

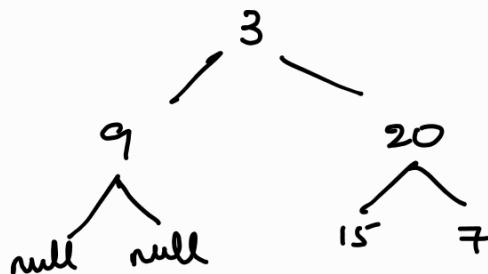
## Leetcode Problem #105 (Medium) Construct Binary Tree from PreOrder and InOrder traversal

<https://leetcode.com/problems/construct-binary-tree-from-preorder-and-inorder-traversal/>

PRE - ORDER : { 3, 9, 20, 15, 7 }

IN - ORDER : { 9, 3, 15, 20, 7 } .

OUTPUT : { 3, 9, 20, NULL, NULL, 15, 7 } .



pre-order, in-order, post-order .



R — root

LST — Left Sub Tree

RST — Right Sub Tree .

APPROACH :-

- ① Find root from pre-order which is first element, mark the index as prestart.
- ② Locate same root in in-order, mark the index as inRoot
- ③ Elements to left of inRoot form LST
- Elements to right of inRoot form RST

PRE

③ 9 20 15 7

preStart

IN

9 3 15 20 7

inRoot

LST

RST

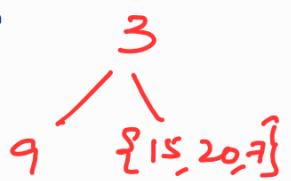
④ Locate  $LST = \{9\}$  &  $RST = \{15, 20, 7\}$  in pre-order

PRE

3 9 20 15 7  
LST RST

IN

9 3 15 20 7  
LST RST



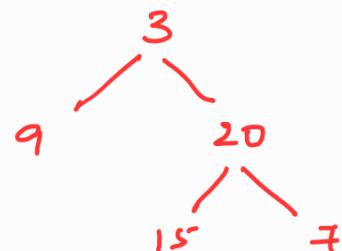
⑤ Repeat step ① to ④ for Left SubTree & Right SubTree individually

PRE

3 9 20 15 7  
root

IN

9 3 15 20 7  
LST root RST



ALGORITHM :-

preStart  $\rightarrow$  index of root in preOrder. (0)

inStart  $\rightarrow$  start index of tree in inOrder (0)

inEnd  $\rightarrow$  end index of tree in inOrder (4)

constructTree (preStart, inStart, inEnd, preOrder[],  
inOrder[]) {

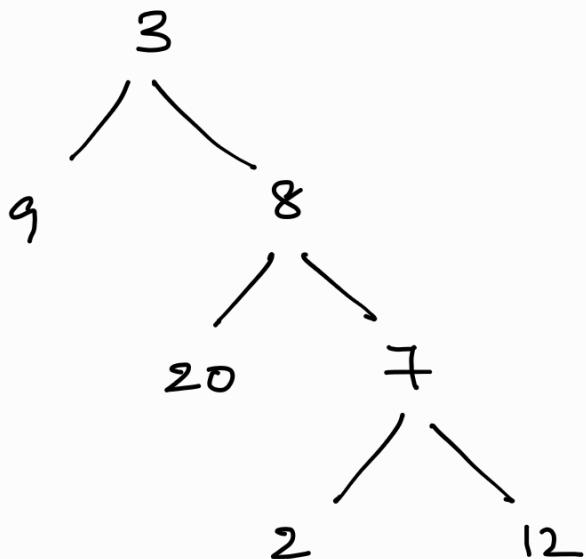
- D) find root from preOrder  $\Rightarrow$   $root = preOrder[preStart]$
- E) find index of root in inOrder  $\Rightarrow$   
 $inRoot = inMap.get(root.val)$

③ form left subtree & return root.

⇒ constructTree (preStart+1, inStart, inRoot-1, preOrder[], inOrder[])

④ form rightSubTree & return root.

