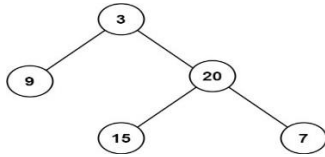


1) Maximum Depth of Binary Tree:

Given the root of a binary tree, return *its maximum depth*.

A binary tree's **maximum depth** is the number of nodes along the longest path from the root node down to the farthest leaf node.



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

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

Output: 3

Example 2:

Input: root = [1,null,2]

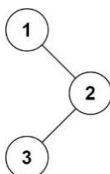
Output: 2

```
int maxDepth(TreeNode* root)
{
    //Base case:
    if(root==NULL)
        return 0; //return 0 height if root is null

    int ltree = maxDepth(root->left);
    int rtree = maxDepth(root->right);
    return 1+ max(ltree, rtree);
}
```

- Time complexity: $O(n)$
- Space complexity: $O(n)$

2) Binary Tree Preorder Traversal: Given the root of a binary tree, return *the preorder traversal of its nodes' values*.



Recursive traversal:

```
vector<int> Preorder(TreeNode* root)
```

```
{
    vector<int>ans;
    if (root == NULL)
        return ans;

    // Deal with the node
    ans.push_back(root->val);

    // Recur on left subtree
    Preorder(root->left);

    // Recur on right subtree
    Preorder(root->right);
}
```

//Iterative way of traversal

//Time complexity:O(n)

//Space complexity:O(n)

```
vector<int> preorderTraversal(TreeNode* root)
```

```
{
    vector<int>ans;
    // Base Case
    if (root == NULL)
        return ans;
```

```
    // Create an empty stack and push root to it
    stack<TreeNode*> nodeStack;
    nodeStack.push(root);
```

```
    /* Pop all items one by one. Do following for every popped item
```

- a) print it
- b) push its right child
- c) push its left child

```
Note that right child is pushed first so that left is processed first */
```

```
    while (!nodeStack.empty())
```

```
{
    // Pop the top item from stack and print it
    root = nodeStack.top();
    ans.push_back(root->val);
    nodeStack.pop();
```

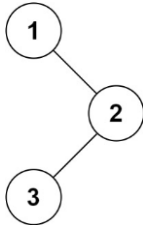
```
    // Push right and left children of the popped node to stack
```

```

    if (root->right)
        nodeStack.push(root->right);
    if (root->left)
        nodeStack.push(root->left);
}
return ans;
}

```

3) **Binary Tree Inorder Traversal**: Given the root of a binary tree, return *the inorder traversal of its nodes' values*.



Recursive Approach:

Time complexity: $O(n)$

Space complexity: $O(n)$

```

vector<int> inOrder(TreeNode* root)
{
    vector<int> ans;
    if (root == NULL)
        return ans;

    inOrderTrav(curr -> left);
    inOrder.push_back(curr -> data);
    inOrderTrav(curr -> right);
}

```

Time complexity: $O(n)$

Space complexity: $O(n)$

//Iterative function for inorder tree traversal

```

vector<int> inorderTraversal(TreeNode* root){
    // Initialize a stack to track nodes
    stack<TreeNode*> st;
    // Start from the root node
    TreeNode* node = root;

    // Initialize a vector to store
    // inorder traversal result
    vector<int> inorder;
}

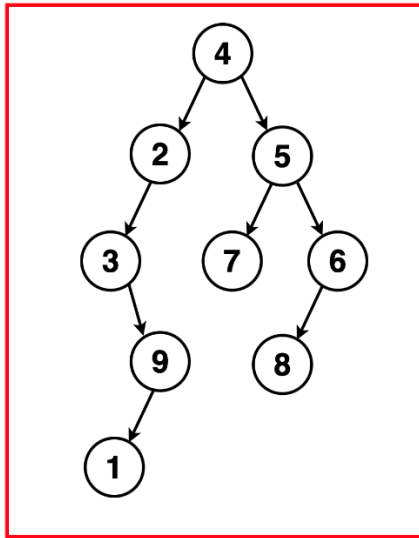
```

```

// Start an infinite loop for traversal
while(true)
{
    // If the current node is not NULL
    if(node != NULL)
    {
        // Push the current node to the stack
        st.push(node);
        // Move to the left child of the current node
        node = node->left;
    }
    else
    {
        // If the stack is empty,
        // break the loop
        if(st.empty())
        {
            break;
        }
        // Retrieve a node from the stack
        node = st.top();
        // Remove the node from the stack
        st.pop();
        // Add the node's value to the inorder traversal list
        inorder.push_back(node->val);
        // Move to the right child of the current node
        node = node->right;
    }
}
// Return the inorder
// traversal result
return inorder;
}
Time complexity: O(n)
Space complexity: O(1)

```

Morris inorder traversal:



```
vector<int> MorrisTraversal(TreeNode* root)
{
    vector<int>ans;
    if (root == NULL)
        return;

    TreeNode* current = root;
    while (current != NULL)
    {
        if (current->left == NULL)
        {
            ans.push_back(root->val);
            current = current->right;
        }
        else
        {
            /* Find the inorder predecessor of current */
            pre = current->left;
            while (pre->right != NULL && pre->right != current)
                pre = pre->right;

            /* Make current as the right child of its
            inorder predecessor */
            if (pre->right == NULL) {
                pre->right = current;
```

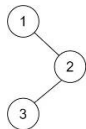
```

        current = current->left;
    }

    /* Revert the changes made in the 'if' part to
    restore the original tree i.e., fix the right
    child of predecessor */
    else {
        pre->right = NULL;
        ans.push_back(root->val);
        current = current->right;
    } /* End of if condition pre->right == NULL */
    } /* End of if condition current->left == NULL */
} /* End of while */
return ans;
}

```

4) **Binary Tree Postorder Traversal:** Given the root of a binary tree, return *the postorder traversal of its nodes' values*.



Using Recursion:

```

void printPostorder(struct Node* node)
{

```

```

    if (node == NULL)
        return;

```

```

    // First recur on left subtree
    printPostorder(node->left);

```

```

    // Then recur on right subtree
    printPostorder(node->right);

```

```

    // Now deal with the node
    cout << node->data << " ";

```

```

}

```

Using Iterative method:

1.1 Create an empty stack

2.1 Do following while root is not NULL

- a) Push root's right child and then root to stack.
- b) Set root as root's left child.

