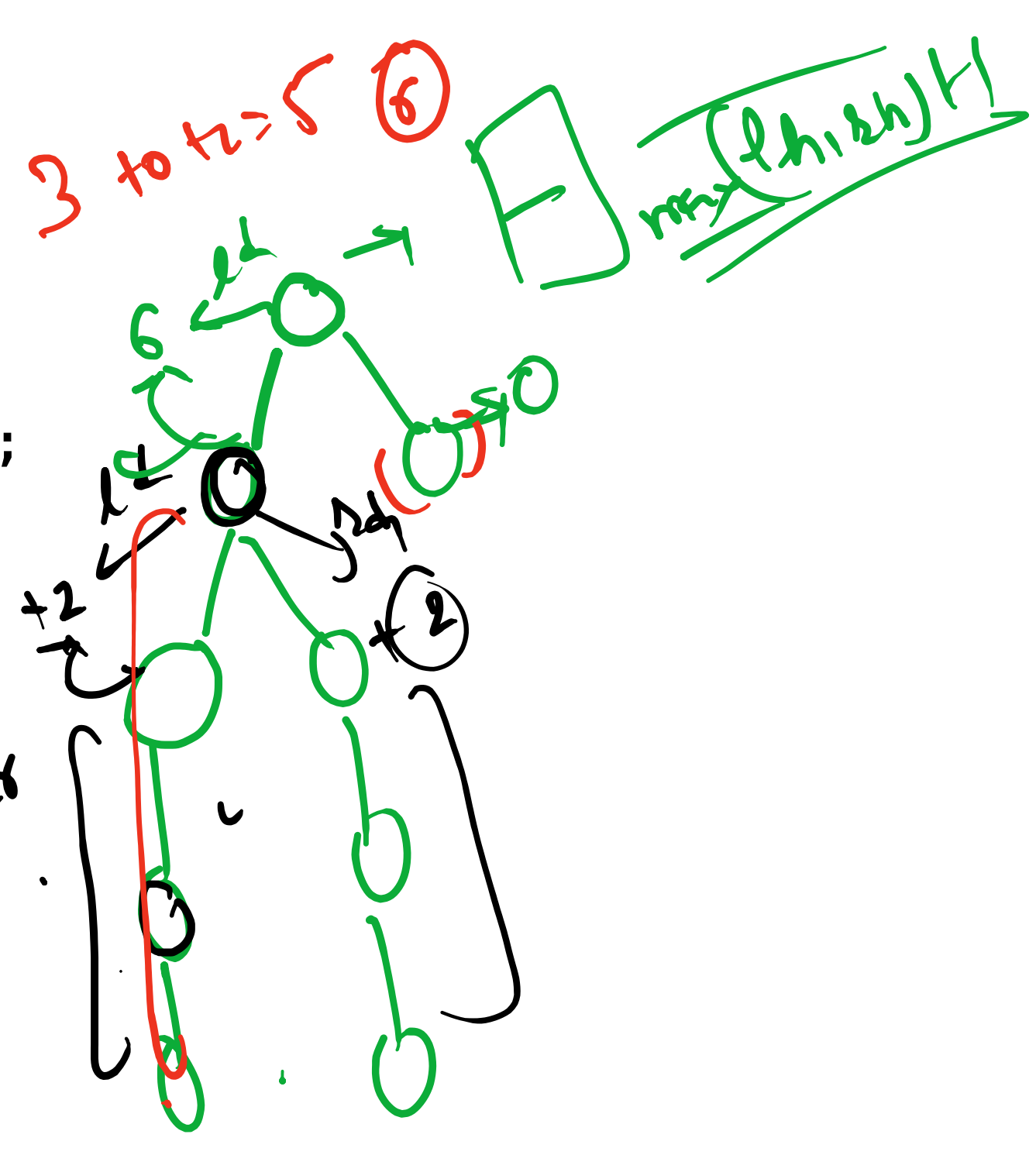


$1 - 1 + 2 = 2$

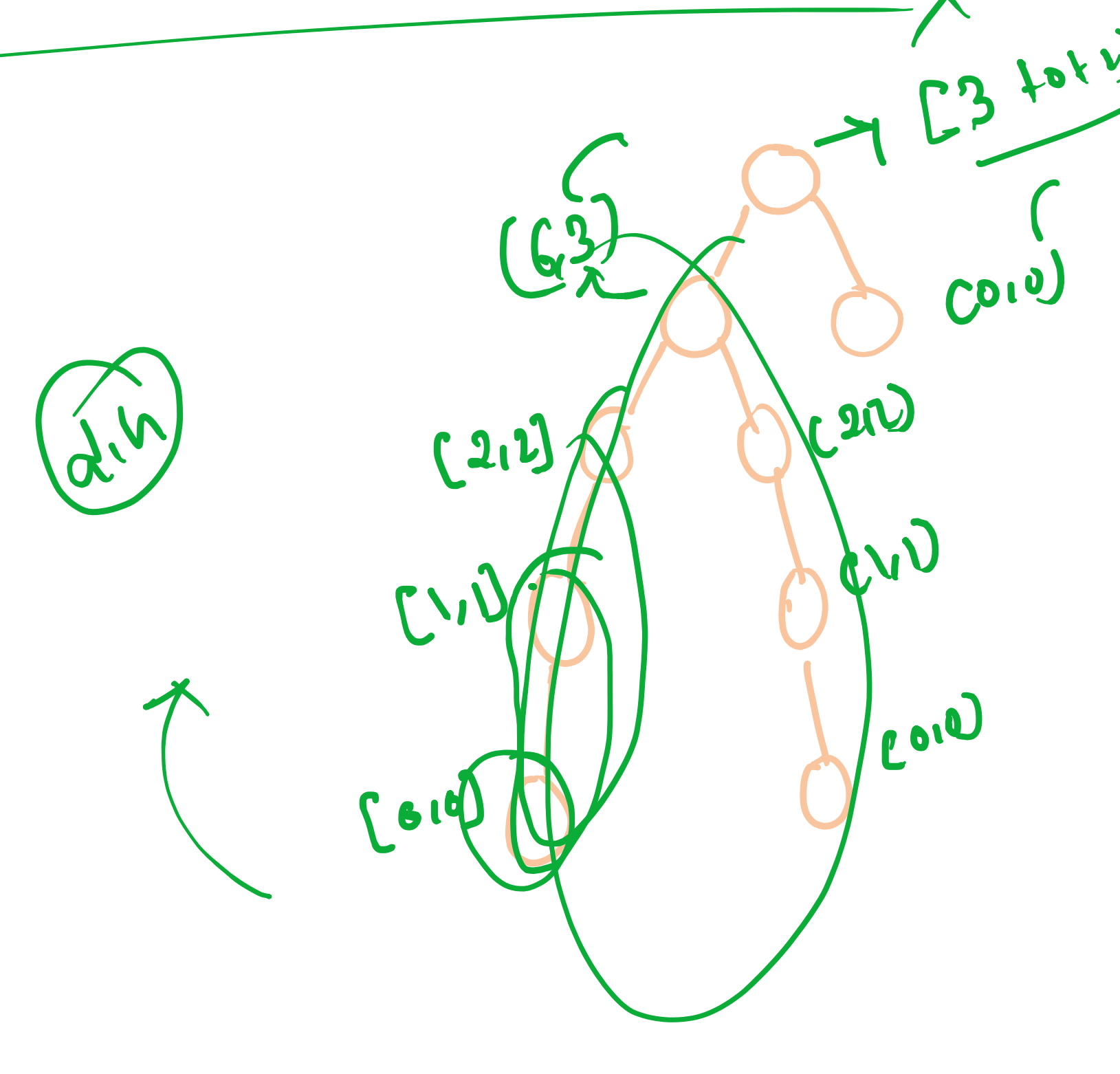
```
public int diameterOfBinaryTree(TreeNode root) {  
    if (root == null) {  
        return 0;  
    }  
    int ld = diameterOfBinaryTree(root.left);  
    int rd = diameterOfBinaryTree(root.right);  
    int sd = ht(root.left) + ht(root.right) + 2;  
    return Math.max(sd, Math.max(ld, rd));  
}  
  
public int ht(TreeNode root) { // Tree ka Height  
    if (root == null) {  
        return -1;  
    }  
    int lh = ht(root.left);  
    int rh = ht(root.right);  
    return Math.max(lh, rh) + 1;  
}
```



