AlgoExpert

Solution 1

Quad Layout

JavaScript

12px

Sublime

Monokai

00:00:

Our Solution(s)

```
Run Code
```

Your Solutions

```
Solution 1 Solution 2 Solution 3
```

```
Run Code
```

```
_{\rm 1} // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
   class AncestralTree {
     {\tt constructor}({\tt name})
       this.name = name;
        this.ancestor = null;
   // O(d) time | O(1) space - where d is the depth (height) of the ancestral tree
   function getYoungestCommonAncestor(topAncestor, descendantOne, descendantTwo) {
     const depthOne = getDescendantDepth(descendantOne, topAncestor);
13
      const depthTwo = getDescendantDepth(descendantTwo, topAncestor);
14
      if (depthOne > depthTwo) {
       return backtrackAncestralTree(descendantOne, descendantTwo, depthOne - depthTv
16
     } else {
       return backtrackAncestralTree(descendantTwo, descendantOne, depthTwo - depthOr
18
19
20
   function getDescendantDepth(descendant, topAncestor) {
      let depth = 0:
     while (descendant !== topAncestor) {
24
       depth++:
       descendant = descendant.ancestor;
26
27
      return depth;
28
29
30
   function\ backtrack Ancestral Tree (lower Descendant,\ higher Descendant,\ diff)\ \{
     while (diff > 0)
32
       lowerDescendant = lowerDescendant.ancestor;
33
       diff--;
34
35
      while (lowerDescendant !== higherDescendant) {
36
        lowerDescendant = lowerDescendant.ancestor;
       higherDescendant = higherDescendant.ancestor;
38
39
      return lowerDescendant;
40
41
42 exports.AncestralTree = AncestralTree;
   exports.getYoungestCommonAncestor = getYoungestCommonAncestor;
```

```
1\ \ //\ \mbox{This is an input class. Do not edit.}
   class AncestralTree
      constructor(name) {
        this.ancestor = null;
 9 function getYoungestCommonAncestor(topAncestor, descendantOne, descendantTwo) {
     // Write your code here.
13 // Do not edit the line below.
14 exports.AncestralTree = AncestralTree;
15 exports.getYoungestCommonAncestor = getYoungestCommonAncestor;
```

Custom Output Raw Output Submit Code

Run or submit code when you're ready.