2.2 Pop an item from stack and set it as root.

- a) If the popped item has a right child and the right child is at top of stack, then remove the right child from stack,

push the root back and set root as root's right child.

b) Else print root's data and set root as NULL.

2.3 Repeat steps 2.1 and 2.2 while stack is not empty.

vector<int> postOrderIterative(**struct Node*** root)

```
{
    vector<int> postOrderList;
    // Check for empty tree
    if (root == NULL)
        return postOrderList;
    stack<Node*> S;
    S.push(root);
    Node* prev = NULL;
    while (!S.empty()) {
        auto current = S.top();
        /* go down the tree in search of a leaf and if so
           process it and pop stack otherwise move down */
        if (prev == NULL || prev->left == current
            || prev->right == current) {
            if (current->left)
                S.push(current->left);
            else if (current->right)
                S.push(current->right);
            else {
                S.pop();
                postOrderList.push_back(current->data);
            }
            /* go up the tree from left node, if the child
               is right push it onto stack otherwise process
               parent and pop stack */
        }

        else if (current->left == prev) {
            if (current->right)
                S.push(current->right);
            else {
                S.pop();
                postOrderList.push_back(current->data);
            }

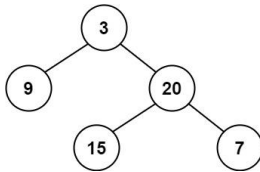
            /* go up the tree from right node and after
               coming back from right node process parent and
               pop stack */
        }
        else if (current->right == prev) {
```

```

        S.pop();
        postOrderList.push_back(current->data);
    }
    prev = current;
}
return postOrderList;
}

```

5) **Balanced Binary Tree**: Given a binary tree, determine if it is **height-balanced**



Binary tree would be balanced, when $\text{abs}(\text{ltree}-\text{rtree}) \leq 1$

Approach:

- 1) Base case: if the current node is NULL, return 0 (height of an empty tree)
- 2) Recursively calculate the height of the left subtree, If the left subtree is unbalanced, propagate the unbalance status(-1)
- 3) Recursively calculate the height of the right subtree, If the right subtree is unbalanced, propagate the unbalance status(-1)
- 4) Check if the difference in height between left and right subtrees is greater than 1, If it's greater, the tree is unbalanced,
return -1 to propagate the unbalance status
- 5) Return the maximum height of left and right subtrees, adding 1 for the current node

Time Complexity: $O(N)$

Space Complexity: $O(1)$ Extra Space + $O(H)$ Recursion Stack space (Where “H” is the height of binary tree)

```

*/
bool isBalanced(Node* root) {
    // Check if the tree's height difference
    // between subtrees is less than 2
    // If not, return false; otherwise, return true
    return dfsHeight(root) != -1;
}

```

```

// Recursive function to calculate
// the height of the tree
int dfsHeight(Node* root) {
    // Base case: if the current node is NULL,
    // return 0 (height of an empty tree)
    if (root == NULL) return 0;

```



```

// Recursively calculate the
// height of the left subtree
int leftHeight = dfsHeight(root->left);

// If the left subtree is unbalanced,
// propagate the unbalance status
if (leftHeight == -1)
    return -1;

// Recursively calculate the
// height of the right subtree
int rightHeight = dfsHeight(root->right);

// If the right subtree is unbalanced,
// propagate the unbalance status
if (rightHeight == -1)
    return -1;

// Check if the difference in height between
// left and right subtrees is greater than 1
// If it's greater, the tree is unbalanced,
// return -1 to propagate the unbalance status
if (abs(leftHeight - rightHeight) > 1)
    return -1;

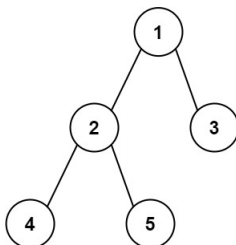
// Return the maximum height of left and
// right subtrees, adding 1 for the current node
return max(leftHeight, rightHeight) + 1;
}

```

6) **Diameter of Binary Tree**: Given the root of a binary tree, return *the length of the diameter of the tree*.

The **diameter** of a binary tree is the **length** of the longest path between any two nodes in a tree. This path may or may not pass through the root.

The **length** of a path between two nodes is represented by the number of edges between them.



/*Diameter: The diameter of a binary tree is the length of the longest path between any two nodes in a tree. This path may or may not pass through the root.

The length of a path between two nodes is represented by the number of edges between them.

Approach:

1) Since Diameter is max path between two nodes => (ltree + rtree) at any node =>

ltree/rthree of nth node would be height of n-1th node

we should calculate and return height of every node, that would become ltree or rtree

2) Diameter = max(diameter, ltree + rtree)

*/

```
int diameterOfBinaryTree(TreeNode* root) {  
    int diameter = 0;  
    height(root, diameter);  
    return diameter;  
}
```

```
int height(TreeNode* root, int& diameter) {
```

```
    if (root==NULL)
```

```
    {
```

```
        return 0;
```

```
    }
```

```
    int lh = height(root->left, diameter);
```

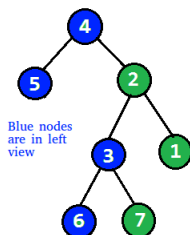
```
    int rh = height(root->right, diameter);
```

```
    diameter = max(diameter, lh + rh);
```

```
    return 1 + max(lh, rh);
```

```
}
```

7) Print Left View of a Binary Tree



Time Complexity: O(N)

Space Complexity: O(H) (H -> Height of the Tree)

/*

We need to follow approach: Rt L R(preorder-recursive), can not follow level order traversal as it will increase time complexity

Used vector to store node value

When `vector::size() == level` means first node of that level:

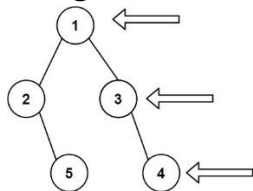
*/

```
void checkLeftView(Node* root, int level, vector<int>&ans)
{
    if(root == NULL)
        return;
    if(ans.size()==level)
        ans.push_back(root->data);

    checkLeftView(root->left, level+1, ans);
    checkLeftView(root->right, level+1, ans);
}
```

```
vector<int> leftView(Node *root)
{
    vector<int>ans;
    checkLeftView(root, 0, ans);
    return ans;
}
```

8) **Binary Tree Right Side View:** Given the root of a binary tree, imagine yourself standing on the **right side** of it, return *the values of the nodes you can see ordered from top to bottom*.