$T(n) = T(n_l) + T(n_r) + T(n_l) + T(n_r) + 1$

$T(n) = 4T(n/2) + 1$   
 $4T(n/2) = 4T(n/4) + 1$   
 $16T(n/4) = 4T(n/8) + 1$

$T(n/2) = 1$

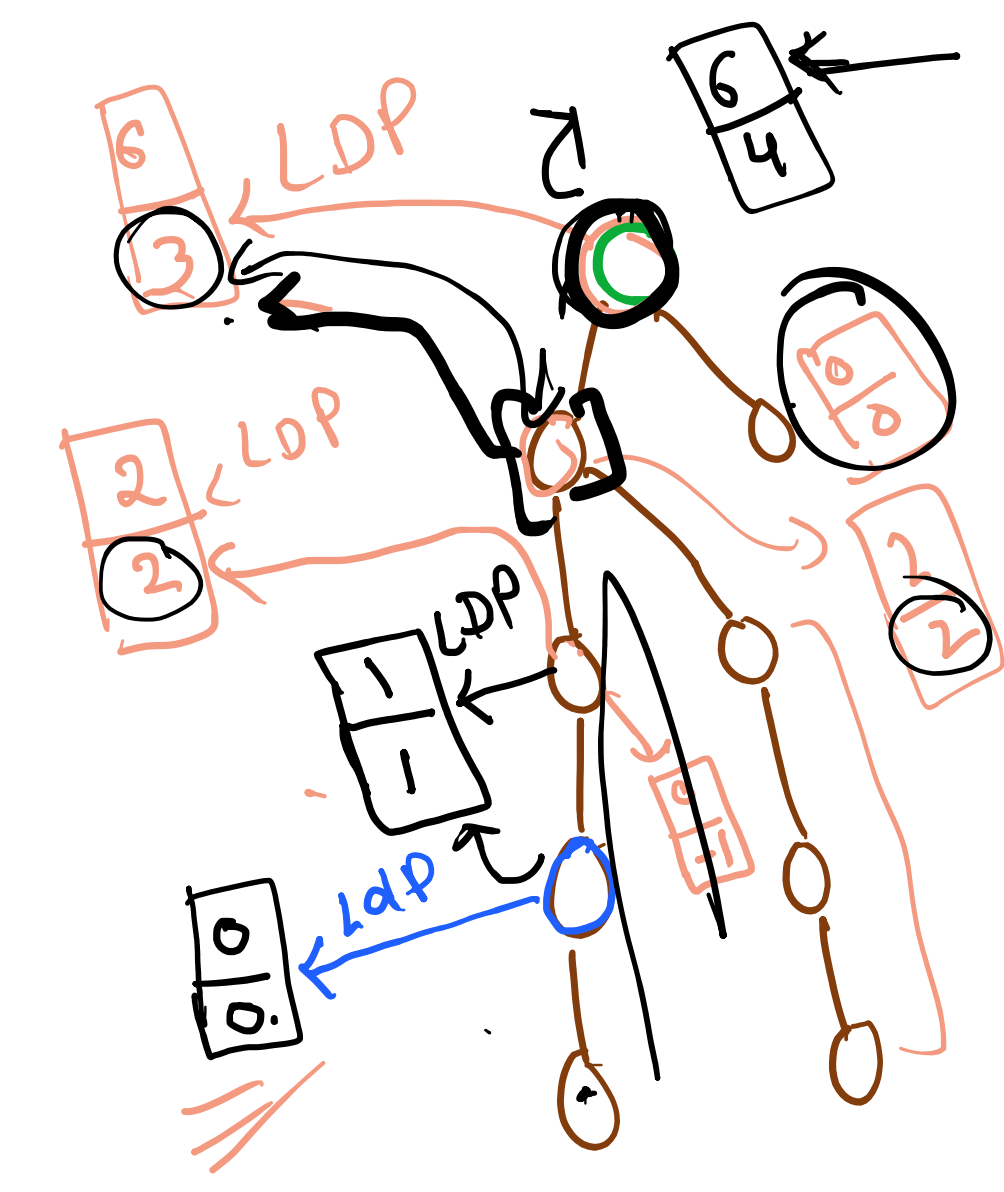


Student s = new Student();  
new (s) ->

Pair

Class DiaPair {  
 int d = 0;  
 int h = -1;  
}

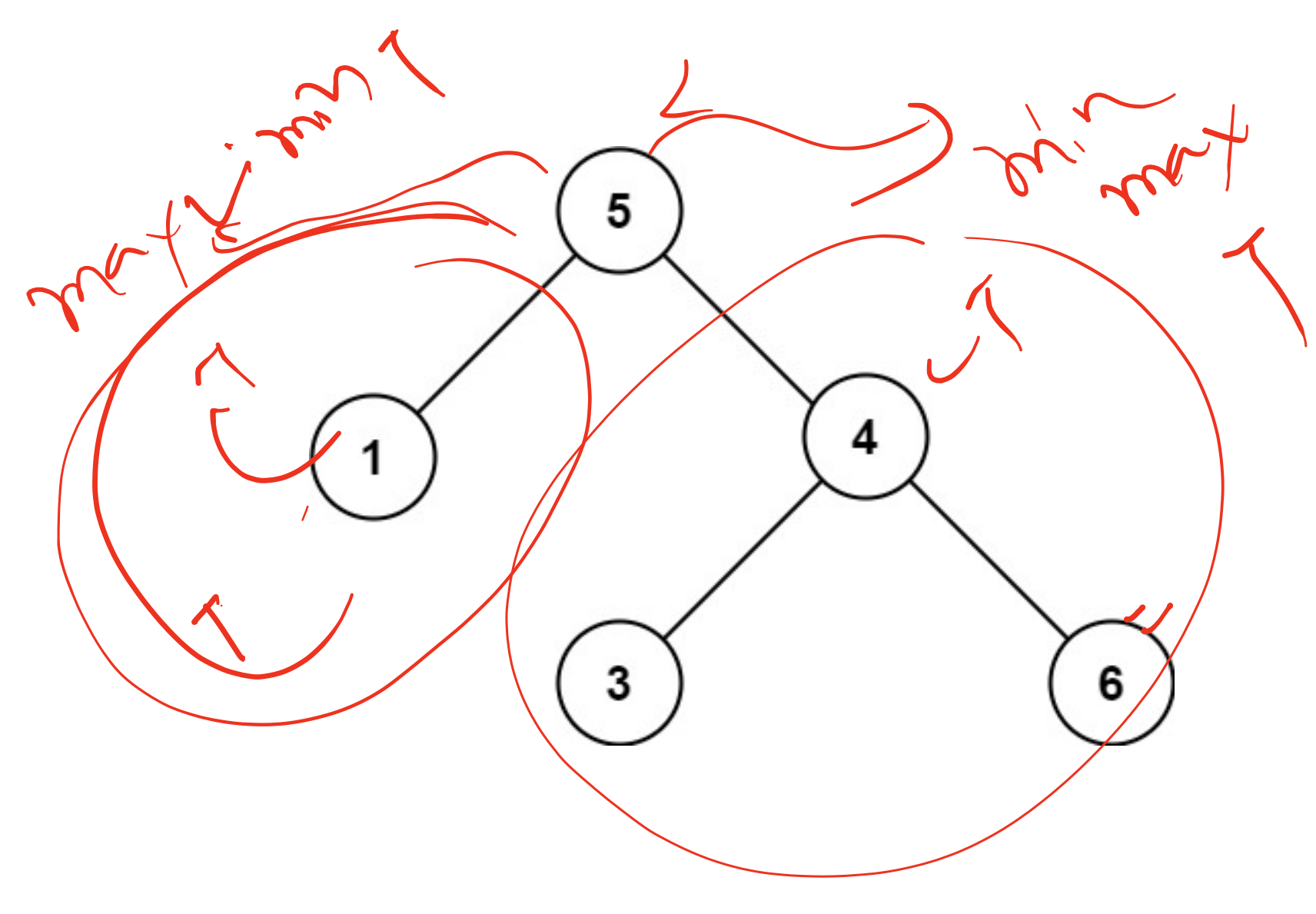
```
public DiaPair diameter(TreeNode root) {  
    if (root == null) {  
        return new DiaPair();  
    }  
    DiaPair ldp = diameter(root.left); // ld, h  
    DiaPair rdp = diameter(root.right); // rd, h  
    DiaPair sdp = new DiaPair();  
    sdp.h = Math.max(ldp.h, rdp.h) + 1;  
    int sd = ldp.h + rdp.h + 2;  
    sdp.d = Math.max(sd, Math.max(ldp.d, rdp.d));  
    return sdp;  
}  
  
class DiaPair {  
    int d = 0;  
    int h = -1;  
}
```



