

Program 1: Insert into a Binary Search Tree

```

package ishwarchavan.com;

import java.io.*;
import java.util.*;

public class InsertionIntoBST {    //class created

    public static void main(String[] args){    //Main program started
        BST tree = new BST();    //object creation
        tree.insert(10);
        tree.insert(20);
        tree.insert(30);
        tree.insert(40);
        tree.insert(50);
        tree.insert(60);
        tree.inorder();    //function calling
    }
}

class Node {    //node creation
    Node left;
    int val;
    Node right;
    Node(int val) { this.val = val; }
}

class BST {
    Node root;

    public void insert(int key) {    // Function to insert a key

        Node node = new Node(key);
        if (root == null) {    //condition checking
            root = node;
            return;
        }
        Node prev = null;
        Node temp = root;
        while (temp != null) {
            if (temp.val > key) {    //if true then execute below statement
                prev = temp;
                temp = temp.left;
            }
            else if (temp.val < key) {    //other wise execute
                prev = temp;
                temp = temp.right;
            }
        }
        if (prev.val > key)
            prev.left = node;
        else
            prev.right = node;
    }

    public void inorder(){    // Function to print the inorder value
        Node temp = root;
        Stack<Node> stack = new Stack<>();
        while (temp != null || !stack.isEmpty()) {    //concdition checking
            if (temp != null) {    //if true then execute
                stack.add(temp);
                temp = temp.left;
            }
            else {    //otherwise execute
                temp = stack.pop();
            }
        }
    }
}

```

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        System.out.print(temp.val + " ");
        temp = temp.right;
    }
}
}

```

Program 2: Duplicate Subtrees

```

package ishwarchavan.com;
import java.util.HashMap;

public class DuplicateSubtrees{    //class created

    static HashMap<String, Integer> m;
    static class Node {    //node creation
        int data;
        Node left;
        Node right;
        Node(int data){
            this.data = data;
            left = null;
            right = null;
        }
    }
    static String inorder(Node node){    //function created
        if (node == null)
            return "";

        String str = "(";
        str += inorder(node.left);
        str += Integer.toString(node.data);    //type casting
        str += inorder(node.right);
        str += ")";

        if (m.get(str) != null && m.get(str)==1 )    //condition checking
            System.out.print( node.data + " ");

        if (m.containsKey(str))
            m.put(str, m.get(str) + 1);
        else
            m.put(str, 1);
        return str;
    }

    static void printAllDups(Node root) {    // Wrapper over inorder()

        m = new HashMap<>();
        inorder(root);    //function calling
    }

    public static void main(String args[]){    //main program started
        Node root = null;
        root = new Node(1);
        root.left = new Node(2);
        root.right = new Node(3);
        root.left.left = new Node(4);
        root.right.left = new Node(2);
        root.right.left.left = new Node(4);
        root.right.right = new Node(4);
        printAllDups(root);
    }
}

```