⇒ constructTree (preStart + inRoot - inStart + 1, inRoot + 1, inEnd, preOrder[], inOrder[])



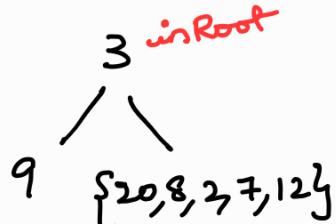
PREDRDER: 3, 9, 8, 20, 7, 2, 12

INORDER: 9, 3, 20, 8, 2, 7, 12.

↑

① *prestart*  
3, 9, 8, 20, 7, 2, 12.

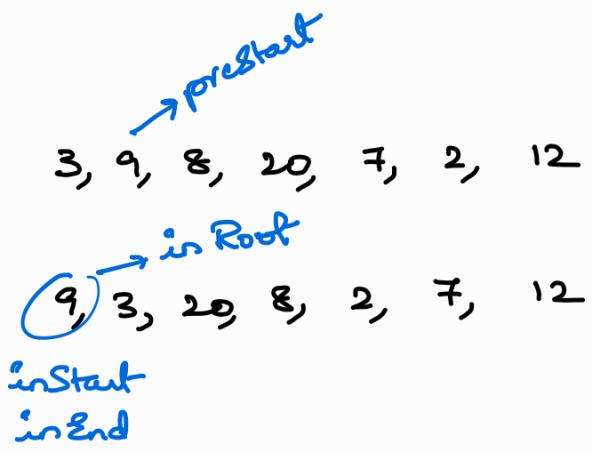
② *inStart* 9, 3, 20, 8, 2, 7, 12. *inEnd*.



(prestart, inStart, inEnd).

