man of its LST = curr

Node t = curr.left // we are iterating in LST to get man

while (t.right != null && t.right != curr) {

t = t.right
1st:

2nd:

if (t.right == null) { // curr visited node 1st time

t.right = curr

curr = curr.left

}

else { // curr visited node 2nd time

print(curr.data)

curr = curr.right

t.right = null

}

}

}

}

→ Exact code will for any Binary Tree →
→ // no need of any code change

10:40 → 10:50 pm

```
class Node {
```

```
    int data
```

```
    Node(int x) {
```

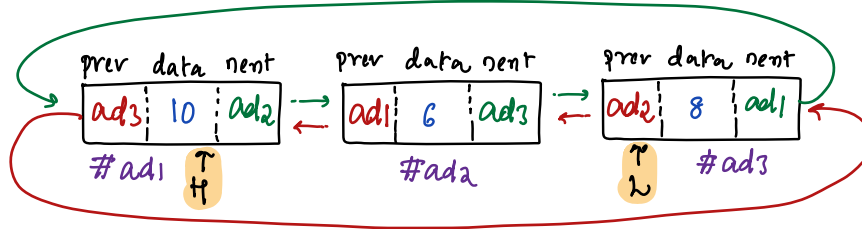
```
        data = x
```

```
        prev = null
```

```
        next = null
```

```
    }
```

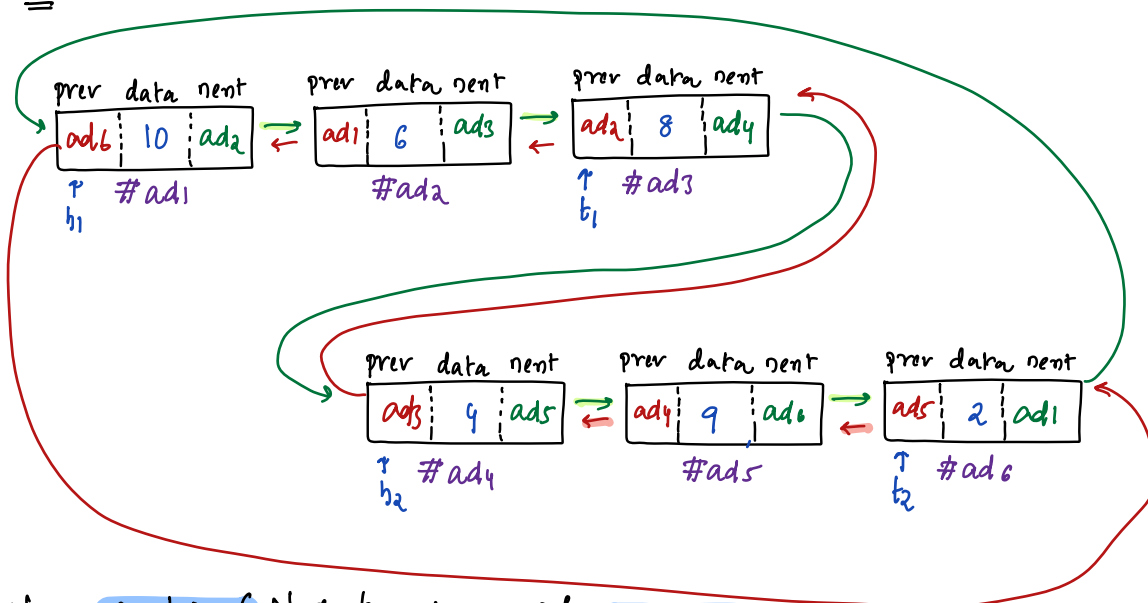
Circular double linked list:



Note: In Circular double linked list, head node is given

→ 1st node prev = last node & 1st node next = first node

Ex1: Given a circular double linked list combine them



Node combine (Node h₁, Node h₂) { TC: O(1) SC: O(1) }

```
    if (h1 == null) { return h2 }
```

```
    if (h2 == null) { return h1 }
```

```
    Node t1 = h1.prev
```

```
    Node t2 = h2.prev
```

```
    t1.next = h2
```

```
    h2.prev = t1
```