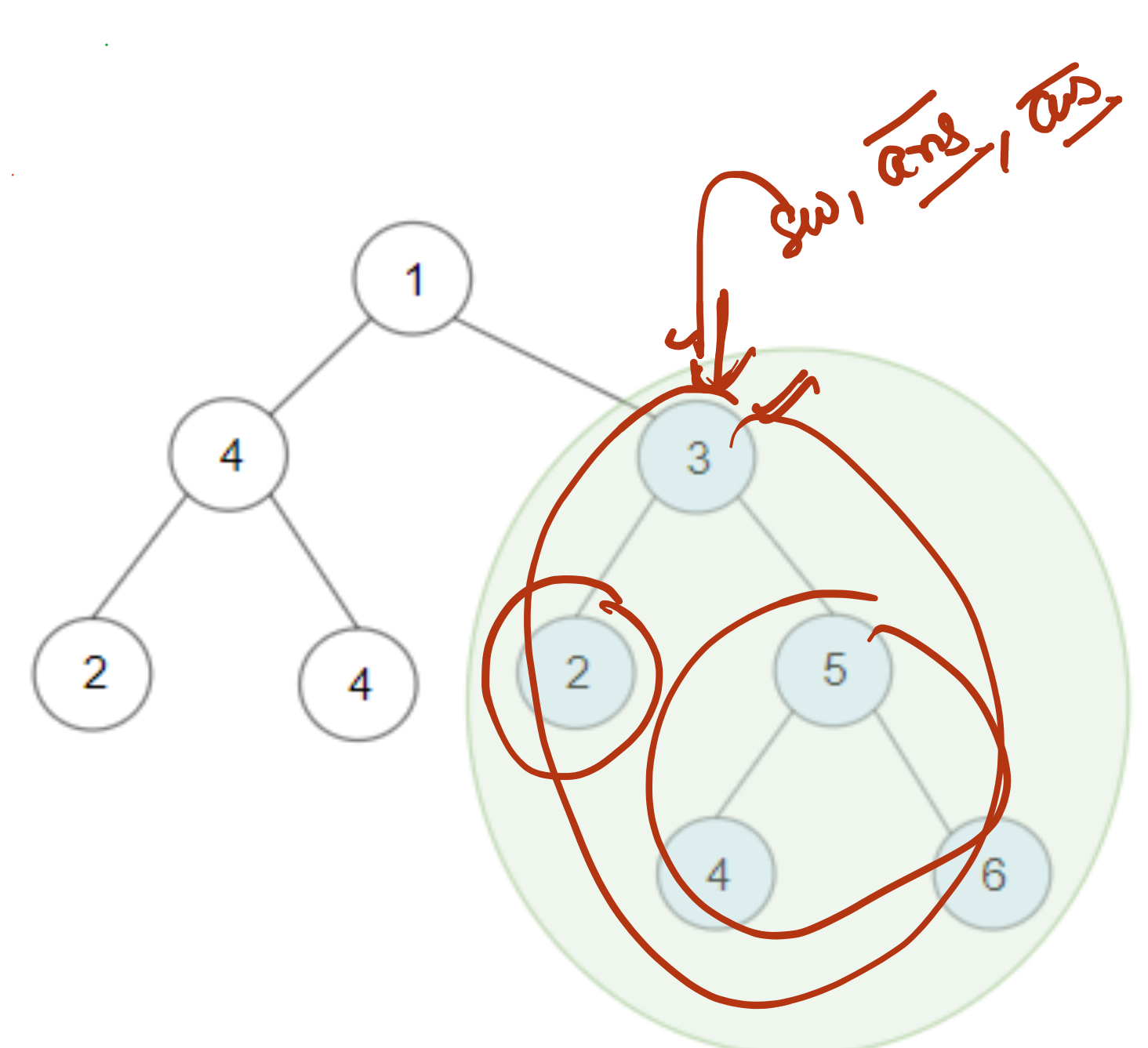