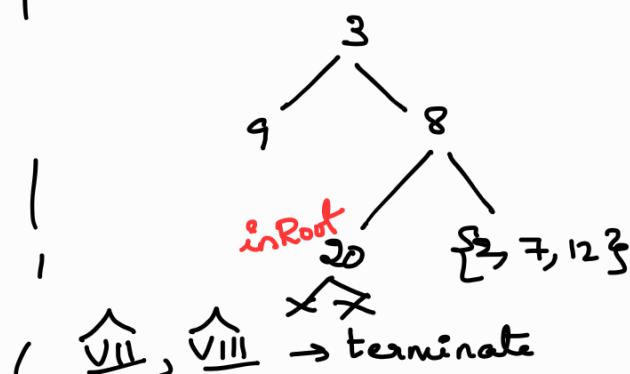
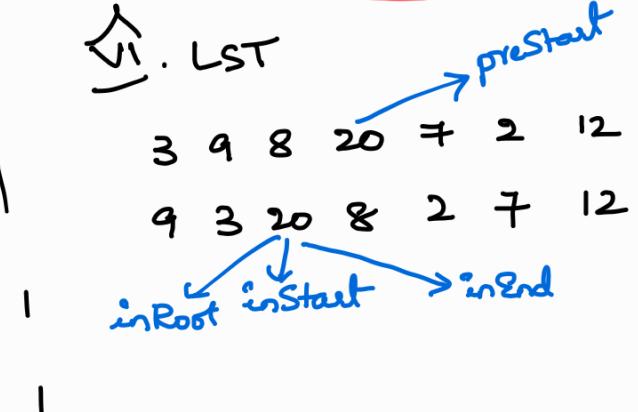
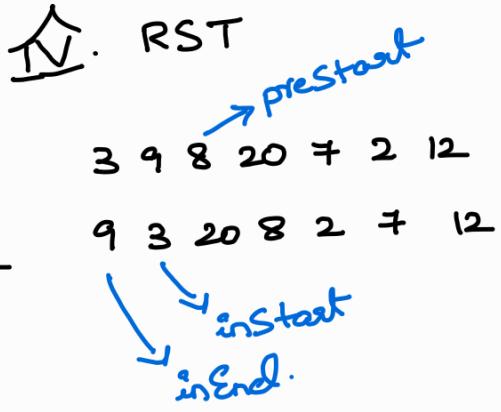
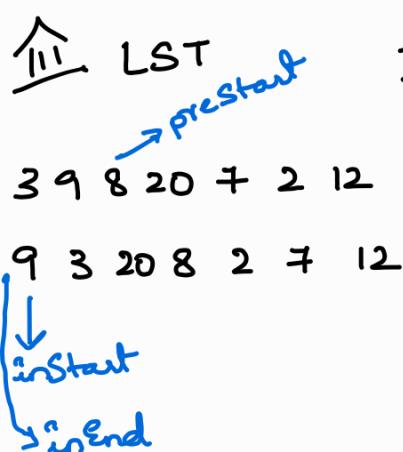
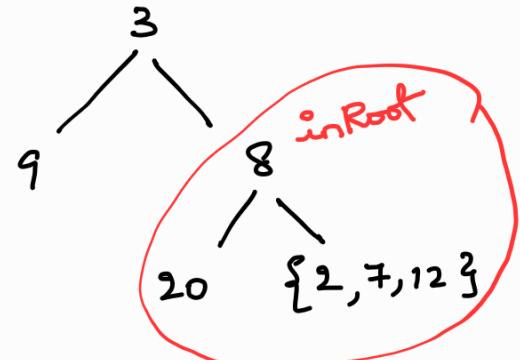
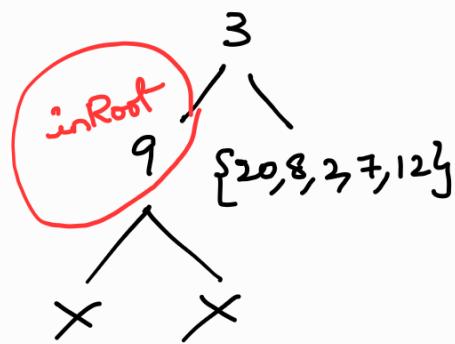
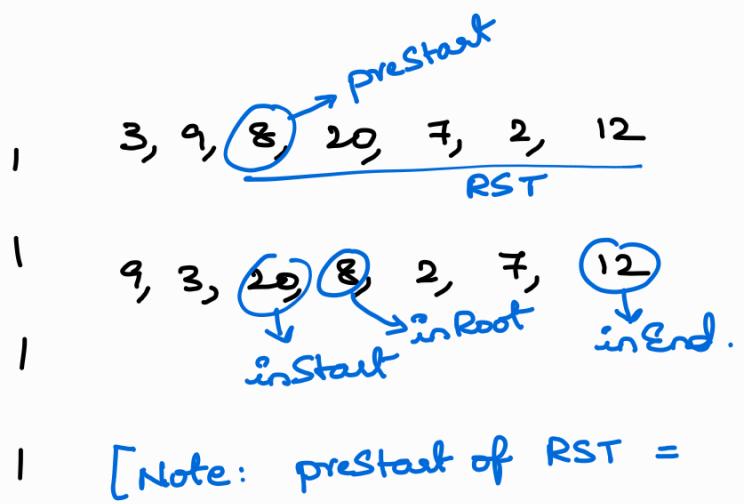
# II. LST