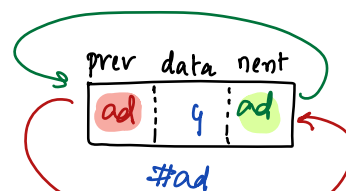
```
    h1.prev = t2
```

```
    t2.next = h1
```

```
    return h1
```

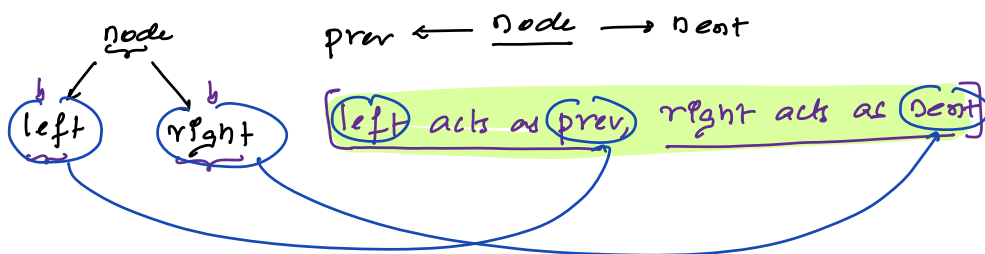
Note: Single node in

→ Circular Double linked list

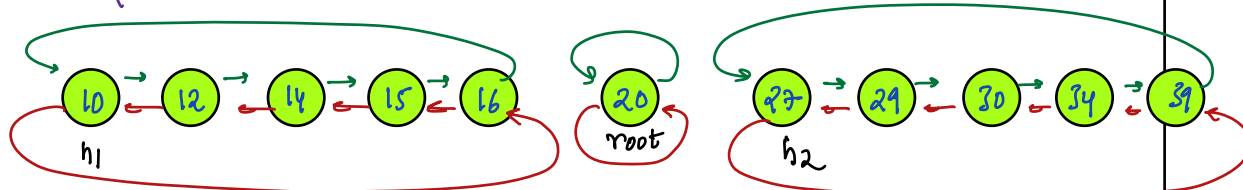
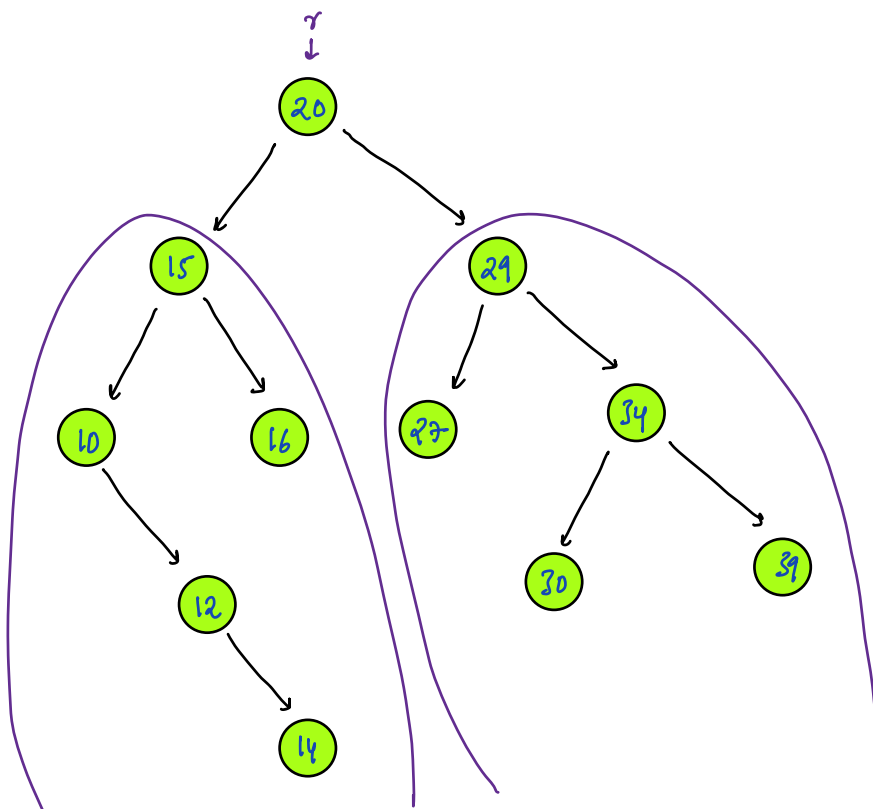
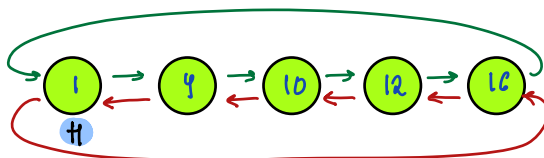
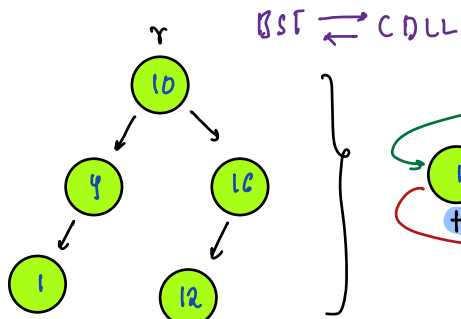


