AlgoExpert

Quad Layout

++

12px

Sublime

Monokai

00:00:

Our Solution(s)

Run Code

Your Solutions

Run Code

```
Solution 1
```

47

48

49 } 50

array.push back(tree->value);

return array;

```
1 // Copyright © 2020 AlgoExpert, LLC. All rights reserved.
    #include <vector>
    using namespace std;
    class BST {
    public:
      int value;
      BST *left;
      BST *right;
12
      BST(int val);
13 };
14
    // O(n) time | O(n) space
    vector<int> inOrderTraverse(BST *tree, vector<int> array) {
16
      if (tree->left != NULL) {
17
        array = inOrderTraverse(tree->left, array);
18
20
      array.push_back(tree->value);
      if (tree->right != NULL) {
        array = inOrderTraverse(tree->right, array);
24
      return array;
25
26
    // O(n) time | O(n) space
27
    vector<int> preOrderTraverse(BST *tree, vector<int> array) {
28
      array.push_back(tree->value);
30
      if (tree->left != NULL) {
        array = preOrderTraverse(tree->left, array);
32
33
      if (tree->right != NULL) {
34
       array = preOrderTraverse(tree->right, array);
35
36
37
38
39
    // O(n) time | O(n) space
    vector<int> postOrderTraverse(BST *tree, vector<int> array) {
41
      if (tree->left != NULL) {
        array = postOrderTraverse(tree->left, array);
43
      if (tree->right != NULL) {
45
        array = postOrderTraverse(tree->right, array);
46
```

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

```
1 #include <vector>
   using namespace std;
   class BST {
   public:
     int value;
     BST *left;
     BST *right;
10
     BST(int val);
12
13 vector<int> inOrderTraverse(BST *tree, vector<int> array) {
14
     // Write your code here.
     return {};
16 }
18 vector<int> preOrderTraverse(BST *tree, vector<int> array) {
19
    // Write vour code here.
20
     return {};
21 }
22
   vector<int> postOrderTraverse(BST *tree, vector<int> array) {
     // Write your code here.
24
25
     return {};
26 }
```

Custom Output Raw Output Submit Code

Run or submit code when you're ready.