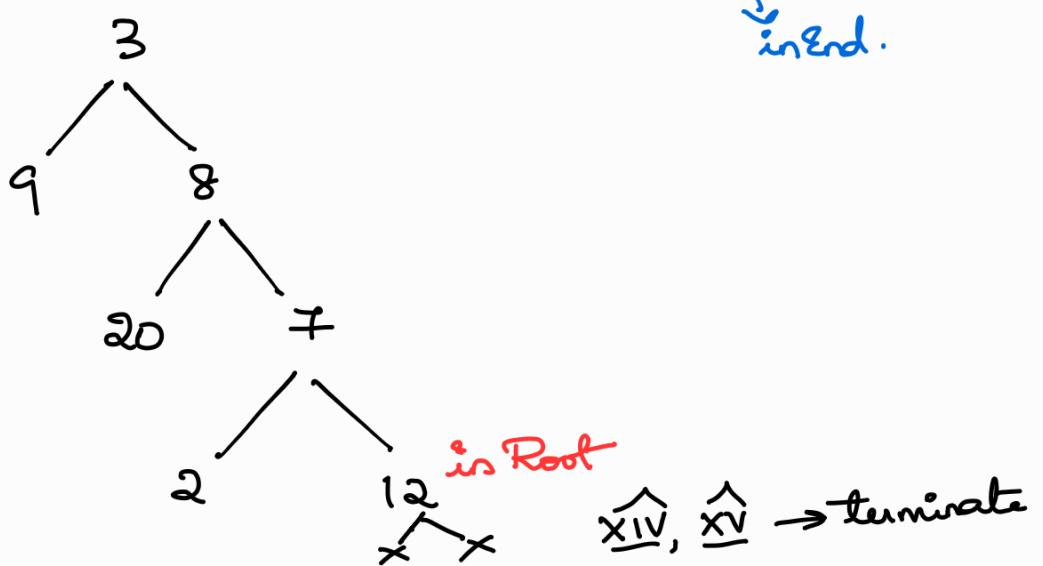
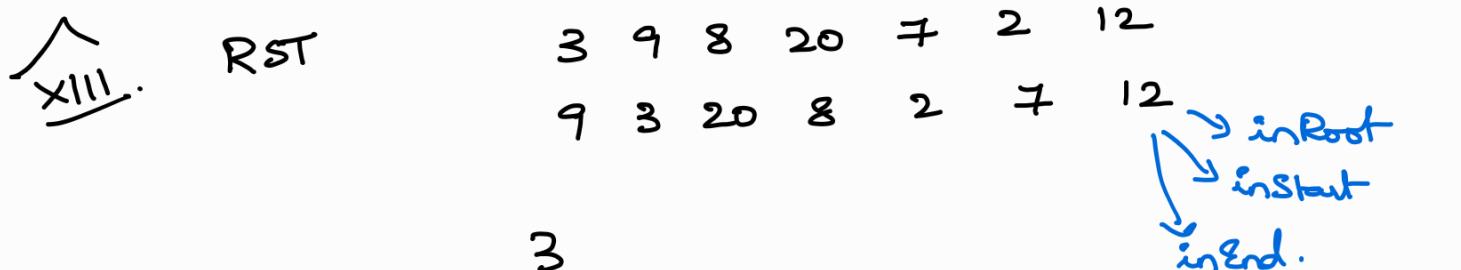
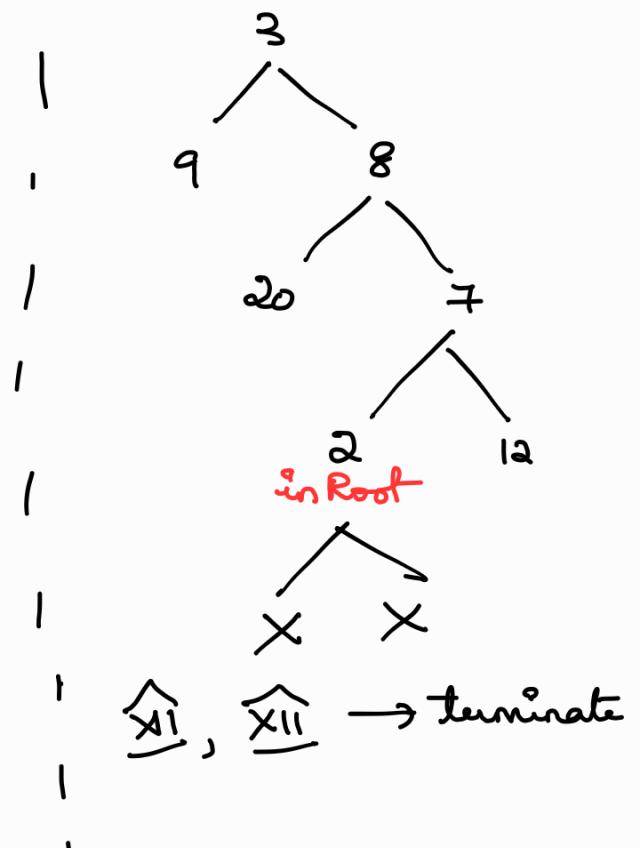
