AlgoExpert Quad Layout Go 12px Sublime Monok

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

```
Solution 1 Solution 2
```

```
// Copyright © 2020 AlgoExpert, LLC. All rights reserved.
 2
 3
     package main
 4
 5 ▼ type BinaryTree struct {
 6
      Value
                 int
 7
       Left, Right *BinaryTree
 8
9
10 ▼ type Level struct {
      Root *BinaryTree
11
12
      Depth int
13
     }
14
15
     // Average case: when the tree is balanced
16
    // O(n) time | O(h) space - where n is the number of nodes in
    // the Binary Tree and h is the height of the Binary Tree
17
18 ▼ func NodeDepths(root *BinaryTree) int {
       sumOfDepths := 0
19
20
       stack := []Level{{Root: root, Depth: 0}}
       var top Level
21
22 ▼ for len(stack) > 0 {
        top, stack = stack[len(stack)-1], stack[:len(stack)-1]
23
24
        node, depth := top.Root, top.Depth
25 ▼
        if node == nil {
          continue
26
27
28
         sumOfDepths += depth
29
         stack = append(stack, Level{Root: node.Left, Depth: depth + 1})
         stack = append(stack, Level{Root: node.Right, Depth: depth + 1})
30
31
32
       return sumOfDepths
33
34
```