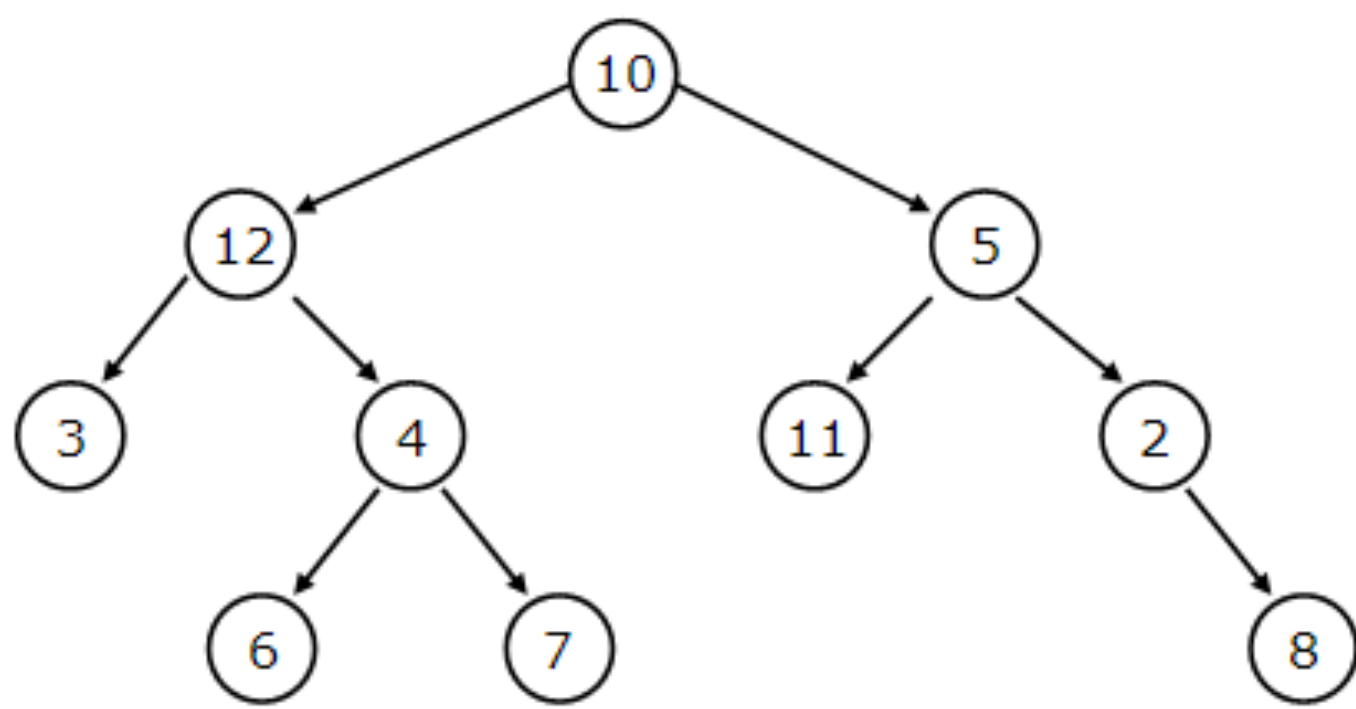
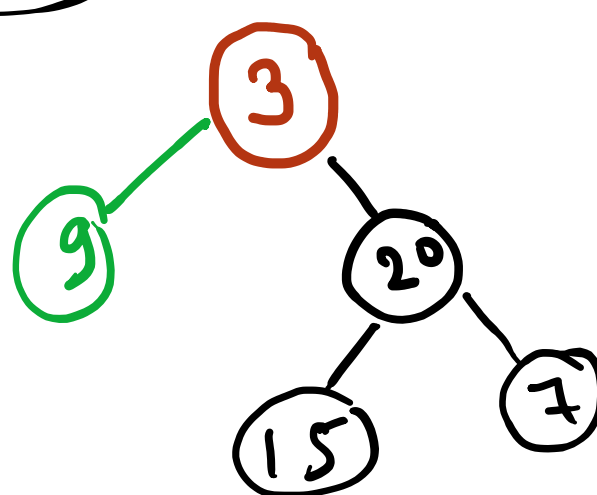


preorder = [3, 9, 20, 15, 7], inorder = [9, 3, 15, 20, 7]

