653. Two Sum IV - Input is a BST <easy>

/\*\*

\* Definition for a binary tree node.

\* struct TreeNode {

\* int val;

\* TreeNode \*left;

\* TreeNode \*right;

\* TreeNode() : val(0), left(nullptr), right(nullptr) {}

\* TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}

\* TreeNode(int x, TreeNode \*left, TreeNode \*right) : val(x), left(left), right(right) {}

\* };

\*/

bool findTarget(TreeNode\* root, int k) {

vector<int> nums;

inorder(root,nums);

int i=0;

int j = nums.size()-1;

while(i < j)

{

if(nums[i]+nums[j] == k)

return true;

else if(nums[i]+nums[j] < k)

i++;

else

j--;

}

return false;

}

/\* sorted from BST \*/

void inorder(TreeNode\* root,vector<int>& nums)

{

if(!root)

return;

inorder(root->left,nums);

nums.push\_back(root->val);

inorder(root->right,nums);

}