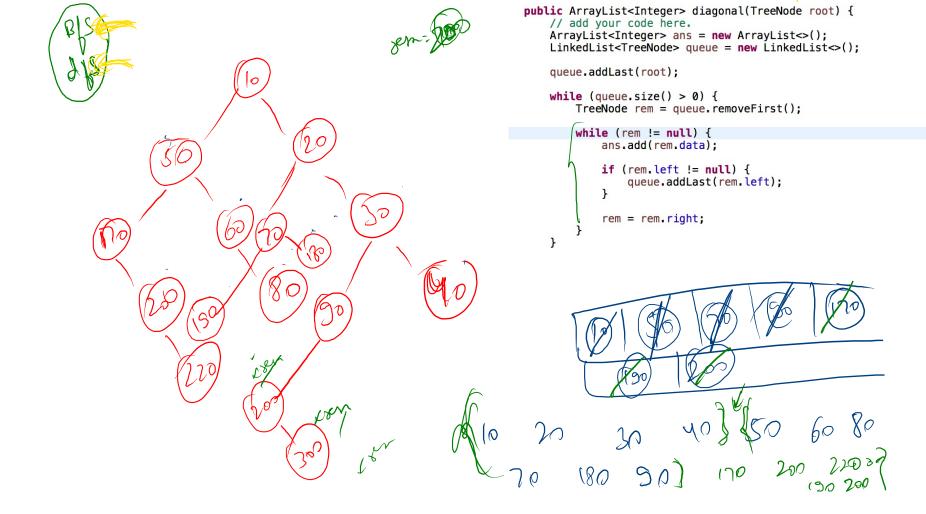
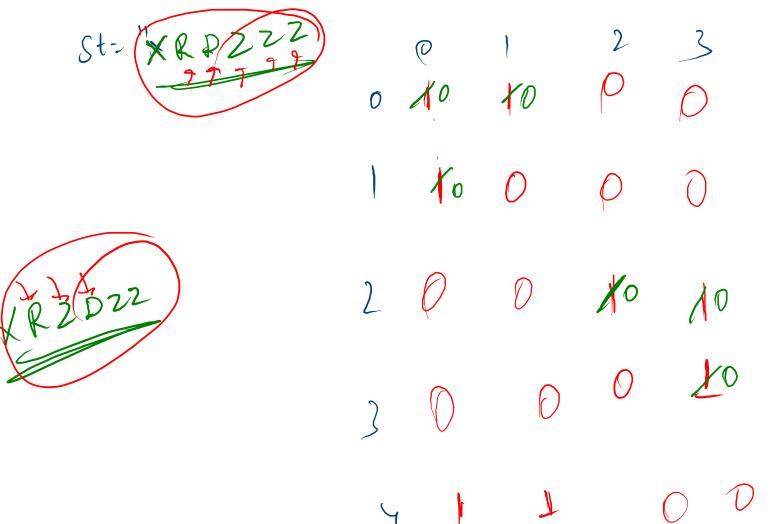
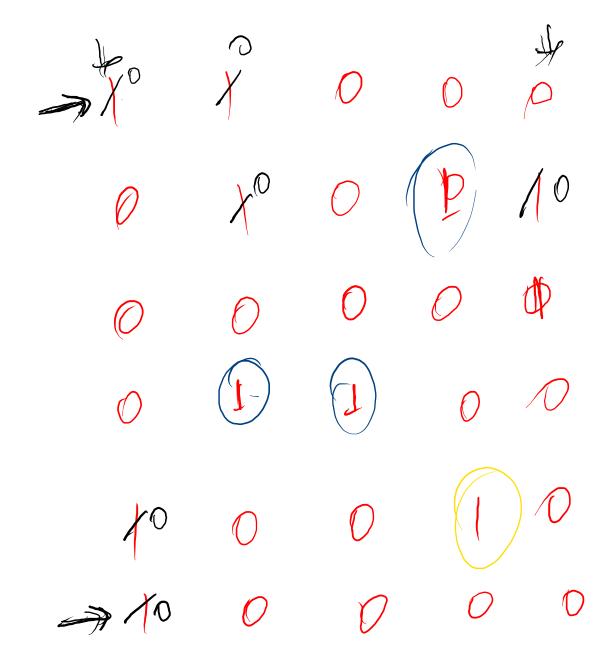


```
public static Node deleteNode(Node root, int key) {
    if (root.data < key) {</pre>
        root.right = deleteNode(root.right, key);
    } else if (root.data > key) {
        root.left = deleteNode(root.left, key);
    } else { ~
        if (root.left == null && root.right == null) {
             return null;
        } else if (root.left == null) {
             return root.right;
        } else if (root right == null) {
             return root left;
        } else {
        Node rootp1 = root.left;
         while (rootp1.right != null) {
                 rootp1 = rootp1.right;
             root.data = rootp1.data;
             root.left = deleteNode(root.left, rootp1.data);
        }
    }
  root.height = Math.max(height(root.left), height(root.right)) + 1;
 int diff = difference(root);
 if (diff > 1 && difference(root.left) >= 0) { // LL
 return rightRotate(root);
} else if (diff > 1 && difference(root.left) < 0) { // LR
root.left = leftRotate(root.left);</pre>
      return rightRotate(root);
 } else if (diff < -1 && difference(root.right) <= 0) { // RR</pre>
      return leftRotate(root);
  } else if (diff < -1 && difference(root.right) > 0) { // RL
      root.right = rightRotate(root.right);
      return leftRotate(root);
  }
  return root;
```





no. of enclares



```
public int orangesRotting(int[][] grid) {
   LinkedList<Pair> queue = new LinkedList<>();
         int fresh = 0;
         for (int i = 0; i < grid.length; i++) {</pre>
              for (int j = 0; j < grid.lengtn; 1++) {
  if (grid[i][j] == 2) {
    queue.addLast(new Pair(i, j));
  } else if (grid[i][j] == 1) {
    fresh++;
}</pre>
               }
         }
         if (fresh == 0) {
               return 0;
int[][] dirs = { { -1, 0 }, { 0, 1 }, { 1, 0 }, { 0, -1 } };
int level = -1;
while (queue.size() > 0) {
      level++;
     int size = queue.size();
     while (size-- > 0) {
           Pair rem = queue.removeFirst();
           for (int i = 0; i < dirs.length; i++) {</pre>
                int rowdash = rem.row + dirs[i][0];
int coldash = rem.col + dirs[i][1];
                if (rowdash < 0 || coldash < 0 || rowdash >= grid.length || coldash >= grid[0].length || grid[rowdash] [coldash] != 1) {
                     continue;
                }
                queue.addLast(new Pair(rowdash, coldash));
                grid[rowdash][coldash] = 2;
```