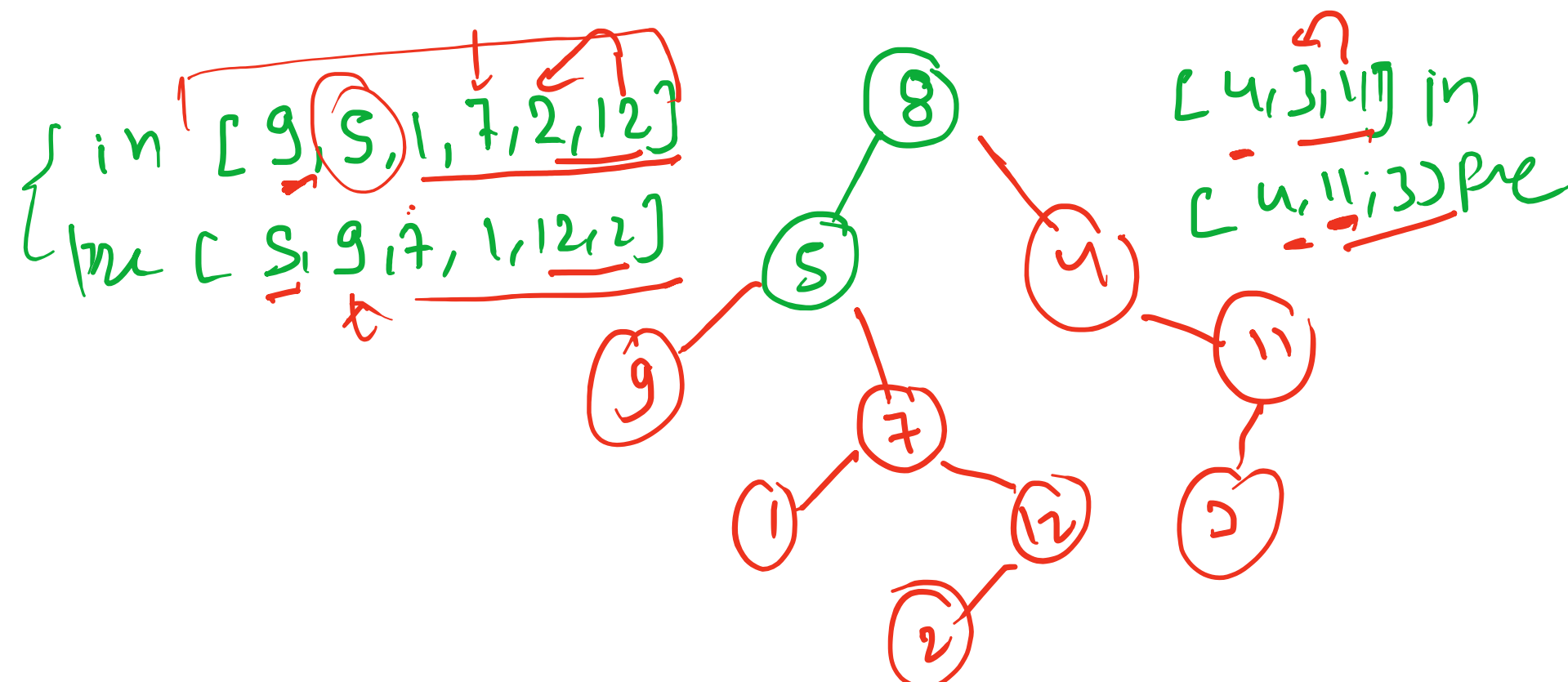
