Description Solution Discuss (309) Submissions C++ Aut

510. Inorder Successor in BST II

Medium 803 38 Add to List Share

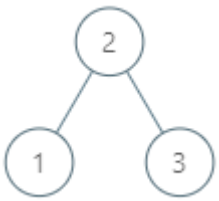
Given a `node` in a binary search tree, return *the in-order successor of that node in the BST*. If that node has no in-order successor, return `null`.

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

You will have direct access to the node but not to the root of the tree. Each node will have a reference to its parent node. Below is the definition for `Node`:

```
class Node {
    public int val;
    public Node left;
    public Node right;
    public Node parent;
}
```

Example 1:



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

Example 2:

```
/*
// Definitior
class Node {
public:
    int val;
    Node* lef
    Node* rig
    Node* par
};
*/

class Solutic
public:
    Node*
inorderSucces
        if(nc
        {
            r
            w
            {

>left;
            }
            r
        }
        int v
        while
        {
            i
>val>val)
            {

            }
            r
>parent;
        }
```

Testcase Run Code Resu

Accepted Runtime

Your input [5,3,6 4

Output 5

Expected 5

Problems Pick One Prev /149 Next xample ases Run Code