1. Flatten Binary Tree to Linked List

```
class Solution:
    def flatten(self, root: TreeNode) -> None:
        curr = root

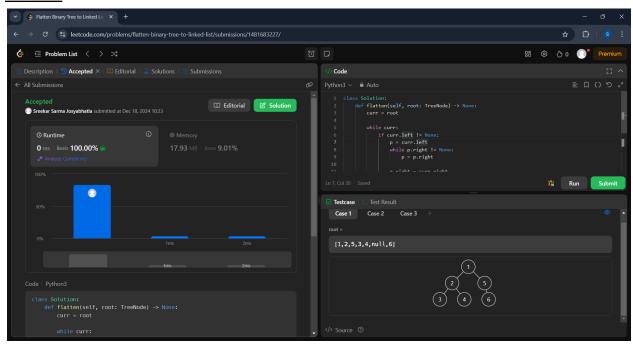
    while curr:
        if curr.left != None:
            p = curr.left
            while p.right != None:
                 p = p.right

            p.right = curr.right

            curr.right = curr.left
            curr.left = None
```

curr = curr.right

OUTPUT



2. Trapping Rain Water

```
class Solution(object):
    def trap(self, height):
        n = len(height)
        ans = 0
        st = []
```

```
for r in range(n):
    while st and height[st[-1]] < height[r]:
    m = st.pop()

    if not st:
        break

        l = st[-1]
        h = min(height[r] - height[m], height[l] -
height[m])

        w = r - l - l

        ans += h * w
        st.append(r)
    return ans</pre>
```

OUTPUT

