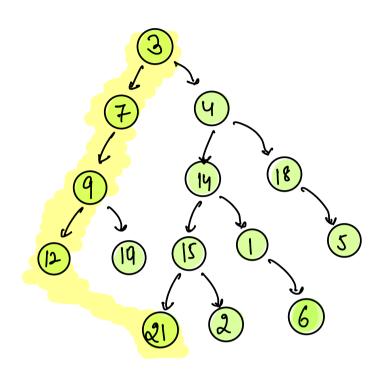
Left. View.



idea. - Pand the first node of each & revery level.

print 1st node after every dummy node in level-order traversal linewise.

```
# breudo- rode.
         Node dummy: new Node (-1);
          Quem < Nodi> q = new Array Deque <>();
            q. enqueu (root); q. enqueu (dummy);
           print (root · data);
             while (q. size () > 1) }
                        Node 1 = q, dequeur ();
                                                                                          T.C → O(N) T
s.C → O(N)
                      if (x = = dummy) {

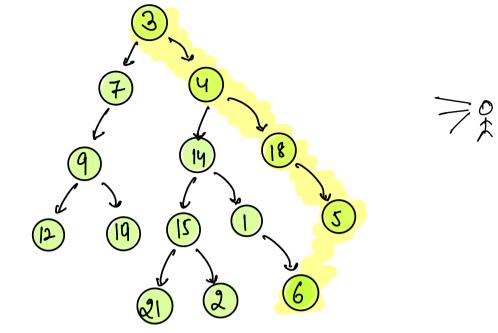
print(q, front(), data);
q, enqueu(dummy);

let (x left! = NULL) { q.enqueu(x.left) }

if (x.right! = NULL) { q.enqueu(x.right) }

let (x.right! = NULL) { q.enqueu(x.right) }
```

Right View



idea... print the last element of each level.

element present just before dummy Node.

Noole prev - NULL.

0/1-, [3,4,18,5,6]

```
Apscudo-cocle--1.
 Node dummy: new Node (-1);
  Quew 2 Node> q = new Array Deque <>();
   q. enqueur (root); q. enqueur (dummy);
    Node prev = NULL;
    while (q. size () > 1) $
            Node 1 = q, dequeue ();
           Helus

Noax

if (x = = dummy)?

print(prev.data);

q. enqueu(dummy);

qelus
            if (x, y) != NULL) \{q.engueue(x, y)\}

if (x.y) != NULL) \{q.engueue(x.y)\}
               prev = x; // update prev Mode just before rext iteration.
     print (previdata); /1?
```

bsudo.cod.j.

```
Node dummy: new Node (-1);
Queu 2 Node> q = new Array Deque <>();
  q. enqueu (root); q. enqueu (dummy);
  print (root · data);
   while (q. size () > 1) }
             Node 2 = q, dequeur ();
                                                                         T.C → O(N) T
s.C → O(N)
            if (x = = dummy)?

print(q. front(). data);
q. enqueu(dummy);

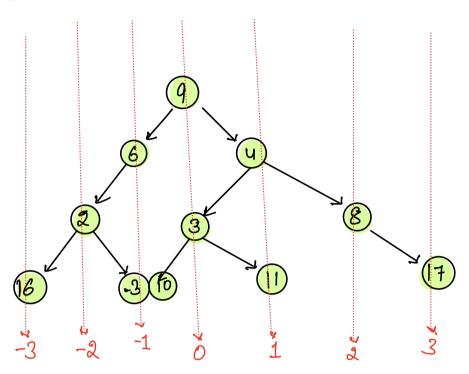
elks

[f(x.right |= NOLL) { q. enqueu(x.right)};

if (x.left |= NOLL) { q. enqueu(x.left)};
```

Vertical

Order Traverial (top to bottom)



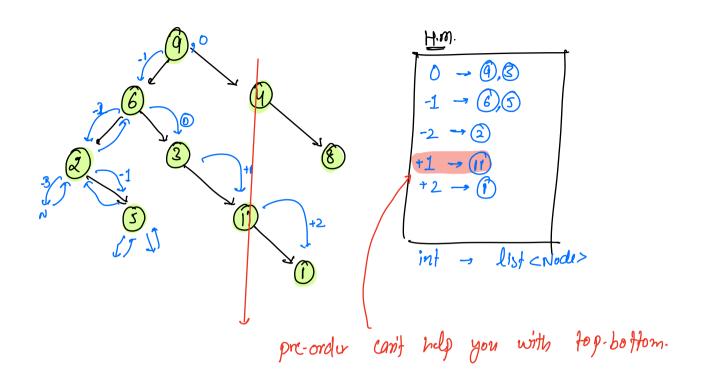
vl-1

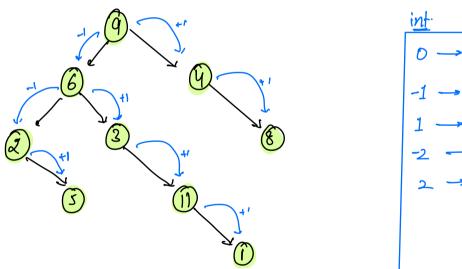
Hashmap

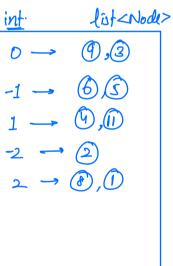
0-9,3 -1->6,-3,10 -3->16 -2->2 3+>17 2->8 1->4,11

