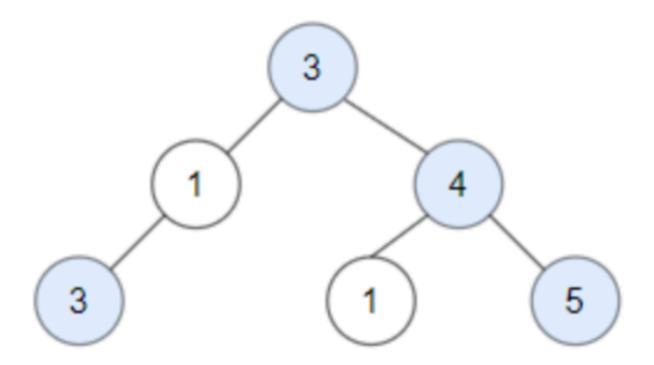
Recitation 7

Trees

Q1

Given a binary tree root, a node X in the tree is named good if in the path from root to X there a re no nodes with a value greater than X. Return the number of good nodes in the binary tree.

Example 1:



Input: root = [3,1,4,3,null,1,5]

Output: 4

Explanation: Nodes in blue are good.

Root Node (3) is always a good node.

Node 4 \rightarrow (3,4) is the maximum value in the path

starting from the root.

Node 5 \rightarrow (3,4,5) is the maximum value in the path

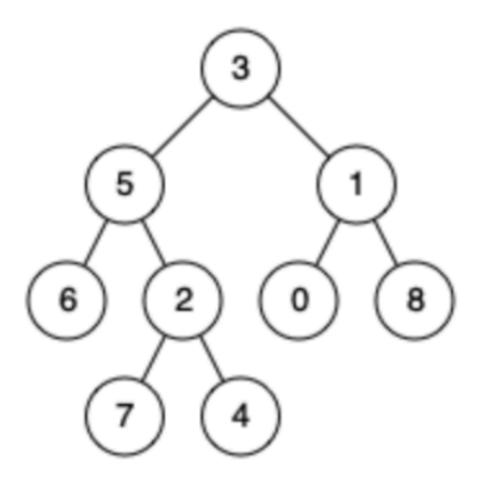
Node 3 \rightarrow (3,1,3) is the maximum value in the path.

```
public class GoodNodesInBinaryTree {
    // DFS approach
    static int goodNodesDFS(TreeNode root, int maxSoFar) {
        if (root == null)
            return 0;
        int count = 0;
        if (root.val >= maxSoFar) {
            count++;
            maxSoFar = root.val;
        count += goodNodesDFS(root.left, maxSoFar);
        count += goodNodesDFS(root.right, maxSoFar);
        return count;
```

Q2

Given a binary tree, find the lowest common ancestor (LCA) of two given nodes in the tree. The lowest common ancestor is defined between two nodes p and q as the lowest node in T that has bot h p and q as descendants (where we allow a node to be a descendant of itself).

Example 1:



Input: root = [3,5,1,6,2,0,8,null,null,7,4], p = 5,

q = 1

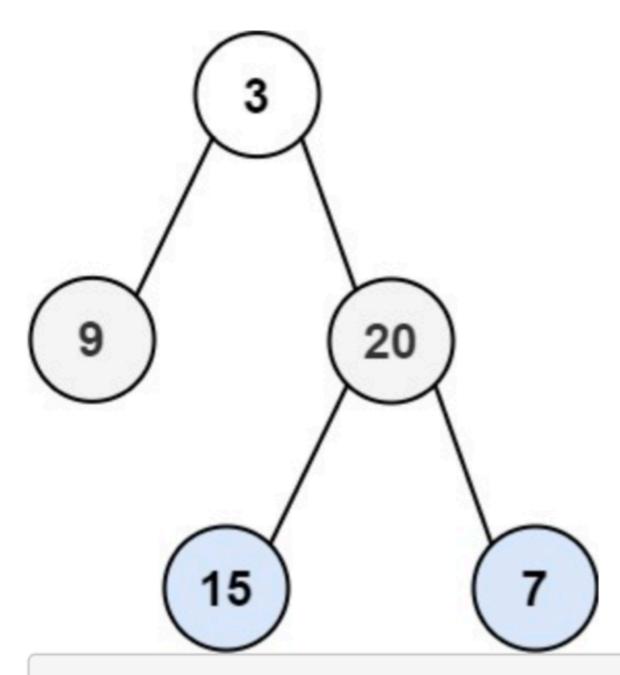
Output: 3

Explanation: The LCA of nodes 5 and 1 is 3.

```
private boolean findPath(TreeNode root, List<Integer> path, int target) {
    if (root == null)
        return false;
    path.add(root.val);
    if (root.val == target)
        return true;
    if ((root.left != null && findPath(root.left, path, target)) ||
        (root.right != null && findPath(root.right, path, target)))
        return true;
    path.remove(path.size() - 1);
    return false;
// Main function to find the LCA
public int findLCA(TreeNode root, int n1, int n2) {
    List<Integer> path1 = new ArrayList<>();
    List<Integer> path2 = new ArrayList<>();
    if (!findPath(root, path1, n1) || !findPath(root, path2, n2))
        return -1;
    int i;
    for (i = 0; i < path1.size() && i < path2.size(); i++) {</pre>
        if (!path1.get(i).equals(path2.get(i)))
            break;
    return path1.get(i - 1);
```

Given the root of a binary tree, return the zigzag level order traversal of its nodes' values. (i.e., from left to right, then right to left for the next level and alternate between).

Example 1:



Input: root = [3,9,20,null,null,15,7]

Output: [[3],[20,9],[15,7]]

```
public class ZigzagLevelOrderTraversalBFS {
    public List<List<Integer>> zigzagLevelOrder(TreeNode root) {
       List<List<Integer>> result = new ArrayList<>();
       if (root == null) {
            return result;
       Queue<TreeNode> queue = new LinkedList<>();
       queue.offer(root);
       boolean leftToRight = true;
       while (!queue.isEmpty()) {
            int size = queue.size();
            List<Integer> levelValues = new ArrayList<>();
            for (int i = 0; i < size; i++) {
               TreeNode node = queue.poll();
                if (leftToRight) {
                    levelValues.add(node.val);
                } else {
                    levelValues.add(0, node.val); // Add to the beginning for reverse order
                if (node.left != null) {
                   queue.offer(node.left);
                   (node.right != null) {
                   queue.offer(node.right);
            result.add(levelValues);
            leftToRight = !leftToRight;
        return result;
```

Problem 2 Report for every node v in tree T the length in edges of the longest path in v's subtree, storing the result for node v in v.lp.

This longest path could pass through node v or it might pass through a proper descendant x of v, as shown in the figure below.