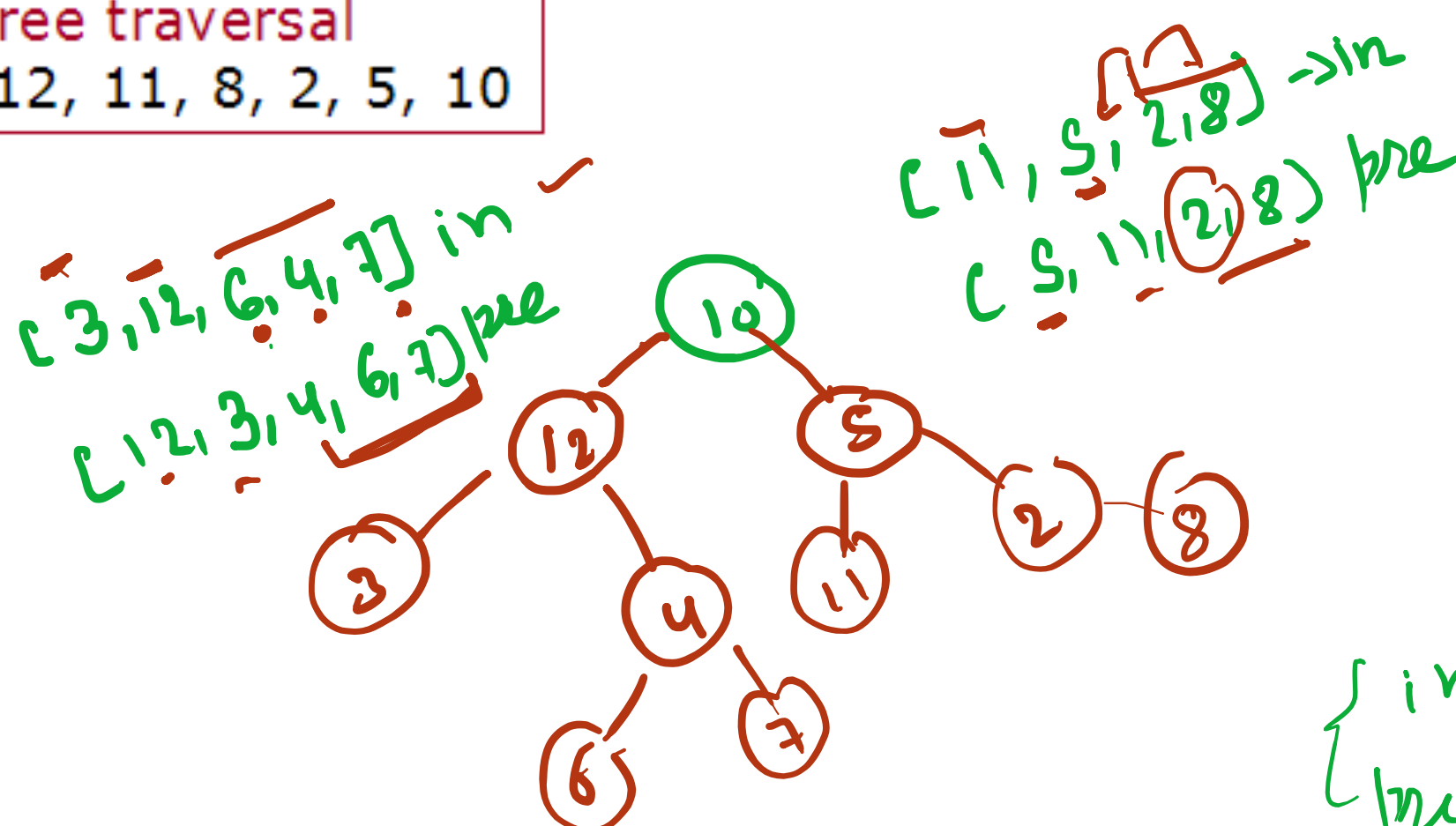
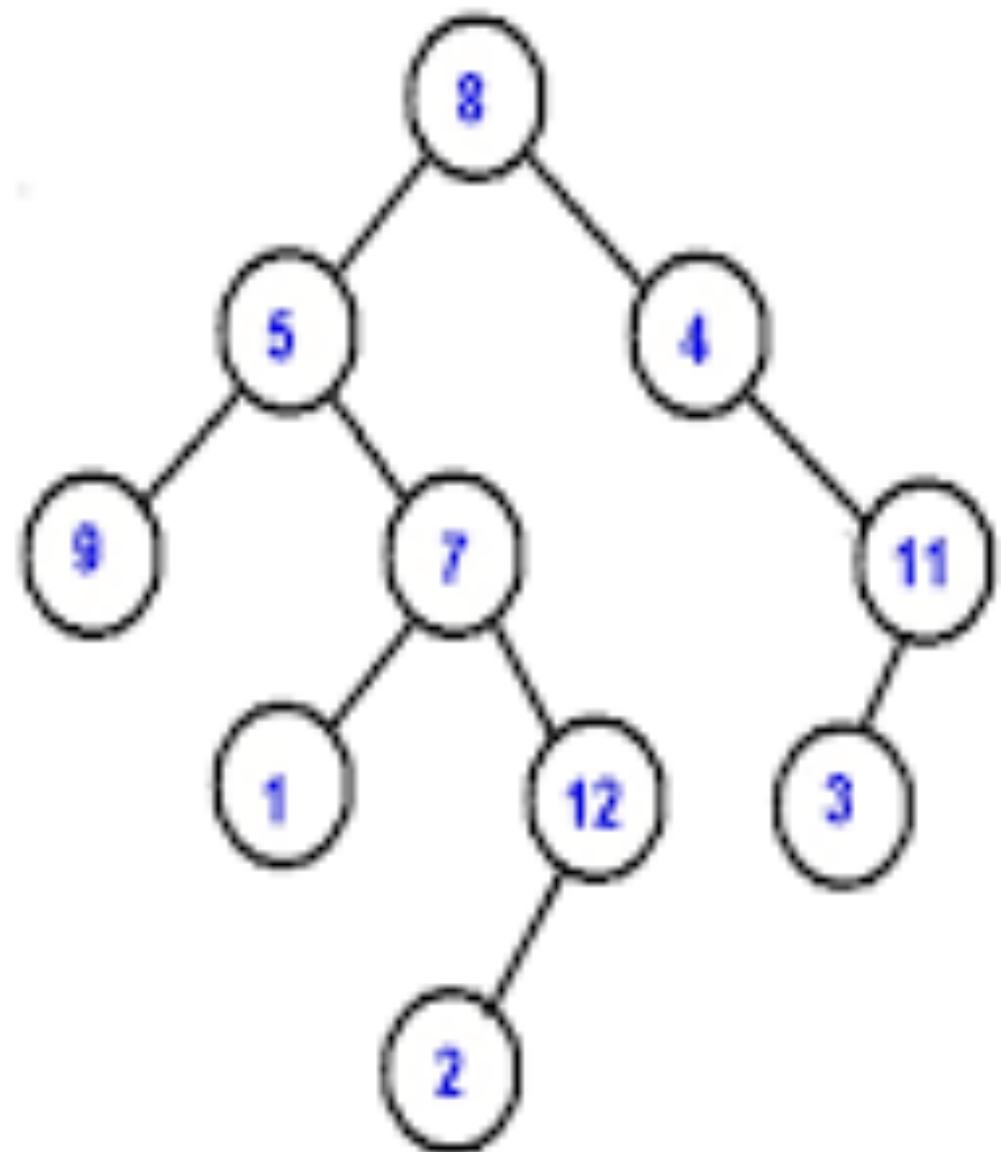
Pre-order Root Left Right
In-order Left Root Right