Time Complexity: $O(N)$

Space Complexity: $O(H)$ (H -> Height of the Tree)

/*

We need to follow approach: Rt R L(preorder-recursive), can not follow level order traversal as it will increase time complexity

Used vector to store node value

When `vector::size() == level` means first node of that level:

*/

```
void checkRightView(Node* root, int level, vector<int>&ans)
{
    if(root == NULL)
```

```

        return;
    if(ans.size()==level)
        ans.push_back(root->data);

    checkRightView(root->right, level+1, ans);
    checkRightView(root->left, level+1, ans);

}

```

```

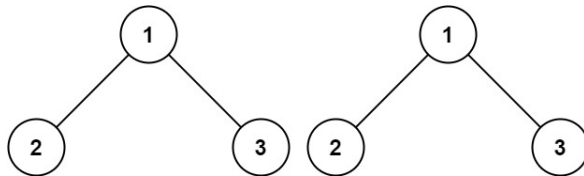
vector<int> rightView(Node *root)
{
    vector<int>ans;
    checkRightView(root, 0, ans);
    return ans;
}

```

9) **Same Tree**/Identical Tree:

Given the roots of two binary trees p and q, write a function to check if they are the same or not.

Two binary trees are considered the same if they are structurally identical, and the nodes have the same value.



```

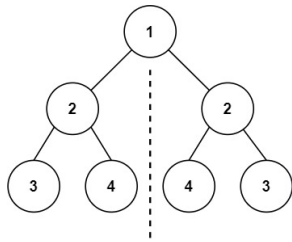
bool isSameTree(TreeNode* p, TreeNode* q)
{
    if(p==NULL || q==NULL )
    {
        return p==q;
    }

    return (p->val == q->val) && isSameTree(p->left, q->left) && isSameTree(p->right, q->right);

}

```

10) **Symmetric Tree**: Given the root of a binary tree, *check whether it is a mirror of itself* (i.e., symmetric around its center).

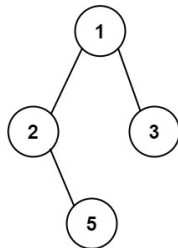


Approach:

- 1) We will call method isSymmetricBT with two args root->left and root->right
- 2) Check if left or right null, if anyone is null then return lt==rt
- 3) Check lt->val==rt->val && recursively check below condition:
(lt->left, rt->right) && (lt->right, rt->left)

```
*/
bool isSymmetric(TreeNode* root)
{
    if(root==NULL)
        return true;
    return isSymmetricBT(root->left, root->right);
}
private:
bool isSymmetricBT(TreeNode* lt, TreeNode* rt)
{
    if(lt==NULL || rt==NULL)
        return lt==rt;
    return (lt->val==rt->val) && isSymmetricBT(lt->right, rt->left) && isSymmetricBT(lt->left,
rt->right);
}
```

11) **Binary Tree Paths**: Given the root of a binary tree, return *all root-to-leaf paths in any order*. A **leaf** is a node with no children.



No two nodes in the tree have the same data value.

It is assured that the node V is present and a path always exists.

```
bool getPath(node * root, vector < int > & vec, int x) {
    // if root is NULL
    // there is no path
    if (!root)
        return false;
```

```

// push the node's value in 'arr'
vec.push_back(root -> data);

// if it is the required node
// return true
if (root -> data == x)
    return true;

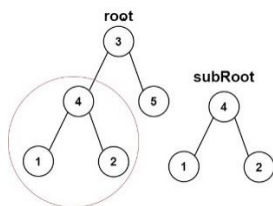
// else check whether the required node lies
// in the left subtree or right subtree of
// the current node
if (getPath(root -> left, vec, x) ||
    getPath(root -> right, vec, x))
    return true;

// required node does not lie either in the
// left or right subtree of the current node
// Thus, remove current node's value from
// 'arr' and then return false
vec.pop_back();
return false;
}

```

12) **Subtree of Another Tree**: Given the roots of two binary trees root and subRoot, return true if there is a subtree of root with the same structure and node values of subRoot and false otherwise.

A subtree of a binary tree tree is a tree that consists of a node in tree and all of this node's descendants. The tree tree could also be considered as a subtree of itself.



```

bool isSubtree(TreeNode* root, TreeNode* subRoot) {
    if(subRoot==NULL)
        return true;
    if(root==NULL)
        return false;
    if(isidentical(root,subRoot))
        return true;
    return isSubtree(root->left,subRoot) || isSubtree(root->right,subRoot);
}

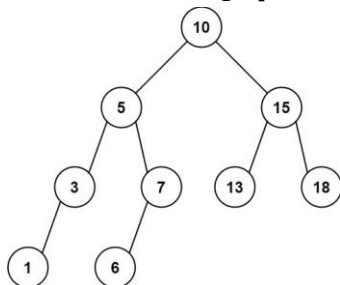
```

```

bool isIdentical(TreeNode* a, TreeNode* b){
    if(a==NULL && b==NULL)
        return true;
    if(a==NULL || b==NULL)
        return false;
    if(a->val!=b->val)
        return false;
    return isIdentical(a->left,b->left) && isIdentical(a->right,b->right);
}

```

13) **Range Sum of BST**: Given the root node of a binary search tree and two integers low and high, return the sum of values of all nodes with a value in the **inclusive** range [low, high].



Input: root = [10,5,15,3,7,null,18], low = 7, high = 15

Output: 32

Explanation: Nodes 7, 10, and 15 are in the range [7, 15]. $7 + 10 + 15 = 32$.

Approach:

The function first checks if the root is NULL. If it is, then it returns 0. If the root is not NULL, the function recursively calls itself for the left and right subtrees, and stores the sum of values in 'left' and 'right' variables respectively.

Then, the function checks if the value of the root node falls within the given range. If it does, then it returns the sum of the root node's value, 'left' and 'right'. If it doesn't, then it returns 'left' and 'right' sum.

