Description Solution Discuss (782) Submissions C++ Aut

285. Inorder Successor in BST

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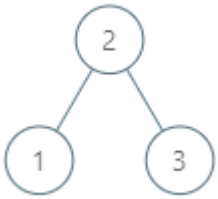
Given the `root` of a binary search tree and a node `p` in it, return *the in-order successor of that node in the BST*. If the given node has no in-order successor in the tree, return `null`.

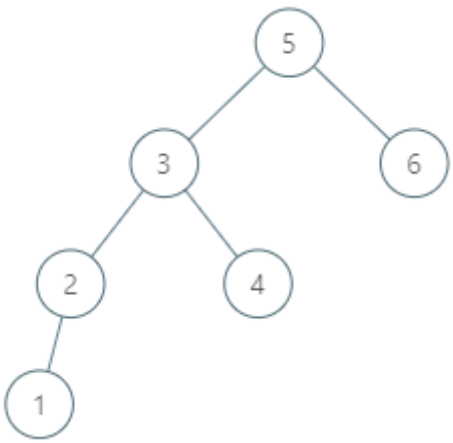
The successor of a node `p` is the node with the smallest key greater than `p.val`.

Example 1:




```
Input: root = [2,1,3], p = 1
Output: 2
Explanation: 1's in-order successor node is 2. Note that both
p and the return value is of TreeNode type.
```

Example 2:




```
Input: root = [5,3,6,2,4,null,null,1], p = 6
Output: null
Explanation: There is no in-order successor of the current
```

```
/**
 * Definitior
node.
 * struct Tre
 *     int vc
 *     TreeNc
 *     TreeNc
 *     TreeNc
val(x), left(
{}
 * };
 */
class Solutic
public:
    TreeNode*
inorderSucces
root, TreeNoc
        TreeN

        while
        {
            i
>val)
            {

>left;
            }
            e
            {

>right;
            }
        }
        retur
    }
```

Testcase Run Code Resu

Accepted Runtime

Your input [5,3,6
6

Output null

Expected null

Problems Pick One Prev /149 Next xample ases Run Code