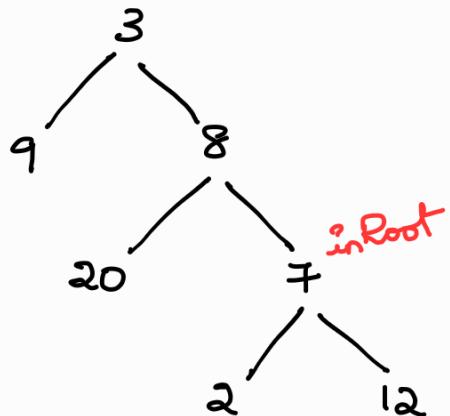
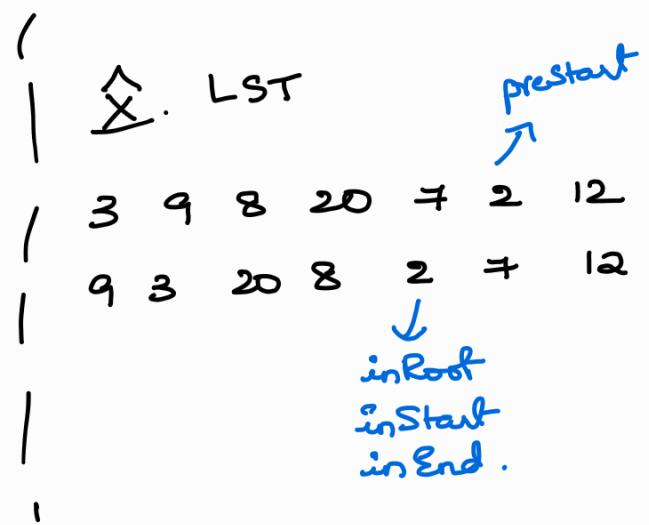
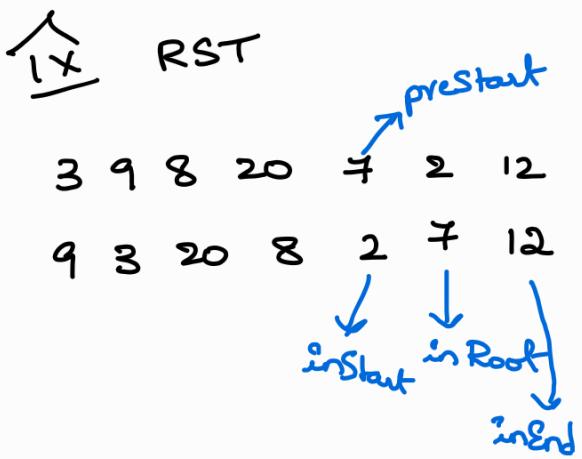
(preStart + 1, inStart, inRoot - 1)



