AlgoExpert Quad Layout Java 12px Sublime Monokai 00:00:00

Run Code

```
Solution 1 Solution 2
```

Scratchpad

Our Solution(s)

Video Explanation

Prompt

57 }

```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
    import java.util.*;
 5 class Program {
     // O(n) time \mid O(d) space - where n is the number of nodes in the Binary Tree
      \ensuremath{//} and d is the depth (height) of the Binary Tree
      public static BinaryTree flattenBinaryTree(BinaryTree root) {
        flattenTree(root);
10
        return getLeftMost(root);
11
12
      public static BinaryTree[] flattenTree(BinaryTree node) {
13
14
        BinaryTree leftMost;
15
        BinaryTree rightMost;
16
17
        if (node.left == null) {
         leftMost = node;
18
19
        } else {
          BinaryTree[] leftAndRightMostNodes = flattenTree(node.left);
20
          connectNodes(leftAndRightMostNodes[1], node);
21
22
          leftMost = leftAndRightMostNodes[0];
23
24
25
        if (node.right == null) {
          rightMost = node;
26
27
        } else {
28
          BinaryTree[] leftAndRightMostNodes = flattenTree(node.right);
29
          {\tt connectNodes(node, leftAndRightMostNodes[0]);}
30
          rightMost = leftAndRightMostNodes[1];
31
32
33
        return new BinaryTree[] {leftMost, rightMost};
34
35
36
      public static void connectNodes(BinaryTree left, BinaryTree right) {
        left.right = right;
37
38
        right.left = left;
39
40
      public static BinaryTree getLeftMost(BinaryTree node) {
41
        while (node.left != null) {
42
43
          node = node.left;
44
45
        return node;
46
47
48
      static class BinaryTree {
49
        int value;
50
        BinaryTree left = null;
51
        BinaryTree right = null;
52
53
        public BinaryTree(int value) {
54
          this.value = value;
55
```