AlgoExpert Quad Layout C++ 12px Sublime Monokai 00:00:00

Prompt Scratchpad Our Solution(s) Video Explanation Run Code

Solution 1 Solution 2

46 }

```
1\, // Copyright @ 2020 AlgoExpert, LLC. All rights reserved.
 3 #include <vector>
 5 using namespace std;
 7 vector<int> getSmaller(vector<int>);
 8 vector<int> getBiggerOrEqual(vector<int> array);
11 // nodes in each array, respectively
12 bool sameBsts(vector<int> arrayOne, vector<int> arrayTwo) {
13
    if (arrayOne.size() != arrayTwo.size())
14
       return false;
15
     if (arrayOne.size() == 0 && arrayTwo.size() == 0)
16
17
       return true;
18
     if (arrayOne[0] != arrayTwo[0])
19
20
       return false;
21
22
     vector<int> leftOne = getSmaller(arrayOne);
23
     vector<int> leftTwo = getSmaller(arrayTwo);
24
     vector<int> rightOne = getBiggerOrEqual(arrayOne);
     vector<int> rightTwo = getBiggerOrEqual(arrayTwo);
25
26
     return sameBsts(leftOne, leftTwo) && sameBsts(rightOne, rightTwo);
27
28
29
30 vector<int> getSmaller(vector<int> array) {
31
     vector<int> smaller = {};
     for (int i = 1; i < array.size(); i++) {</pre>
32
       if (array[i] < array[0])</pre>
33
34
         smaller.push_back(array[i]);
35
36
     return smaller;
37
38
39 vector<int> getBiggerOrEqual(vector<int> array) {
     vector<int> biggerOrEqual = {};
40
41
     for (int i = 1; i < array.size(); i++) {</pre>
       if (array[i] >= array[0])
43
         biggerOrEqual.push_back(array[i]);
44
45
     return biggerOrEqual;
```