



Level Averages in a Binary Tree (easy)

We'll cover the following



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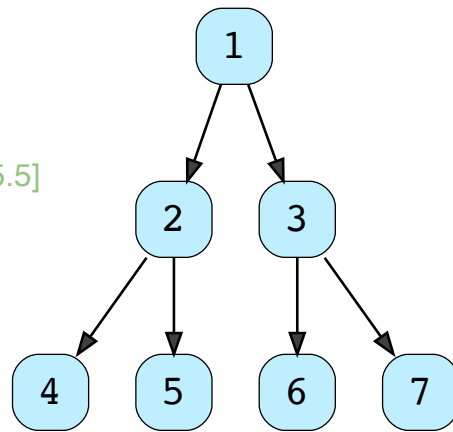
Problem Statement

Given a binary tree, populate an array to represent the **averages of all of its levels**.

Example 1:

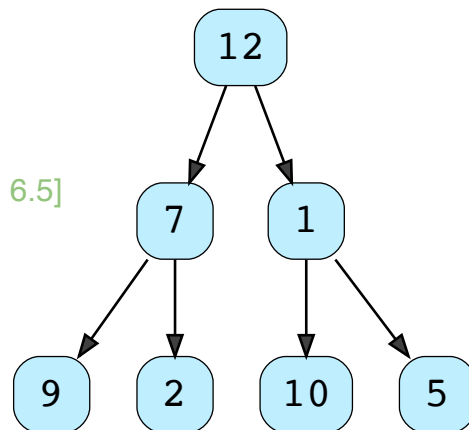


Level Averages: [1, 2.5, 5.5]



Example 2:

Level Averages: [12.0, 4.0, 6.5]



Try it yourself

Try solving this question here:



Java



Python3



JS



C++

```
1 class TreeNode:
2     def __init__(self, val):
3         self.val = val
```



```
4     self.left, self.right = None, None
5
6
7 def find_level_averages(root):
8     result = []
9     # TODO: Write your code here
10    return result
11
12
13 def main():
14     root = TreeNode(12)
15     root.left = TreeNode(7)
16     root.right = TreeNode(1)
17     root.left.left = TreeNode(9)
18     root.left.right = TreeNode(2)
19     root.right.left = TreeNode(10)
20     root.right.right = TreeNode(5)
21     print("Level averages are: " + str(find_level_
22
23
24 main()
25
26
27
28
```



Solution

This problem follows the Binary Tree Level Order Traversal

(<https://www.educative.io/collection/page/5668639101419520/5671464854355968/5726607939469312/>) pattern. We can follow the same **BFS** approach. The only difference will be that instead of keeping track of all nodes of a level, we will only track the running sum of the values of all nodes in each level. In the end, we will append the average of the current level to the result array.

Code

Here is what our algorithm will look like; only the highlighted lines have changed:



Java

Python3

C++

JS

```
10 def find_level_averages(root):
11     result = []
12     if root is None:
13         return result
14
15     queue = deque()
16     queue.append(root)
17     while queue:
18         levelSize = len(queue)
19         levelSum = 0.0
20         for _ in range(levelSize):
21             currentNode = queue.popleft()
22             # add the node's value to the running sum
23             levelSum += currentNode.val
24             # insert the children of current node to the queue
25             if currentNode.left:
26                 queue.append(currentNode.left)
27             if currentNode.right:
28                 queue.append(currentNode.right)
29
30         # append the current level's average to the result
31         result.append(levelSum / levelSize)
32
33     return result
34
35
36 def main():
37     root = TreeNode(12)
38     root.left = TreeNode(7)
```

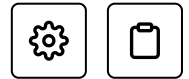


Output

0.21s

Level averages are: [12.0, 4.0, 6.5]

Time complexity



The time complexity of the above algorithm is $O(N)$, where 'N' is the total number of nodes in the tree. This is due to the fact that we traverse each node once.

Space complexity

The space complexity of the above algorithm will be $O(N)$ which is required for the queue. Since we can have a maximum of $N/2$ nodes at any level (this could happen only at the lowest level), therefore we will need $O(N)$ space to store them in the queue.

Similar Problems

Problem 1: Find the largest value on each level of a binary tree.

Solution: We will follow a similar approach, but instead of having a running sum we will track the maximum value of each level.

```
maxValue = max(maxValue, currentNode.val)
```

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Minimum Depth of a Binary Tree (easy)