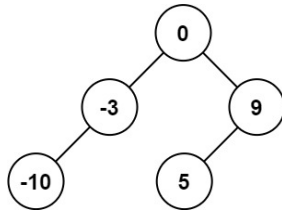
```

int rangeSumBST(TreeNode* root, int low, int high) {
    if(root == NULL) return 0;
    int left = rangeSumBST(root->left, low, high);
    int right = rangeSumBST(root->right, low, high);
    if(root->val >= low && root->val <= high){
        return root->val + left+right;
    }
    return left+right;
}

```

- Time complexity: $O(n)$
 - Space complexity: $O(h)$ where h is the height of the binary search tree
-

14) **Convert Sorted Array to Binary Search Tree**: Given an integer array nums where the elements are sorted in **ascending order**, convert it to a **height-balanced** binary search tree.



Input: nums = [-10,-3,0,5,9]

Output: [0,-3,9,-10,null,5]

Explanation: [0,-10,5,null,-3,null,9] is also accepted:

```

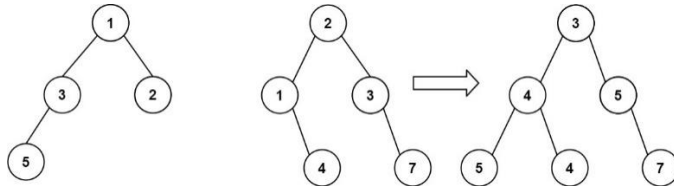
TreeNode* helper(vector<int>&arr,int low,int high) {
    if(low > high) return NULL;
    int mid = low+(high-low)/2;
    TreeNode*root=new TreeNode(arr[mid]);
    root->left=helper(arr,low,mid-1);
    root->right=helper(arr,mid+1,high);
    return root;
}

TreeNode* sortedArrayToBST(vector<int>& arr) {
    int n=arr.size();
    return helper(arr,0,n-1);
}
  
```

15) **Merge Two Binary Trees**: You are given two binary trees root1 and root2.

Imagine that when you put one of them to cover the other, some nodes of the two trees are overlapped while the others are not. You need to merge the two trees into a new binary tree. The merge rule is that if two nodes overlap, then sum node values up as the new value of the merged node. Otherwise, the NOT null node will be used as the node of the new tree.

Return *the merged tree*.



Input: root1 = [1,3,2,5], root2 = [2,1,3,null,4,null,7]

Output: [3,4,5,5,4,null,7]

```

TreeNode* mergeTrees(TreeNode* root1, TreeNode* root2) {
    if (root1==NULL) return root2; // If root1 is null, return root2
    if (root2==NULL) return root1; // If root2 is null, return root1
    // Merge the values of root1 and root2 and create a new node
  
```



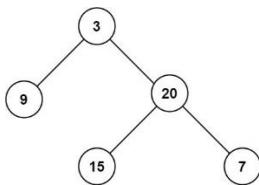
```

TreeNode* merged = new TreeNode(root1->val + root2->val);
// Recursively merge the left children
merged->left = mergeTrees(root1->left, root2->left);
// Recursively merge the right children
merged->right = mergeTrees(root1->right, root2->right);

return merged;
}

```

16) **Maximum Depth of Binary Tree**: Given the root of a binary tree, return *its maximum depth*. A binary tree's **maximum depth** is the number of nodes along the longest path from the root node down to the farthest leaf node.

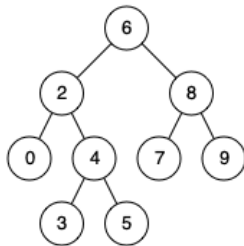


```

int maxDepth(TreeNode* root) {
    if (root == NULL)
        return 0;
    int l = maxDepth(root->left);
    int r = maxDepth(root->right);
    return max(l, r) + 1;
}

```

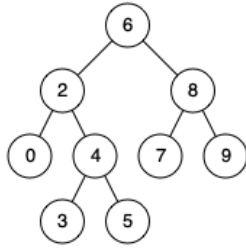
17) **Lowest Common Ancestor of a Binary Search Tree**: Given a binary search tree (BST), find the lowest common ancestor (LCA) node of two given nodes in the BST. According to the [definition of LCA on Wikipedia](#): “The lowest common ancestor is defined between two nodes p and q as the lowest node in T that has both p and q as descendants (where we allow **a node to be a descendant of itself**).”



Input: root = [6,2,8,0,4,7,9,null,null,3,5], p = 2, q = 8

Output: 6

Explanation: The LCA of nodes 2 and 8 is 6.



Input: root = [6,2,8,0,4,7,9,null,null,3,5], p = 2, q = 4

Output: 2

Explanation: The LCA of nodes 2 and 4 is 2, since a node can be a descendant of itself according to the LCA definition.

```

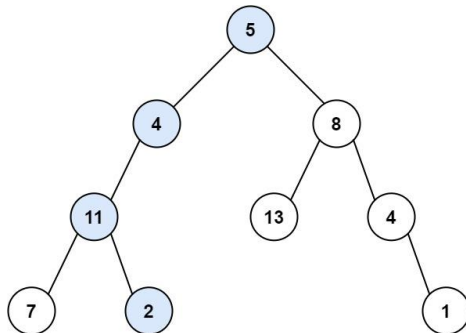
TreeNode* lowestCommonAncestor(TreeNode* root, TreeNode* p, TreeNode* q) {
    //base case
    if (root == NULL || root == p || root == q) {
        return root;
    }
    TreeNode* left = lowestCommonAncestor(root->left, p, q);
    TreeNode* right = lowestCommonAncestor(root->right, p, q);

    //result
    if(left == NULL) {
        return right;
    }
    else if(right == NULL) {
        return left;
    }
    else { //both left and right are not null, we found our result
        return root;
    }
}

```

18) **Path Sum:** Given the root of a binary tree and an integer targetSum, return true if the tree has a **root-to-leaf** path such that adding up all the values along the path equals targetSum.

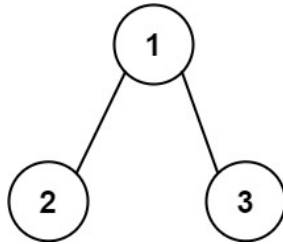
A **leaf** is a node with no children.



Input: root = [5,4,8,11,null,13,4,7,2,null,null,null,1], targetSum = 22

Output: true

Explanation: The root-to-leaf path with the target sum is shown.



Input: root = [1,2,3], targetSum = 5

Output: false

Explanation: There two root-to-leaf paths in the tree:

(1 --> 2): The sum is 3.

