# LeetCode 1372: Longest ZigZag Path in a Binary Tree

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#### Problem

You are given the root of a binary tree.

A ZigZag path for a binary tree is defined as follow:

Choose any node in the binary tree and a direction (right or left).

- If the current direction is right, move to the right child of the current node; otherwise, move to the left child.
- Change the direction from right to left or from left to right.
- Repeat the second and third steps until you can't move in the tree.

Return the longest ZigZag path contained in that tree

Difficulty: Medium

### Terminology

Zigzag length is defined as the number of nodes visited - 1. (A single node has a length of 0).

#### Solution

Heads up, this question might be a little tricky to understand, I know I found this really hard so reach out to me if you need clarification on anything!

If we are going to want to find the longest zig-zag path in a binary tree, we will need to traverse in a zig-zag pattern. To do so we can create a helper function called DFS which takes the parameters node, depth, and goRight. node is simply the node we are at in the binary tree, depth is a counter for how deep we are in the tree and goRight is a flag variable to tell us if we need to go right this iteration or not. So how does this functio work? Well what it does is it will first comapre the current maximum depth with the depth traversed so far, the larger becoming thr maximum depth. Then we check to see if the node we are at is a node at all, if it is then we check the goRight attribute, if true (i.e. we need to go right) then we call DFS again for node.right (the right node), depth+1 (since we are maintaing the zigzag pattern we add to the depth) and false (since we went right this time we go left next time). We also make another call to DFS as DFS(node.left,0,True) Because the left node could contain a sub-tree with the largest zigzag pattern. if goRight = false then we do the same thing as before except we reverse node.left and node.right.

#### Code

```
class TreeNode:
   def __init__(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right
class Solution:
   def longestZigZag(self, root: Optional[TreeNode]) -> int:
            self.length = 0
            def DFS(node, depth, goRight):
                self.length = max(self.length, depth)
                if node:
                    if goRight:
                        DFS(node.right, depth + 1, False)
                        DFS(node.left, 0, True)
                    else:
                        DFS(node.left, depth + 1, True)
                        DFS(node.right, 0, False)
            DFS(root.left,0,True)
            DFS(root.right,0,False)
            return self.length
```

Figure 1: image

## Analysis

#### Time Complexity

This code will look at all nodes in the binary tree, since there are n node we get:

 $\mathcal{O}(n)$ 

#### **Space Complexity**

We create so extra space in our solution, hence:

 $\mathcal{O}(1)$