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\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode(int x) : val(x), left(NULL), right(NULL) {}

\* };

\*/

class Solution {

public:

TreeNode\* buildTree(vector<int>& inorder, vector<int>& postorder) {

return bld(inorder,postorder,0,inorder.size()-1,0,postorder.size()-1);

}

TreeNode\* bld(vector<int>&inorder, vector<int>&postorder, int istart, int iend,

int pstart,int pend){

if(istart > iend || pstart > pend)

return NULL;

int val = postorder[pend];

int i = istart;

while(inorder[i] != val) i++;

TreeNode\* root = new TreeNode(val);

root->left = bld(inorder, postorder, istart, i-1, pstart, pstart+i-istart-1);

root->right = bld(inorder, postorder, i+1, iend, pend-(iend-i), pend-1);

return root;

}

};