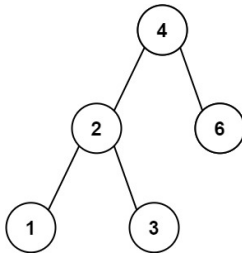
(1 --> 3): The sum is 4.

There is no root-to-leaf path with sum = 5.

```
bool solve(TreeNode* &root, int &targetSum, int sum) {
    if (root == NULL)
        return false;
    sum = sum + root->val;
    if (root->left == NULL && root->right == NULL) {
        if (sum == targetSum)
            return true;
        else
            return false;
    }
    bool leftAns = solve(root->left, targetSum, sum);
    bool rightAns = solve(root->right, targetSum, sum);
    return leftAns || rightAns;
}

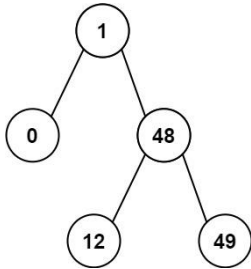
bool hasPathSum(TreeNode* root, int targetSum) {
    if (root == NULL)
        return false;
    int sum = 0;
    bool ans = solve(root, targetSum, sum);
    return ans;
}
```

19) **Minimum Absolute Difference in BST:** Given the root of a Binary Search Tree (BST), return the *minimum absolute difference between the values of any two different nodes in the tree*.



Input: root = [4,2,6,1,3]

Output: 1



Input: root = [1,0,48,null,null,12,49]

Output: 1

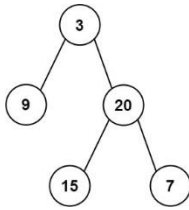
```

void inorder(TreeNode* root){
    if(root){
        inorder(root->left);
        a.push_back(root->val);
        inorder(root->right);
    }
}

int getMinimumDifference(TreeNode* root) {
    int m=INT_MAX;
    inorder(root);

    for(int i=1;i<a.size();i++){
        m=min(m,a[i]-a[i-1]);
    }
    return m;
}
  
```

20) **Sum of Left Leaves:** Given the root of a binary tree, return *the sum of all left leaves*.
 A **leaf** is a node with no children. A **left leaf** is a leaf that is the left child of another node.



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

Output: 24

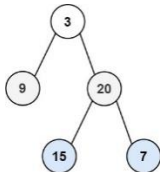
Explanation: There are two left leaves in the binary tree, with values 9 and 15 respectively.

```

void solve(TreeNode* &root,int &ans){
    if(root==NULL){
        return;
    }
    if(root->left!=NULL){
        if(root->left->left==NULL && root->left->right==NULL){
            ans=ans+root->left->val;
        }
    }
    solve(root->left,ans);
    solve(root->right,ans);
}

int sumOfLeftLeaves(TreeNode* root) {
    int ans=0;
    solve(root,ans);
    return ans;
}
  
```

21) **Binary Tree Level Order Traversal:** Given the root of a binary tree, return *the level order traversal of its nodes' values*. (i.e., from left to right, level by level).



Example 1:

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

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

Example 2:

Input: root = [1]

Output: [[1]]

Example 3:

Input: root = []

Output: []

```

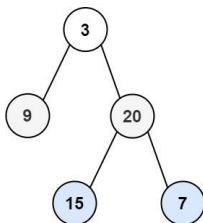
vector<vector<int>> levelOrder(TreeNode* root)
{
    vector<vector<int>>ans;
    //Base case
    if(root==NULL)
        return ans;
    queue<TreeNode*>q;
    q.push(root);

    while(!q.empty()){
        int s=q.size();
        vector<int>v;
        for(int i=0;i<s;i++){
            TreeNode *node=q.front();
            q.pop();
            if(node->left!=NULL)q.push(node->left);
            if(node->right!=NULL)q.push(node->right);
            v.push_back(node->val);
        }
        ans.push_back(v);
    }
    return ans;
}
Time complexity: o(n)
Space complexity: O(n)

```

22) **Binary Tree Zigzag Level Order Traversal:**

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).



```

vector < vector < int >> zigzagLevelOrder(TreeNode * root)
{
    vector < vector < int >> result;
    //Base case
    if (root == NULL)
    {
        return result;
    }
}

```

```

queue < TreeNode * > nodesQueue;
nodesQueue.push(root);
bool leftToRight = true;

while (!nodesQueue.empty())
{
    int size = nodesQueue.size();
    //Take vector of size, will store element by index to print in left to right or    ///reverse.
    vector < int > row(size);
    for (int i = 0; i < size; i++)
    {
        TreeNode * node = nodesQueue.front();
        nodesQueue.pop();

        // find position to fill node's value
        int index = (leftToRight) ? i : (size - 1 - i);

        row[index] = node -> val;
        if (node -> left)
        {
            nodesQueue.push(node -> left);
        }
        if (node -> right)
        {
            nodesQueue.push(node -> right);
        }
    }
    // after this level
    leftToRight = !leftToRight;
    result.push_back(row);
}
return result;
}

```

23) **Top View of Binary Tree:** Given below is a binary tree. The task is to print the top view of binary tree. Top view of a binary tree is the set of nodes visible when the tree is viewed from the top. For the given below tree

```

  1
 / \
2   3
/\  /\
4 5 6 7

```

Top view will be: 4 2 1 3 7

Approach:

we will store Node and line(level number) to queue.

we will traverse in level order traversal

we will store node->data into map[line]

*/

```
vector<int> topView(Node *root)
```

```
{
    vector<int> ans;
    if(root == NULL) return ans;
    map<int,int> mpp;
    queue<pair<Node*, int>> q;
    q.push({root, 0});
    while(!q.empty()) {
        auto it = q.front();
        q.pop();
        Node* node = it.first;
        int line = it.second;

        //Check if level/line is not already entered then only add it in map
        //otherwise top view data will be overwritten by bottom view nodes.
        if(mpp.find(line) == mpp.end())
        {
            mpp[line] = node->data;
        }

        if(node->left != NULL) {
            q.push({node->left, line-1});
        }
        if(node->right != NULL) {
            q.push({node->right, line + 1});
        }
    }

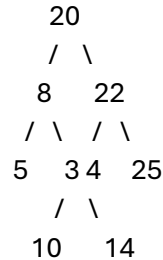
    for(auto it : mpp) {
        ans.push_back(it.second);
    }
    return ans;
}
```

Time Complexity: O(N)
Space Complexity: O(N)

24) Bottom View of Binary Tree:

Given a binary tree, return an array where elements represent the bottom view of the binary tree from left to right.