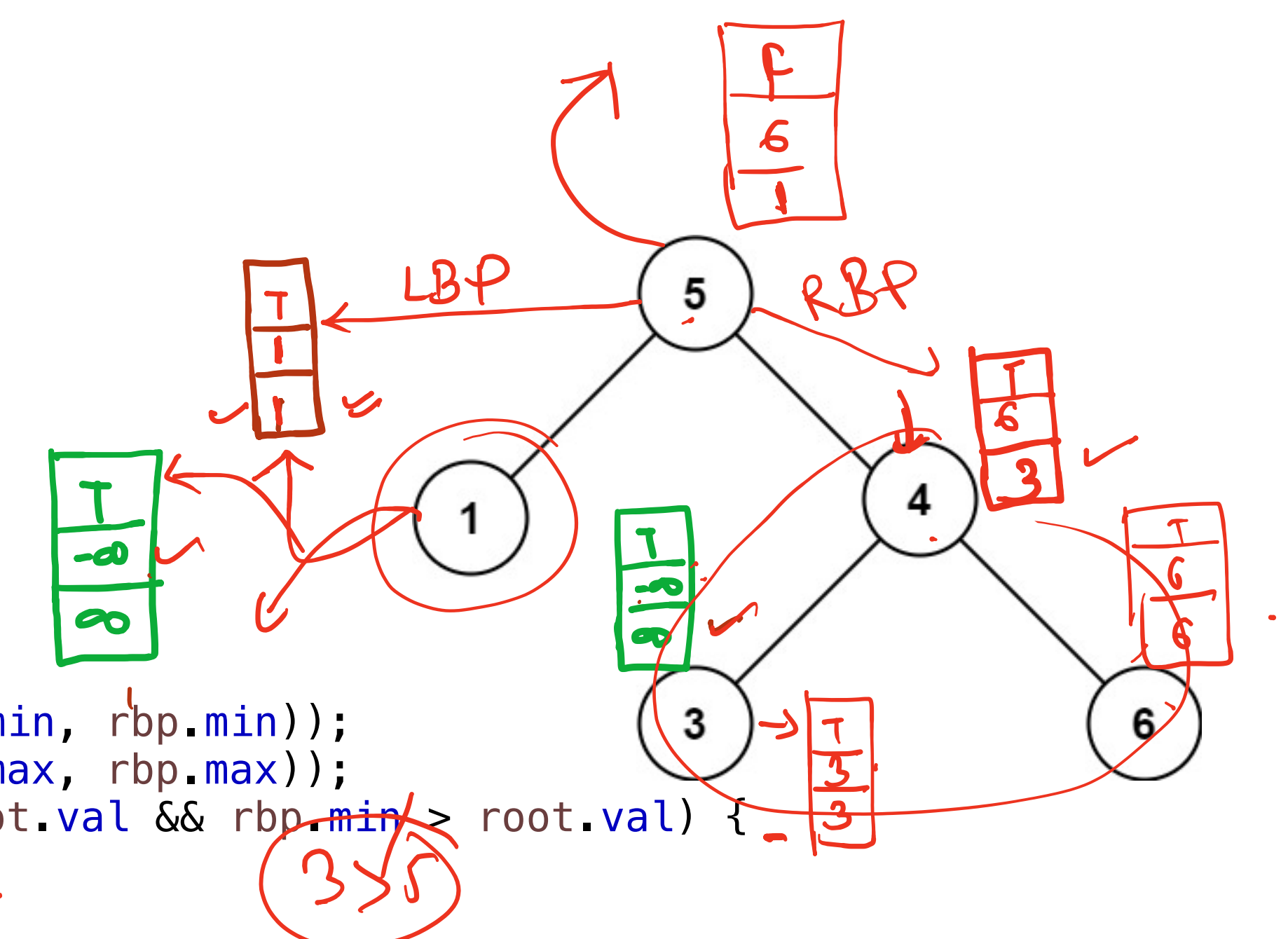
$sd = 3 + 0 + 2 = 5$

