285. Inorder Successor in BST

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Given a binary search tree and a node in it, find the in-order successor of that node in the BST.

Note: If the given node has no in-order successor in the tree, return `null`.

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Notes

C++

```
/**
 * Definition for a binary tree node.
 * struct TreeNode {
 *     int val;
 *     TreeNode *left;
 *     TreeNode *right;
 *     TreeNode(int x) : val(x), left(NULL), right(NULL) {}
 * };
 */

 //works only for BST
class Solution {
public:
    TreeNode* inorderSuccessor(TreeNode* root, TreeNode* p) {
        if(p==NULL) return NULL;
        if(p->right!=NULL) {
            TreeNode* tmp = p->right;
            while(tmp->left!=NULL) tmp=tmp->left;
            return tmp;
        }
        TreeNode* next=NULL;
        while(root!=NULL){
            if(root->val <= p->val){
                root = root->right;
            }
            else {
                next = root;
                root = root->left;
            }

        }
        return next;
    }

};
```

Shortcut: Command + enter

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