Note: If there are multiple bottom-most nodes for a horizontal distance from the root, then the latter one in the level traversal is considered. For example, in the below diagram, 3 and 4 are both the bottommost nodes at a horizontal distance of 0, here 4 will be considered.



Approach:

we will store Node and line(level number) to queue.

we will traverse in level order traversal

we will store node->data into map[line]

*/

```
vector<int> bottomView(Node *root)
{
```

```
    vector<int> ans;
    if(root == NULL) return ans;
    map<int,int> mpp;
    queue<pair<Node*, int>> q;
    q.push({root, 0});
    while(!q.empty()) {
        auto it = q.front();
        q.pop();
        Node* node = it.first;
        int line = it.second;
```

//Add data into map, no need to check if exist in map or not, anyway it's bottom view and will be overwritten for bottom view nodes

```
    mpp[line] = node->data;
```

```
    if(node->left != NULL) {
        q.push({node->left, line-1});
    }
    if(node->right != NULL) {
        q.push({node->right, line + 1});
    }
}
```

```
}
```

```
for(auto it : mpp) {
```

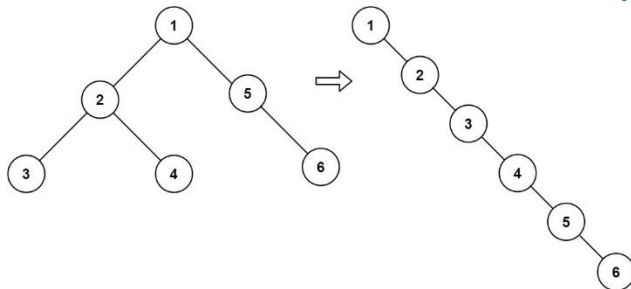
```

        ans.push_back(it.second);
    }
    return ans;
}
Time Complexity: O(N)
Space Complexity: O(N)

```

25) **Flatten Binary Tree to Linked List**: Given the root of a binary tree, flatten the tree into a "linked list":

- The "linked list" should use the same `TreeNode` class where the right child pointer points to the next node in the list and the left child pointer is always null.
- The "linked list" should be in the same order as a **pre-order traversal** of the binary tree.



Example 1:

Input: root = [1,2,5,3,4,null,6]

Output: [1,null,2,null,3,null,4,null,5,null,6]

Example 2:

Input: root = []

Output: []

Example 3:

Input: root = [0]

Output: [0]

Morris traversal approach:

- 1) set current to root
- 2) Traverse until current is not null
- 3) check if current->left is not null then set prev to current->left
- 4) Check right of prev until it is not null, when it's null set prev->right = current->right
- 5) set current->right = current->left and remove current->left
- 6) Now set current=current->right(else part of if(current->left == NULL))

Time complecity:O(n)

Space complexity: O(1)

*/

```

void flatten(TreeNode* root)

```

```

{
    TreeNode* current = root;

```

```

while(current != NULL)
{
    if(current->left != NULL)
    {
        TreeNode* prev= current->left;
        while(prev->right != NULL)
        {
            prev = prev->right;
        }
        prev->right = current->right;
        current->right= current->left;
        current->left = NULL;
    }
    current = current->right;
}
}

```

26) Add node to leaf in binary tree:

```

void addNodeToLeafNode(TreeNode* root)
{
    // if node is null, return
    if (!root)
        return;

    // if node is leaf node, print its data
    if (!root->left && !root->right)
    {
        root->left = createNode(root->data);
        root->right = createNode(root->data);
        return;
    }

    // if left child exists, check for leaf
    // recursively
    if (root->left)
        addNodeToLeafNode(root->left);

    // if right child exists, check for leaf
    // recursively
    if (root->right)
        addNodeToLeafNode(root->right);
}

```

```

void traversePreOrder(TreeNode* temp)

```

```

{
    if (temp != NULL)
    {
        cout << " " << temp->data;
        traversePreOrder(temp->left);
        traversePreOrder(temp->right);
    }
}

```

```

int main() {
    treeNode* root = createNode(1);
    root->left = createNode(2);
    root->right = createNode(3);
    root->left->left = createNode(4);
    root->right->left = createNode(5);

    //addNodeToLeafNode(root);
    traversePreOrder(root);

}

```

27) **Predecessor and Successor:** There is BST given with the root node with the key part as an integer only. You need to find the in-order successor and predecessor of a given key. If either predecessor or successor is not found, then set it to NULL.

Note:- In an inorder traversal the number just smaller than the target is the predecessor and the number just greater than the target is the successor.

Input:

```

      8
     / \
    1   9
     \  \
      4 10
       /
      3

```

key = 8

Output: 4 9

Explanation:

In the given BST the inorder predecessor of 8 is 4 and inorder successor of 8 is 9.

Example 2:

Input:

```

      10
     / \
    2   11

```

```

/ \
1  5
/ \
3  6
 \
  4

```

key = 11

Output: 10 -1

Explanation: In given BST, the inorder predecessor of 11 is 10 whereas it does not have any inorder successor.

28) Check whether BST contains Dead End

Given a [Binary Search Tree](#) that contains unique positive integer values greater than 0. The task is to complete the function isDeadEnd which returns true if the BST contains a dead end else returns false. Here Dead End means a leaf node, at which no other node can be inserted.

Input :

```

      8
     / \
    5   9
   / \
  2   7
 /
1

```

Output :

Yes

Explanation :

Node 1 is a Dead End in the given BST.

Example 2:

Input :

```

      8
     / \
    7   10
   / \ / \
  2  9 9 13

```

Output :

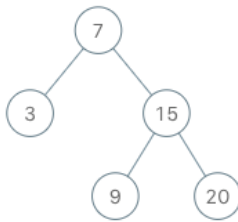
Yes

Explanation :

Node 9 is a Dead End in the given BST.

29) **Binary Search Tree Iterator**: Implement the BSTIterator class that represents an iterator over the in-order traversal of a binary search tree (BST):

- BSTIterator(TreeNode root) Initializes an object of the BSTIterator class. The root of the BST is given as part of the constructor. The pointer should be initialized to a non-existent number smaller than any element in the BST.
 - boolean hasNext() Returns true if there exists a number in the traversal to the right of the pointer, otherwise returns false.
 - int next() Moves the pointer to the right, then returns the number at the pointer.
- Notice that by initializing the pointer to a non-existent smallest number, the first call to next() will return the smallest element in the BST.
You may assume that next() calls will always be valid. That is, there will be at least a next number in the in-order traversal when next() is called.