Levelorder tree traversal
10, 12, 5, 3, 4, 11, 2, 6, 7, 8
Inorder tree traversal
3, 12, 6, 4, 7, 10, 11, 5, 2, 8
Preorder tree traversal
10, 12, 3, 4, 6, 7, 5, 11, 2, 8
Postorder tree traversal
3, 6, 7, 4, 12, 11, 8, 2, 5, 10

Root Left Right pre
Left Root Right in

PreOrder - 8, 5, 9, 7, 1, 12, 2, 4, 11, 3
InOrder - 9, 5, 1, 7, 2, 12, 8, 4, 3, 11
PostOrder - 9, 1, 2, 12, 7, 5, 3, 11, 4, 8
LevelOrder - 8, 5, 4, 9, 7, 11, 1, 12, 3, 2



```
public TreeNode build(int[] pre, int[] in, int ilo, int ihi, int plo, int phi) {  
    }  
}
```

si = 12
ei = 10
ei - si + 1 = 3
ei - si = 7
ei - si + 1 = 6

Inorder tree traversal
3, 12, 6, 4, 7, 10, 11, 5, 2, 8
Preorder tree traversal
10, 12, 3, 4, 6, 7, 5, 11, 2, 8

main static
static()

class -> object
this keyword

Static -> block
Static vs non static

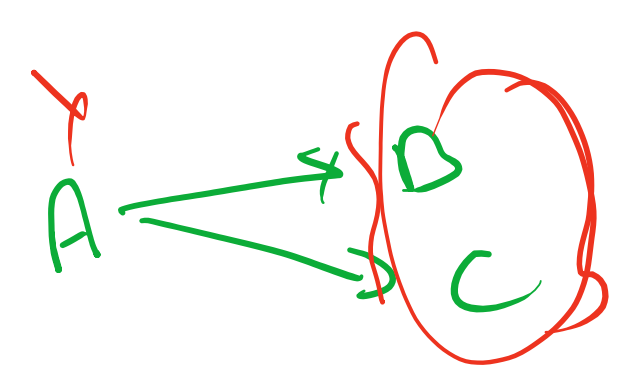
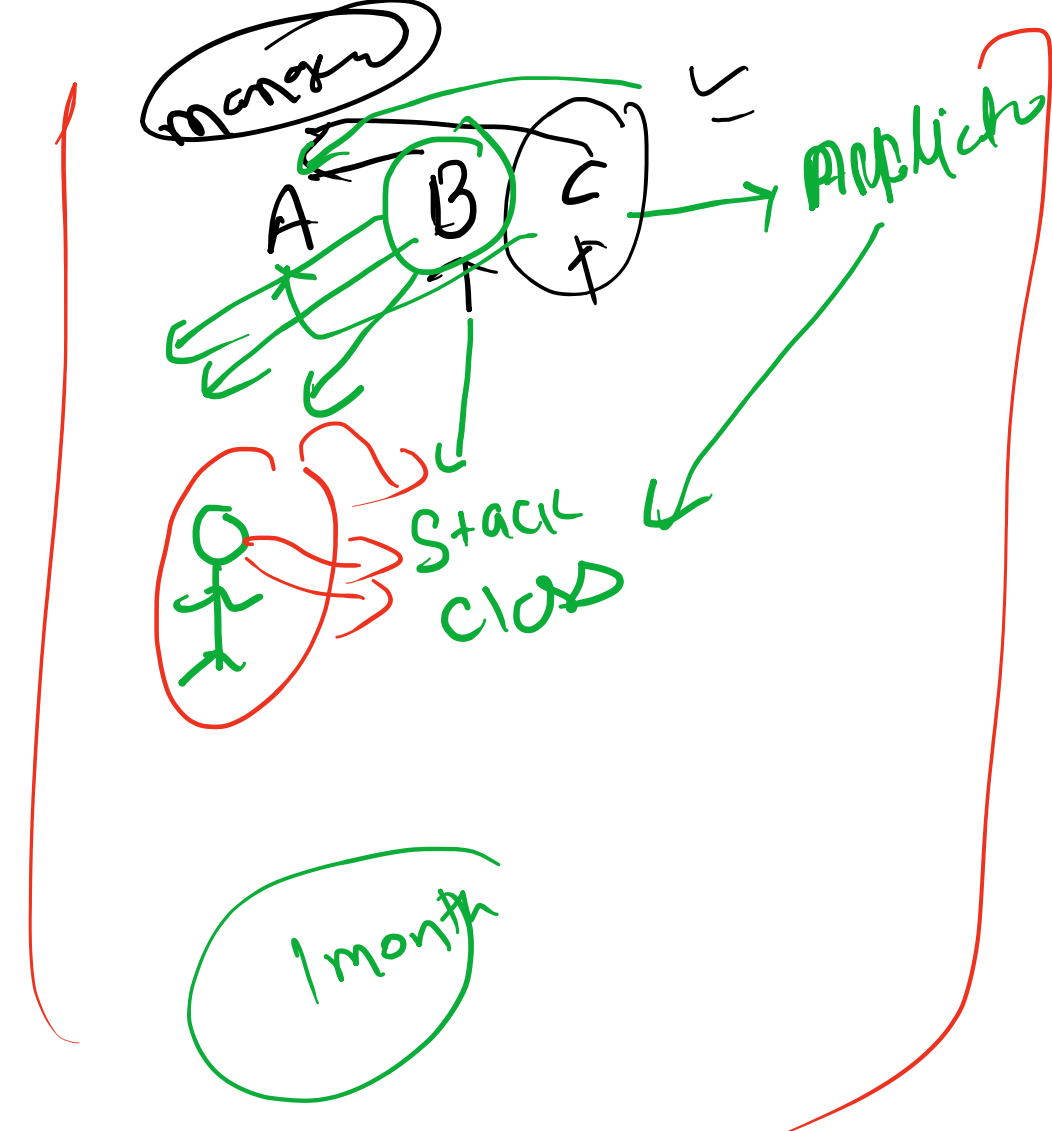
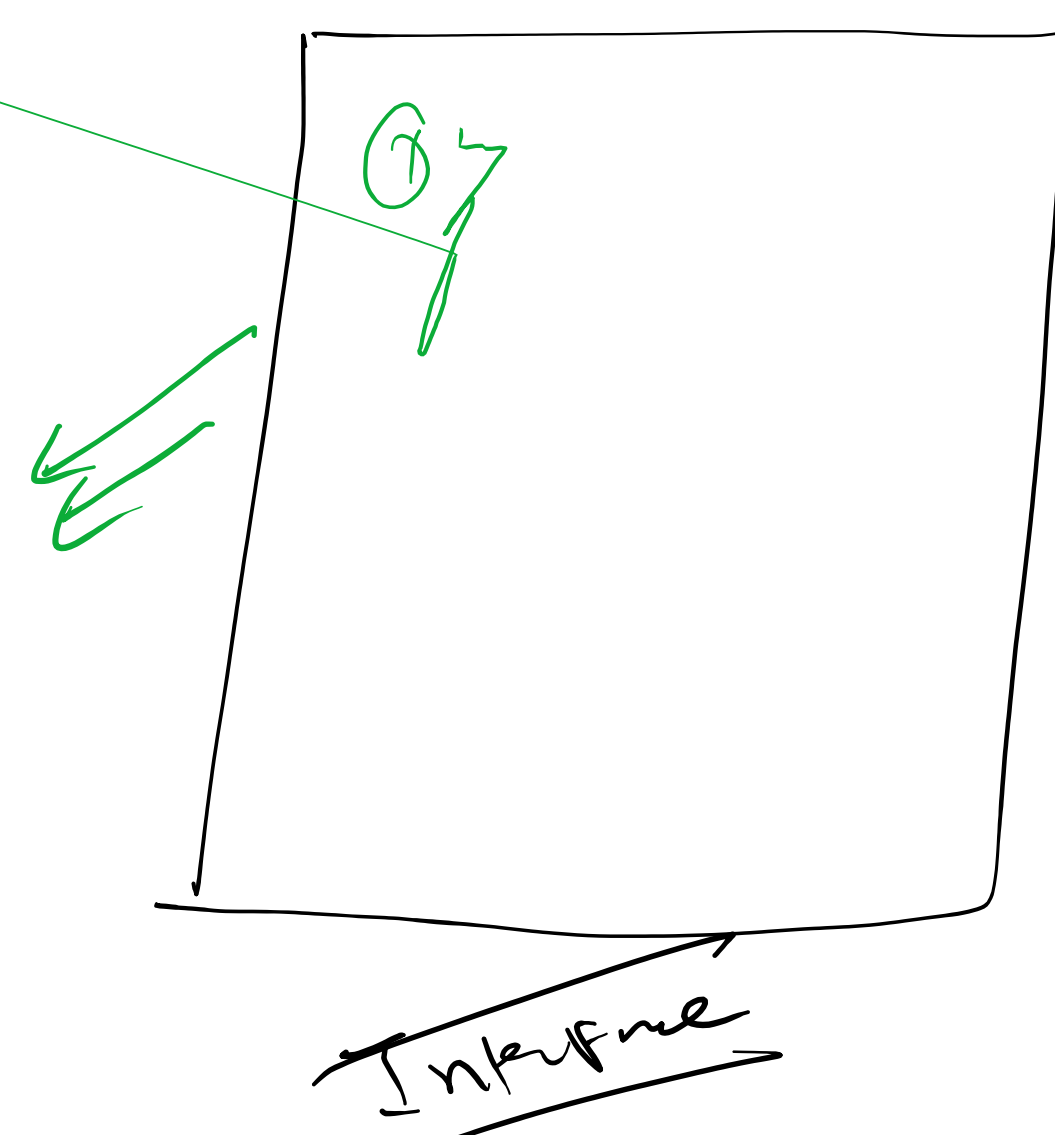
Extends -> Extends

class A extends B

Static constructor
this
this
this

main
run

Void main is
Abstract
Public void main()



new A()
obj. func()