$(-1) + 1 = 0$

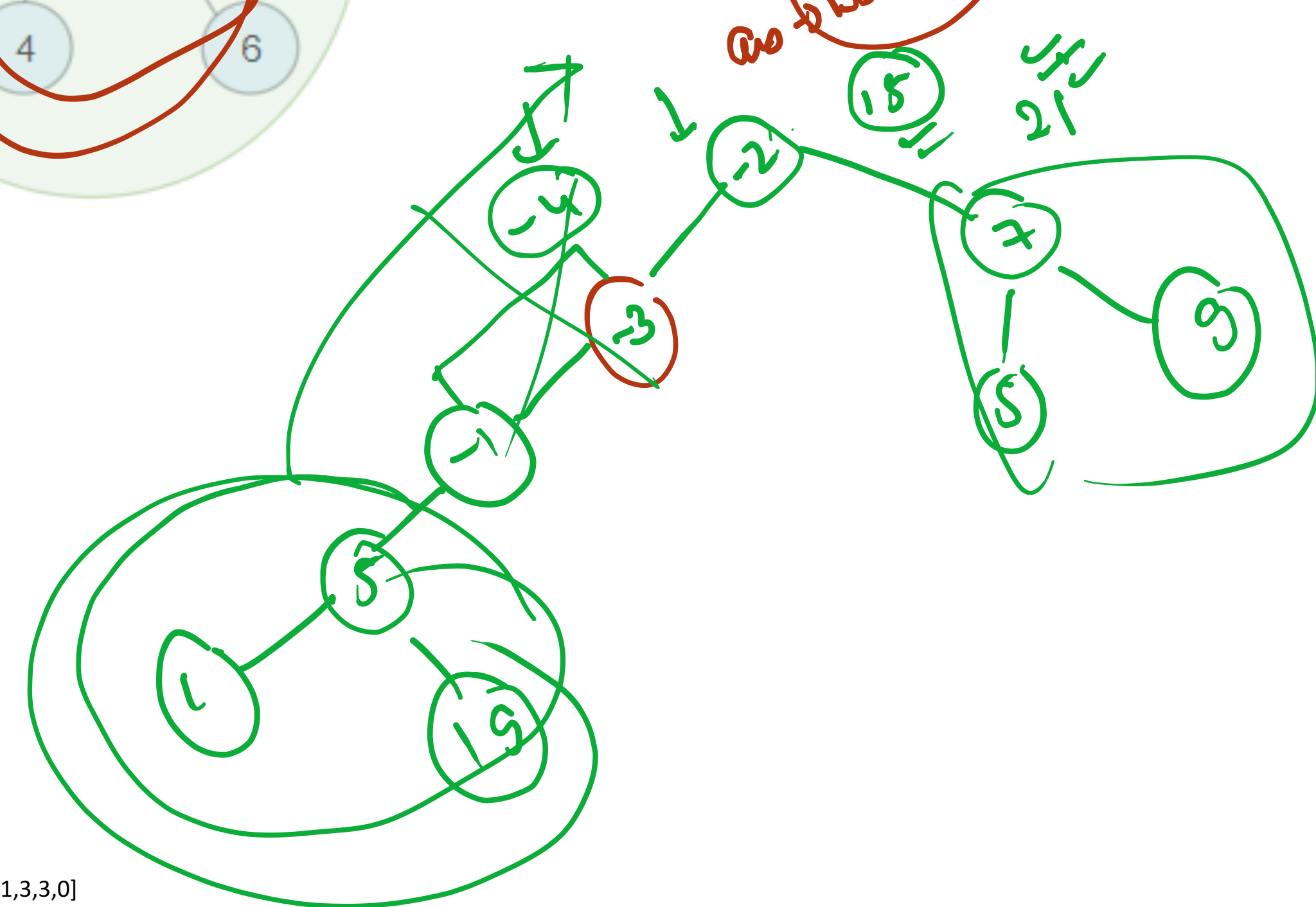
Class BSTPair {  
 boolean bst = true;  
 long min = Long.MIN\_VALUE;  
 long max = Long.MAX\_VALUE;  
}



```
public BSTPair ValidBST(TreeNode root) {  
    if (root == null) {  
        return new BSTPair();  
    }  
    BSTPair lbp = ValidBST(root.left);  
    BSTPair rbp = ValidBST(root.right);  
    BSTPair sbp = new BSTPair();  
    sbp.min = Math.min(root.val, Math.min(lbp.min, rbp.min));  
    sbp.max = Math.max(root.val, Math.max(lbp.max, rbp.max));  
    if (lbp.isBST && rbp.isBST && lbp.max < root.val && rbp.min > root.val) {  
        sbp.isBST = true;  
    }  
    return sbp;  
}  
  
class BSTPair {  
    boolean isBST = true;  
    long max = Long.MIN_VALUE;  
    long min = Long.MAX_VALUE;  
}
```



Class Node {  
 boolean isBST;  
 long max;  
 long min;  
 long sum;  
 long ans;  
}



[0,2,9,null,null,8,1,-1,null,4,-5,2,null,1,null,-3,1,3,3,0]

