AlgoExpert Quad Layout JavaScript 12px Sublime Monok

Prompt Scratchpad Our Solution(s) Video Explanation

Run Code

```
Solution 1 Solution 2 Solution 3 Solution 4
```

50

```
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 1
 2
 3
     // Average case: when the tree is balanced
     // O(n) time | O(n) space - where n is the number of nodes in the Binary Tree
 5 ▼ function allKindsOfNodeDepths(root) {
       addNodeCounts(root);
 6
       addNodeDepths(root);
 7
       return sumAllNodeDepths(root);
 9
     }
10
11 ▼ function sumAllNodeDepths(node) {
       if (node == null) return 0;
12
       return sumAllNodeDepths(node.left) + sumAllNodeDepths(node.right) + node._sumOfDepths;
13
14
     }
15
16 ▼ function addNodeDepths(node) {
       node._sumOfDepths = 0;
17
      if (node.left !== null) {
18 ▼
         addNodeDepths(node.left);
19
20
         node._sumOfDepths += node.left._sumOfDepths + node.left._numNodesInTree;
21
22 ▼ if (node.right !== null) {
         addNodeDepths(node.right);
23
24
         node._sumOfDepths += node.right._sumOfDepths + node.right._numNodesInTree;
25
26
27
28 ▼ function addNodeCounts(node) {
29
       node._numNodesInTree = 1;
30 ▼ if (node.left !== null) {
31
         addNodeCounts(node.left);
32
         node._numNodesInTree += node.left._numNodesInTree;
33
34 ▼
      if (node.right !== null) {
         addNodeCounts(node.right);
35
36
         node._numNodesInTree += node.right._numNodesInTree;
37
     }
38
39
40
     // This is the class of the input binary tree.
41 ▼ class BinaryTree {
42 ▼ constructor(value) {
43
         this.value = value;
44
         this.left = null;
         this.right = null;
45
46
47
     }
48
49
     exports.allKindsOfNodeDepths = allKindsOfNodeDepths;
```