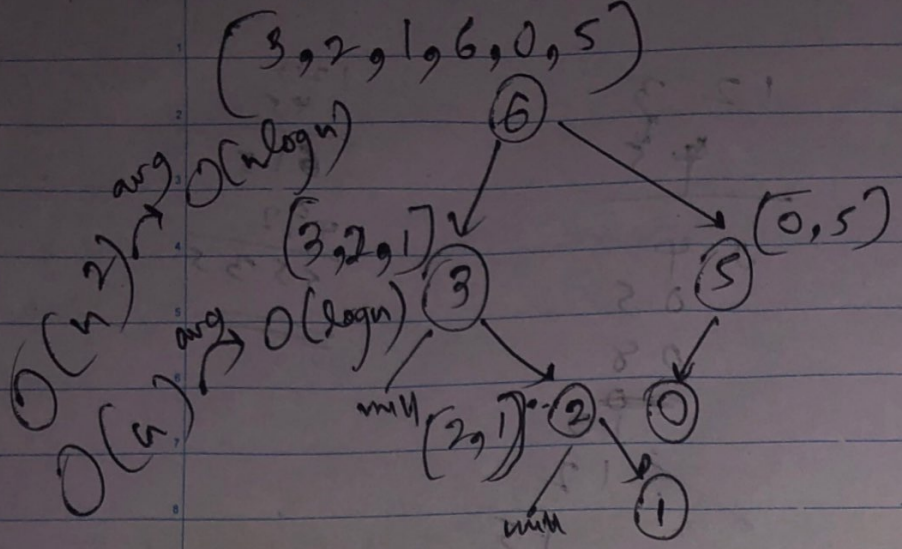
* Maximum Binary Tree

[3, 2, 1, 6, 0, 5]

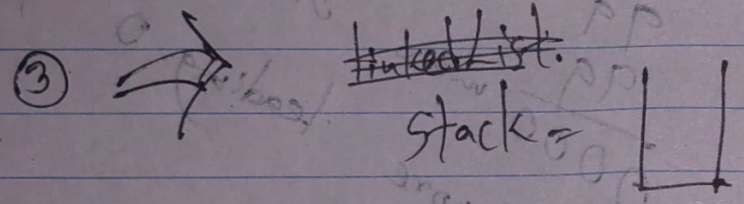
: for each node take possible range & then return max value from it. In left half, fill left node & from right half, fill right node.

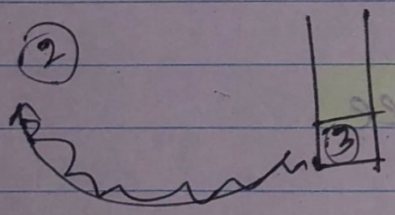
Called as cartisian Tree. Inorder traversal gives the array used to create the tree.



↓ inorder traversal

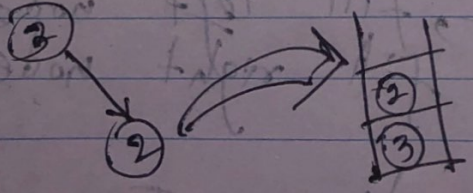
[3, 2, 1, 6, 0, 5]

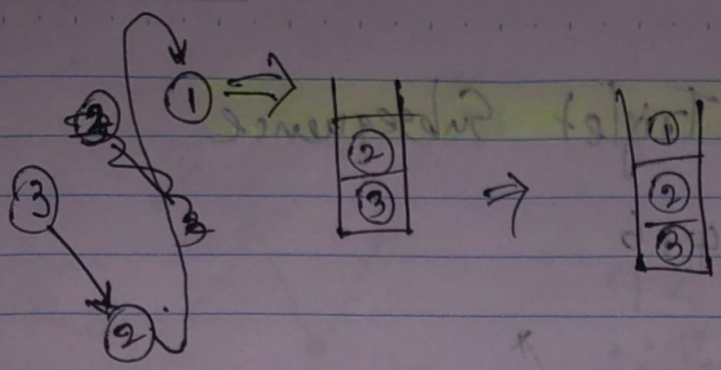


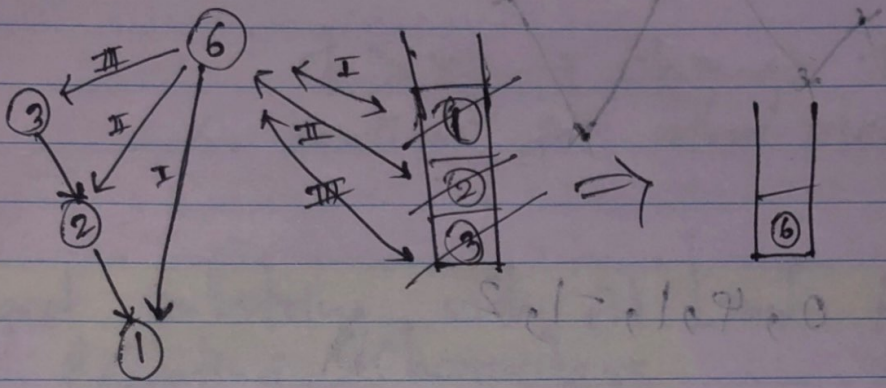


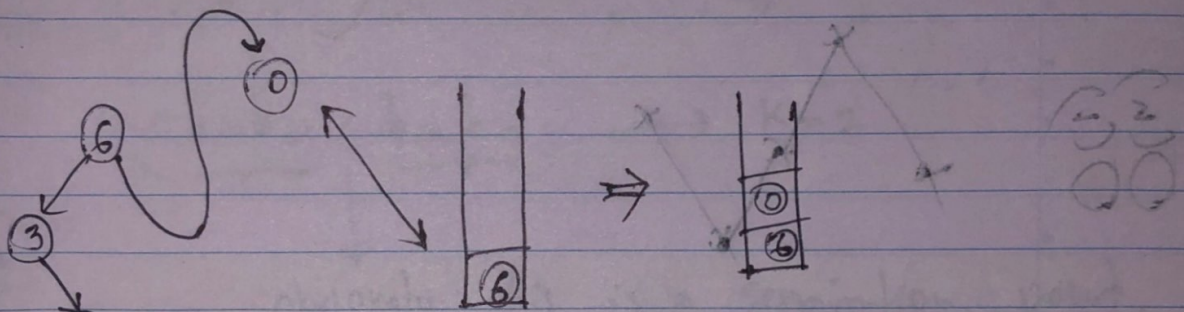
if current node value > last stack value, then pop & add to left of current

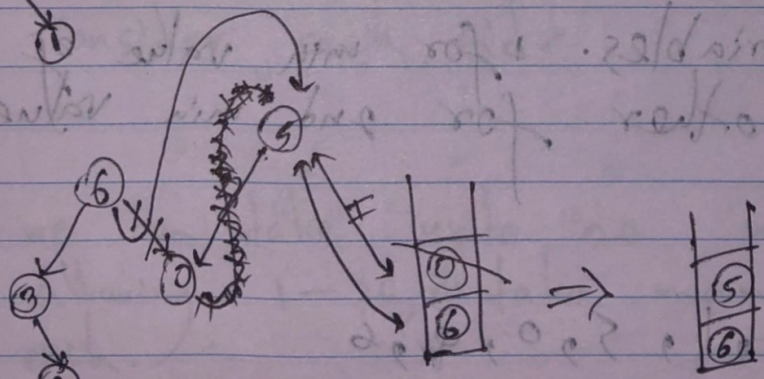
Else add to right of top of stack element & push it to stack











bottom most element is the root of tree.

Can use Linked List as well.