// Obs: prev & next are itself

38) Given a BST convert into a sorted circular double linked list, return head node



Ex:



Ass: Given root of BST, convert into SCDLL & return head node.

Node BST2CDLL(Node root) { Tc: O(N) Sc: O(1)

if (root == null) { return null; }

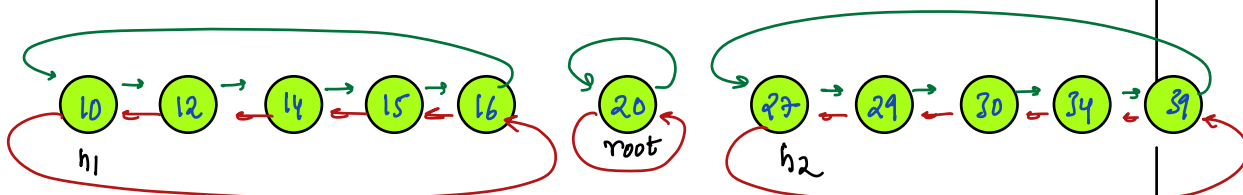
Node h1 = BST2CDLL(root.left) // LST → SC DLL & return head node

Node h2 = BST2CDLL(root.right) // RST → SC DLL & return head node

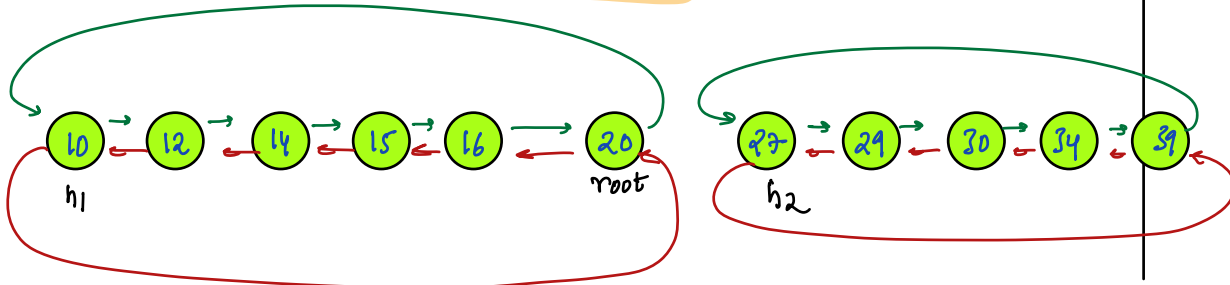
root.right = root
root.left = root } // Convert root → CDLL

h1 = combine(h1, root) // combine 2 CDLL & return head of CDLL

h1 = combine(h1, h2) // combine 2 CDLL & return head of CDLL
return h1



combine above 2 CDLL



combine above 2 CDLL

