

Find the Least Common Ancestor of two nodes in a given BST

```
#include <stdio.h>
#include <stdlib.h>

struct node
{
    int data;
    struct node *left;
    struct node *right;
};

struct node *newNode(int data)
{
    struct node *temp = (struct node *)malloc(sizeof(struct node));
    temp->data = data;
    temp->left = temp->right = NULL;
    return temp;
}

struct node *RecursiveLCA(struct node *root, int p, int q)
{
    if(!root) return NULL;
    if(root->data > p && root->data > q)
        return RecursiveLCA(root->left, p, q);
    if(root->data < p && root->data < q)
        return RecursiveLCA(root->right, p, q);
    return root;
}

/* Iterative solution to find least common ancestor of given two nodes */
struct node *IterativeLCA(struct node *root, int p, int q)
{
    while(root)
    {
        if(root->data > p && root->data > q)
            root = root->left;
        else if (root->data < p && root->data < q)
            root = root->right;
        else break;
    }
    return root;
}

int main()
{
    struct node *root, *lca;
    root = newNode(25);
    root->left = newNode(10);
```

```
    root->right = newNode(30);
    root->left->left = newNode(5);
    root->left->right = newNode(15);
    root->left->right->left = newNode(12);
    lca = RecursiveLCA(root, 5, 12);
    printf("%d\n", lca ? lca->data: -1); // Time is O(h) & space is O(logn)
    lca = IterativeLCA(root, 5, 12);
    printf("%d\n", lca ? lca->data: -1); // Time is O(h) & space is O(1)
    return 0;
}
```

Recursion:

Time complexity: $O(\log n)$

Space Complexity: $O(\log n)$

Iteration:

Time complexity: $O(\log n)$

Space Complexity: $O(1)$