Input:

top Ancestor = node A

descendant One = node E

descendant Two = node I



Three inputs, all of which are instances of an Ancestral Tree class that have an ancestor property pointing to their youngest ancestor

<u>Output</u>: Node B

Youngest common ancestor to the the two descendants <u>Note</u>: A descendant is considered its own ancestor. e.g.:

A The youngest common an easter to nodes A and B is node A B

- 1) Get the depths of each descendant relative to the ancestor
- 2) Bring the deeper descendant to the same level as the higher descendant
- 3) Just be they're at the same level, doesn't mean they share the same ancestor so iterate up until they have the same ancestor and the return the ancestor

Time: O(d) (where d is the depth of the degrest node) as we'll have to traverse the graph of times at morst

Space; (X1) since we will recorse up iteratively making all other aptions constant time.