Input

["BSTIterator", "next", "next", "hasNext", "next", "hasNext", "next", "hasNext", "next", "hasNext"]

[[[7, 3, 15, null, null, 9, 20]], [], [], [], [], [], [], [], [], []]

Output

[null, 3, 7, true, 9, true, 15, true, 20, false]

Explanation

```
BSTIterator bSTIterator = new BSTIterator([7, 3, 15, null, null, 9, 20]);
```

```
bSTIterator.next(); // return 3
```

```
bSTIterator.next(); // return 7
```

```
bSTIterator.hasNext(); // return True
```

```
bSTIterator.next(); // return 9
```

```
bSTIterator.hasNext(); // return True
```

```
bSTIterator.next(); // return 15
```

```
bSTIterator.hasNext(); // return True
```

```
bSTIterator.next(); // return 20
```

```
bSTIterator.hasNext(); // return False
```

```
class BSTIterator {
public:
    stack<TreeNode*> s;
    BSTIterator(TreeNode* root) {
```

```

    partialInorder(root);
}

void partialInorder(TreeNode* root){
    while(root != NULL){
        s.push(root);
        root = root->left;
    }
}

int next() {
    TreeNode* top = s.top();
    s.pop();
    partialInorder(top->right);
    return top->val;
}

bool hasNext() {
    return !s.empty();
}
};

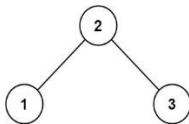
```

Time Complexity : $O(h)$

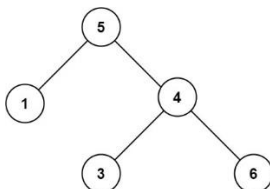
30) **Validate Binary Search Tree**: Given the root of a binary tree, *determine if it is a valid binary search tree (BST)*.

A **valid BST** is defined as follows:

- The left subtree of a node contains only nodes with keys **less than** the node's key.
- The right subtree of a node contains only nodes with keys **greater than** the node's key.
- Both the left and right subtrees must also be binary search trees.



- **Input:** root = [2,1,3]
- **Output:** true



- **Input:** root = [5,1,4,null,null,3,6]
- **Output:** false

- **Explanation:** The root node's value is 5 but its right child's value is 4.

```
bool check(TreeNode* root, long long int lb, long long int up){
    if (root==NULL)return true;
    if (root->val <=lb || root->val >=up)return false;
    return (check(root->left,lb,root->val) && check(root->right,root->val,up));
}
bool isValidBST(TreeNode* root) {
    long long int lb= LLONG_MIN; long long int up= LLONG_MAX;
    return check(root,lb,up);
}
```

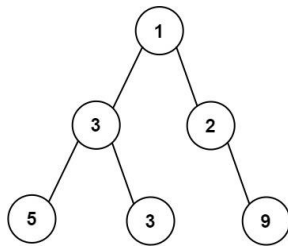
- Time complexity: $O(n)$
- Space complexity: $O(1)$

31) **Maximum Width of Binary Tree:** Given the root of a binary tree, return the **maximum width** of the given tree.

The **maximum width** of a tree is the maximum **width** among all levels.

The **width** of one level is defined as the length between the end-nodes (the leftmost and rightmost non-null nodes), where the null nodes between the end-nodes that would be present in a complete binary tree extending down to that level are also counted into the length calculation.

It is **guaranteed** that the answer will in the range of a **32-bit** signed integer.



Input: root = [1,3,2,5,3,null,9]

Output: 4

Explanation: The maximum width exists in the third level with length 4 (5,3,null,9).

```
int widthOfBinaryTree(TreeNode* root) {
    queue<pair<TreeNode*, int>>>q;
    q.push({root, 0});
    int maxWidth = 1;

    while(!q.empty()){
        int start = q.front().second;
        int end = q.back().second;

        maxWidth = max(maxWidth, end - start + 1);
    }
}
```



```

int count = q.size();

while(count--){
    int idx = q.front().second - end;
    TreeNode* node = q.front().first;
    q.pop();

    if(node->left) {
        q.push({node->left, 2 * idx + 1});
    }

    if(node->right) {
        q.push({node->right, 2 * idx + 2});
    }
}

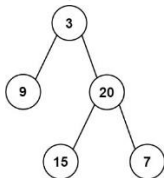
return maxWidth;
}

```

- Time complexity: $O(N)$
- Space complexity: $O(N)$

32) Construct Binary Tree from Preorder and Inorder Traversal:

Given two integer arrays preorder and inorder where preorder is the preorder traversal of a binary tree and inorder is the inorder traversal of the same tree, construct and return *the binary tree*.



Input: preorder = [3,9,20,15,7], inorder = [9,3,15,20,7]

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

```

class Solution {
public:
    TreeNode* buildTree(vector<int>& preOrder, vector<int>& inOrder) {
        int pIndex = 0;
        unordered_map<int, int> mapping;
        for (int i = 0; i < inOrder.size(); i++)
            mapping[inOrder[i]] = i;
        return BuildTreeHelper(preOrder, inOrder, 0, preOrder.size() - 1, mapping, pIndex);
    }
}

```

```

static TreeNode *BuildTreeHelper(vector<int> &preOrder, vector<int> &inOrder, int left, int
right, unordered_map<int, int> &mapping, int &pIndex)
{
    if (left > right)
        return nullptr;
    int curr = preOrder[pIndex++];
    TreeNode *root = new TreeNode(curr);
    if (left == right)
        return root;
    int inIndex = mapping[curr];
    root->left = BuildTreeHelper(preOrder, inOrder, left, inIndex - 1, mapping, pIndex);
    root->right = BuildTreeHelper(preOrder, inOrder, inIndex + 1, right, mapping, pIndex);
    return root;
}

```

33) **Populating Next Right Pointers in Each Node:** You are given a **perfect binary tree** where all leaves are on the same level, and every parent has two children. The binary tree has the following definition:

```

struct Node {
    int val;
    Node *left;
    Node *right;
    Node *next;
}

```

Populate each next pointer to point to its next right node. If there is no next right node, the next pointer should be set to NULL.