→ pre-order

- levy-ordin







minvl = -2, max Vl = +2.

for (i = minvl; i \le max Vl; i++) \(get the corresponding date \)

of i from HM

```
Hashmap < integer, list < Node >> hm;
  Queu / Pair > 9;
  q. enqueue ( {root, 03);
   while (q. size () > 0) {
                    Node rp = q. dequeue ();
                 if [hm. contains key (rp.level))?

hm[rp.level]. add (rp.node);

list < Node > l;

l. add (rp.node);

hm. insert (rp.level, l);

key node)
// insert right child frp. node. left, rp. level -1 }

// insert right child frp. node. right, rp. level +1 }

minvl = Min (minvl, rp. level)

maxvl = Max (maxvl, rp. level)

for (i = minvl; i \le maxvl; i++) f

// C-O(N)

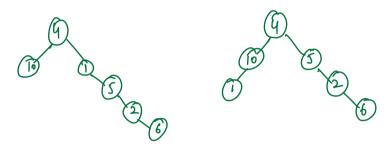
// print the corresponding list.
```

Top. view. - first node of each vertical level. # todo]
Bottom View -> last node of each vertical level. (# todo]

Construct Binary Tree

1) pre-Order - Node left right.

4 10 1 5 2 6 root



@ post · Order

left. right. Node.

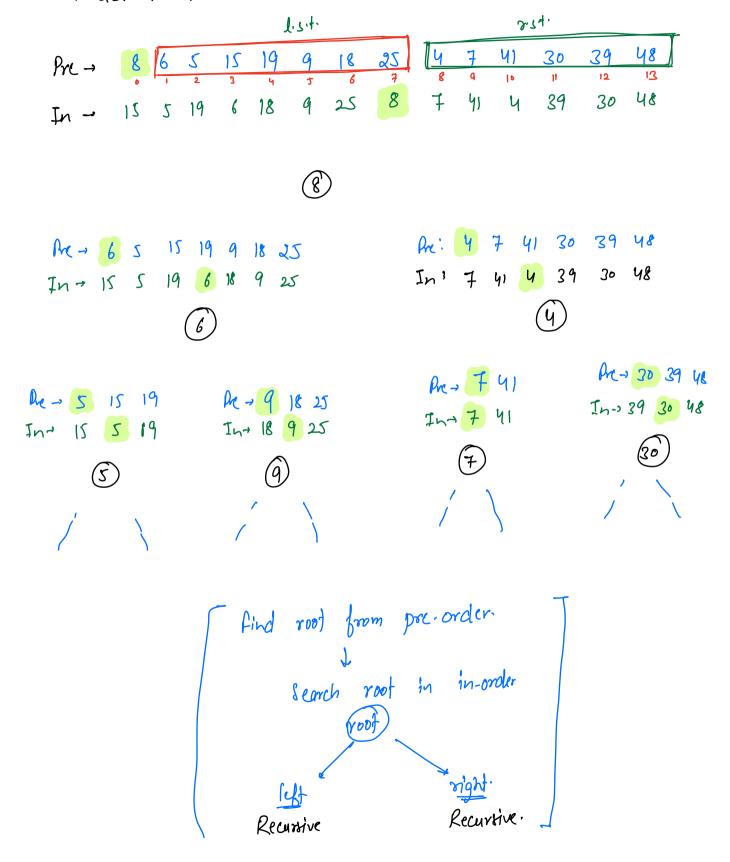
4 10 1 5 2 6.

1 In-order

left. Node right.

4 10 1 5 2 6.

- N. distinct elements.



```
Assumption: Construct the tree & return the roof.
```

constant (pre (7, in (7, prs, pre, ins, ine) s Node If (pres > pre) { return NULL } int val = pre[prs]; Node roof 2 new Node (val); [[Scorch roof in in-order (Hashmap) int idx = -1; l = idr - ins;root. left = construct (pre, in, pres+1, pres+1, ins, idx-1); voot right = construct (pre, in , pre+l+1, pre, idx+1, inc);

return root;

pre- pree

in- ins ids. ine

no. of elements in list = [ins, idx]
$$= idx - ins. \qquad T.C \rightarrow \S \# fodo \}$$
S.C - $\S \# fodo \}$