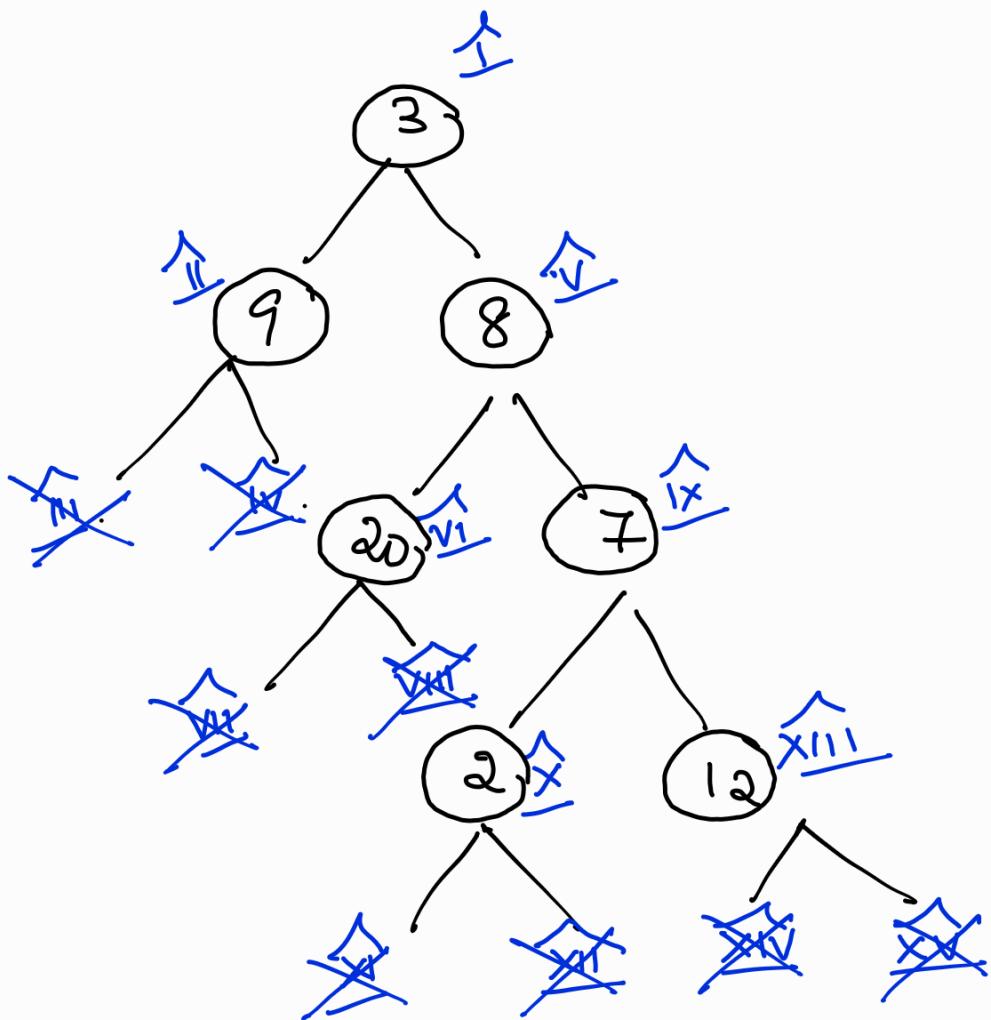
# II. RST

(preStart + inRoot - inStart + 1,  
inRoot + 1, inEnd)





You can view the above steps in a diagram below:



For example, at process  $\uparrow\downarrow$ , we compute new  
(prestart, inStart, inEnd) values based on values of  
process  $\uparrow$ .

at process  $\uparrow\downarrow$ ,    prestart = 3  
                      inRoot = 3  
                      inStart = 2  
                      inEnd = 6

at process  $\frac{V}{I}$ ,  $\text{preStart} = 4$  ( $\text{preStart} + 1$ )  
 $\text{inRoot} = 2$   
 $\text{inStart} = 2$  ( $\text{inStart}$ )  
 $\text{inEnd} = 2$  ( $\text{inRoot} - 1$ ).

## CODE :-

```

public TreeNode buildTree(int[] preorder, int[] inorder) {
    HashMap<Integer, Integer> inMap = new HashMap<>();
    for (int i = 0; i < inorder.length; i++)
        inMap.put(inorder[i], i);
    return constructTree(0, 0, preorder.length-1, preorder, inorder, inMap);
}

public TreeNode constructTree(int preStart, int inStart, int inEnd, int[] preorder,
    int[] inorder, HashMap<Integer, Integer> inMap) {
    if (preStart > preorder.length - 1 || inStart > inEnd)
        return null;
    TreeNode root = new TreeNode(preorder[preStart]);
    int inRoot = inMap.get(root.val);
    root.left = constructTree(preStart + 1, inStart, inRoot - 1, preorder, inorder,
        inMap);
    root.right = constructTree(preStart + inRoot - inStart + 1, inRoot + 1, inEnd,
        preorder, inorder, inMap);
    return root;
}

```

Dry Run:

preorder = [3,9,20,15,7], inorder = [9,3,15,20,7]

In below diagram, each node is represented as: **element** [preStart, inStart, inEnd]