Initially, all next pointers are set to NULL.

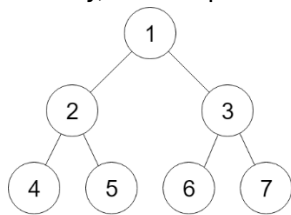


Figure A

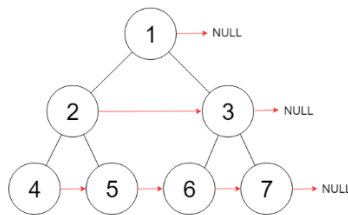


Figure B

Input: root = [1,2,3,4,5,6,7]

Output: [1,#,2,3,#,4,5,6,7,#]

Explanation: Given the above perfect binary tree (Figure A), your function should populate each next pointer to point to its next right node, just like in Figure B. The serialized output is in level order as connected by the next pointers, with '#' signifying the end of each level.

Example 2:

Input: root = []

Output: []

```

Node* connect(Node* root) {
    queue<Node*> q;
    if (root) q.push(root);
}

```

```

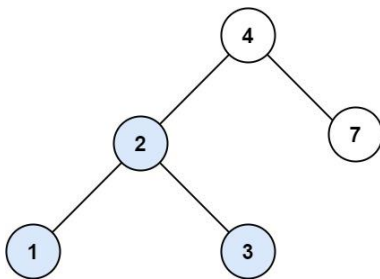
while (q.size()) {
    int len = q.size();
    Node* curr;
    while (len-- > 0) {
        curr = q.front(), q.pop();
        curr->next = len > 0 ? q.front():NULL;
        if (curr->left) q.push(curr->left);
        if (curr->right) q.push(curr->right);
    }
}
return root;
}

```

34) Search in a Binary Search Tree:

You are given the root of a binary search tree (BST) and an integer val.

Find the node in the BST that the node's value equals val and return the subtree rooted with that node. If such a node does not exist, return null.



Input: root = [4,2,7,1,3], val = 2

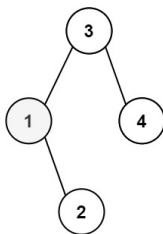
Output: [2,1,3]

```

TreeNode* searchBST(TreeNode* root, int val) {
    if(root == NULL || root->val == val) return root;
    if(val < root->val) return searchBST(root->left, val);
    else return searchBST(root->right, val);
}

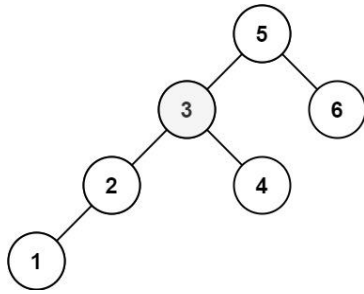
```

35) Kth Smallest Element in a BST: Given the root of a binary search tree, and an integer k, return the kth smallest value (**1-indexed**) of all the values of the nodes in the tree.



Input: root = [3,1,4,null,2], k = 1

Output: 1



Input: root = [5,3,6,2,4,null,null,1], k = 3

Output: 3

```

void InOrder(TreeNode* root,vector<int>&ans,int k){
    if(root==NULL) return;
    InOrder(root->left,ans,k);
    ans.push_back(root->val);
    InOrder(root->right,ans,k);
}

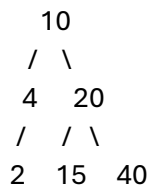
int kthSmallest(TreeNode* root, int k) {
    vector<int>ans;
    InOrder(root,ans,k);
    // 1 based indexing
    return ans[k-1];
}
  
```

36) K'th Largest element in BST

Given a binary search tree, task is to find Kth largest element in the binary search tree.

Input : k = 3

Root of following BST



Output : 15

Node* KthLargestUsingMorrisTraversal(Node* root, int k)

```

{
    Node* curr = root;
    Node* Klargest = NULL;

    // count variable to keep count of visited Nodes
    int count = 0;

    while (curr != NULL) {
        // if right child is NULL
        if (curr->right == NULL) {
  
```

```

        // first increment count and check if count = k
        if (++count == k)
            Klargest = curr;

        // otherwise move to the left child
        curr = curr->left;
    }

    else {

        // find inorder successor of current Node
        Node* succ = curr->right;

        while (succ->left != NULL && succ->left != curr)
            succ = succ->left;

        if (succ->left == NULL) {

            // set left child of successor to the
            // current Node
            succ->left = curr;

            // move current to its right
            curr = curr->right;
        }

        // restoring the tree back to original binary
        // search tree removing threaded links
        else {

            succ->left = NULL;

            if (++count == k)
                Klargest = curr;

            // move current to its left child
            curr = curr->left;
        }
    }
}

return Klargest;
}

```

-----Hard-----

-32) **Boundary Traversal of a Binary Tree:**

Given a Binary Tree, find its Boundary Traversal. The traversal should be in the following order:

1. **Left boundary nodes:** defined as the path from the root to the left-most node ie- the leaf node you could reach when you always travel preferring the left subtree over the right subtree.
2. **Leaf nodes:** All the leaf nodes except for the ones that are part of left or right boundary.
3. **Reverse right boundary nodes:** defined as the path from the right-most node to the root. The right-most node is the leaf node you could reach when you always travel preferring the right subtree over the left subtree. Exclude the root from this as it was already included in the traversal of left boundary nodes.

Note: If the root doesn't have a left subtree or right subtree, then the root itself is the left or right boundary.

Input:

```
    1
   / \
  2   3
 / \ / \
4 5 6 7
 / \
8  9
```

Output: 1 2 4 8 9 6 7 3

Vertical Order Traversal of a Binary Tree:

Count BST nodes that lie in a given range

Given a Binary Search Tree (BST) and a range **l-h(inclusive)**, count the number of nodes in the BST that lie in the given range.

- The values smaller than root go to the left side
- The values greater and equal to the root go to the right side

• **Input:**

• 10

- / \
- 5 50
- / / \
- 1 40 100
- l = 5, h = 45
- **Output:** 3
- **Explanation:** 5 10 40 are the node in the
- range

• **Example 2:**

- **Input:**
- 5
- / \
- 4 6
- / \
- 3 7
- l = 2, h = 8
- **Output:** 5
- **Explanation:** All the nodes are in the
- given range.