Complete these 4 function for a BT

Solution

```
public static int size(Node node) {
  // write your code here
}

public static int sum(Node node) {
  // write your code here
}

public static int max(Node node) {
  // write your code here
}

public static int height(Node node) {
  // write your code here
}
```

```
public static int size(Node node) {
  if(node==null) return 0;
  int l_size=size(node.left);
  int r_size=size(node.right);

  return l_size+r_size+1;
}
```

```
public static int max(Node node) {
  // write your code here
  if(node==null) return 0;
  int l_mx=max(node.left);
  int r_mx=max(node.right);
  int lrmax=Math.max(l_mx,r_mx);
  return Math.max(lrmax,node.data);
}
```

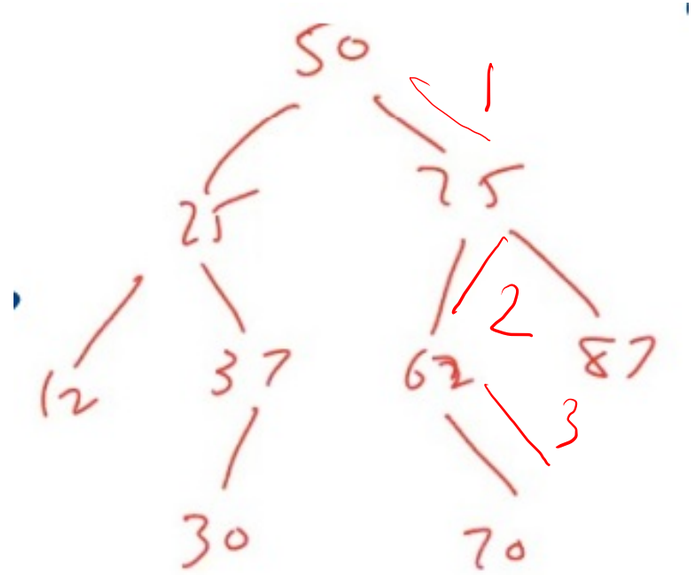
```
public static int sum(Node node) {
  // write your code here
  if(node==null) return 0;
  int l_sum=sum(node.left);
  int r_sum=sum(node.right);

  return l_sum+r_sum+node.data;

}
```

```
public static int height(Node node) {
  // write your code here
  if(node==null) return -1;
  int l_ht=height(node.left);
  int r_ht=height(node.right);

  return Math.max(l_ht,r_ht)+1;

}
```

Height mai BC -1 isliye liya kyoki Edges ke hisab se height thi for height

See On next page

```
19
50 25 12 n n 37 30 n n n 75 62 n 70 n n 87 n n
```



height according to Q is 3
so Edges ki height
ki hai

if you put if(node==null) return 0; it returns height as 4

So height agr Edges ke hisab se chaie toh BC mai return -1; if nodes ke hisab se chaie return 0;

```
// one line code.
// return (node == null ? 0 : size(node.left) + size(node.right) + 1);
```

In tree we can have

such one line code of these basic functions

for sum we can write

return (node == null) ? 0 : sum(node.left) + sum(node.right)
+ node.data;

Similarly for height

return (node == null) ? -1 : height(node.left) + height(node.
right) + 1;

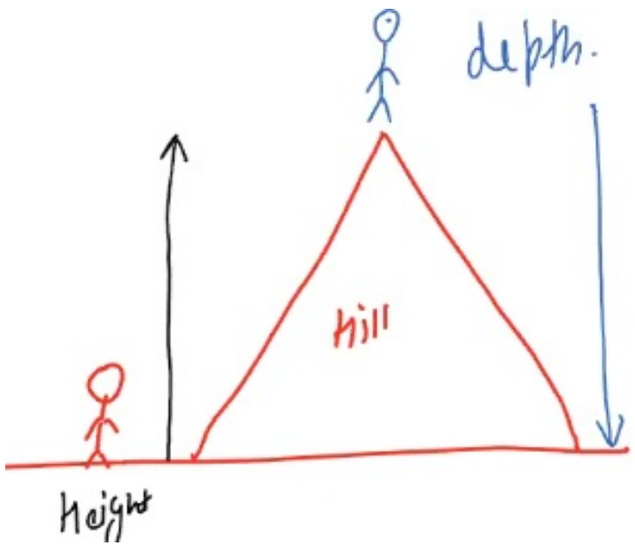
Dont try to write in one line for all of the code of
Binary Tree

Our Max fn BC was wrong as if we have all negative values then it is going to return 0; So our BC must be if(node == null) return Integer.MIN_VALUE;

```java
public static int max(Node node) {
    // write your code here
    if(node==null) return Integer.MIN_VALUE;
    int l_mx=max(node.left);
    int r_mx=max(node.right);
    int lrmax=Math.max(l_mx,r_mx);
    return Math.max(lrmax,node.data);
}
```

→ This is correct code

Height vs Depth



Person from below says its height
Person from above the hill says its depth.

$|height| = |depth|$

So height & depth are one & same thing

Height is from deepest leaf to root in BT

Depth is from root to deepest leaf of BT

$height|_{node} = height|_{Edge} + 1$ ⟶ Point to Remember **

height By default Edge ke hisab se nikalte hai.

```
if(root==null)
    height/Edge = ?
```

we know if (root==null) height/node = 0;

Also we know h/node = h/Edge + 1;

0

0 = h/Edge + 1;

h/Edge = -1 → Ye batata hai Edge wale BC aaya