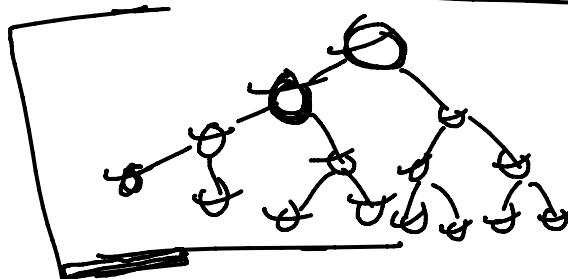
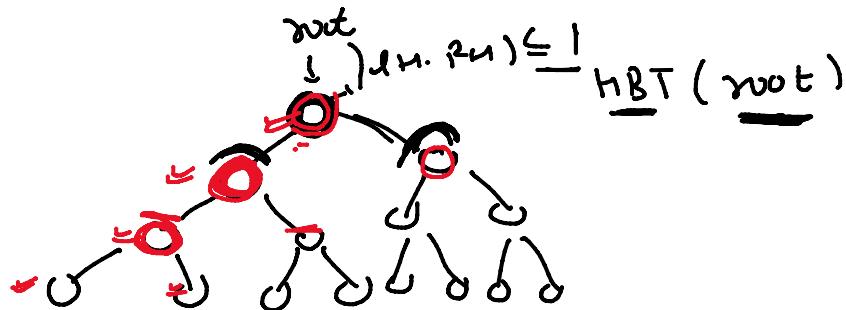


Class 58Height Balanced Tree

$$|L_H - R_H| \leq 1$$

Tree (root)

Reorder



at every Node 2 conditions follow

- left and right subtrees are HBT

$$\rightarrow \text{at any node } |L_H - R_H| \leq 1$$

```
bool check(Node *root)
{
    if(root == NULL)
        return true;
}
```

```
int lh = height(root->left);
int rh = height(root->right);
bool hbt = check(root->left) and check(root->right);
```

$$T.C = O(n^2)$$

(bool, height)

if (!hbt)

return false;

if (abs(lh - rh) <= 1)

return true;

return false;

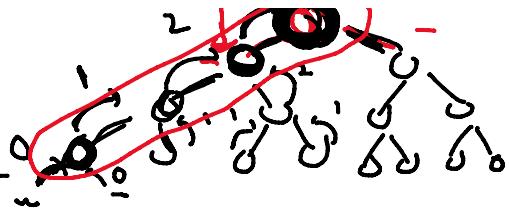
No of



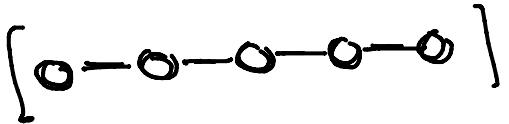
height 0 or 1

$$\text{Path} = \frac{\text{No of edges}}{\text{No of nodes}} = \frac{\text{No of edges}}{\text{No of nodes} + 1}$$

No of Nodes



$$\text{Path} = \left[\frac{\text{No of edges}}{\text{No of nodes}} \right] + 1$$



Pair $\langle \text{int}, \text{bool} \rangle$ check (Node \times root)

{ if (root == NULL)

{ return {0, 1};

No of Nodes

T.C. = O(n)

Pair $\langle \text{int}, \text{bool} \rangle$ left = check (root \rightarrow left);

Pair $\langle \text{int}, \text{bool} \rangle$ right = check (root \rightarrow right);

int h = ! + max (

if (left.second and right.second)

{ if (abs (left.first - right.first) ≤ 1)

{ return {h + 1};

left.first,
right.first);

else

{ return {h, 0};

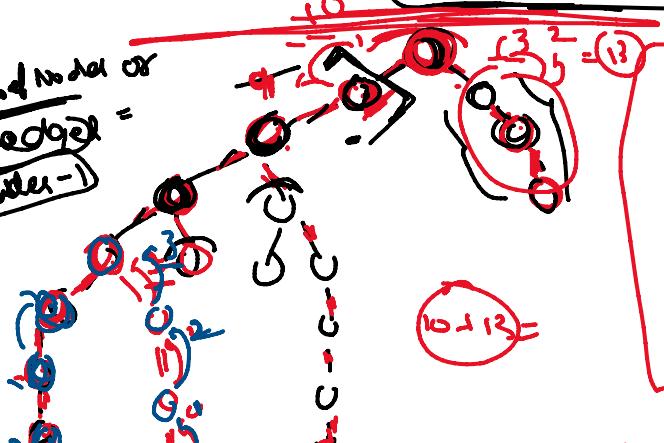
return {h, 0};

longest distance b/w 2 points

Diameter of Binary Tree

$H = \frac{\text{No of Nodes}}{\text{No of edges}} = \frac{\text{No of nodes}}{\text{No of edges}}$

(1)
(2)

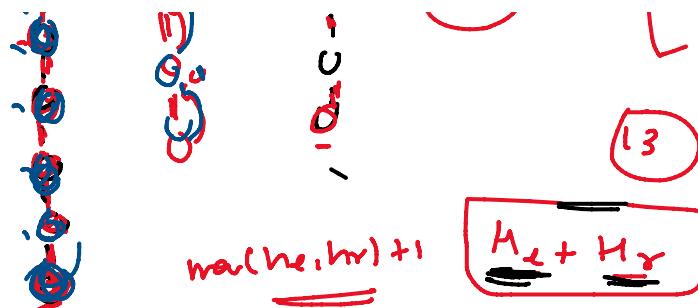


→ Diameter can pass through
root Node

→ Diameter can be either in
left subtree or right subtree

$$\text{height}(l\text{sub}) + \text{height}(r\text{sub}) + 2$$

10



Diameter = $\boxed{\text{Distance b/w 2 Nodes}};$
 $\Rightarrow \boxed{\text{No of edges}}$

$$\text{height}(l) + \text{height}(r) + 2$$

$\text{int } OP_1 = \cancel{\text{height}} = 10 + 3 = \boxed{13}$

$\text{int } OP_2 = \underline{\text{Diameter (left)}};$

$\text{int } OP_3 = \underline{\text{Diameter (right)}};$

Return $\boxed{\max(OP_1, \max(OP_2, OP_3))}$



int diameter (Node* root)

{ if (root == NULL)

 return 0;

int OP_1 = $\boxed{\text{height}(\text{root} \rightarrow \text{left}) + \text{height}(\text{root} \rightarrow \text{right})};$

int OP_2 = $\underline{\text{diameter}(\text{root} \rightarrow \text{left})};$

int OP_3 = $\underline{\text{diameter}(\text{root} \rightarrow \text{right})};$

return $\max(OP_1, \max(OP_2, OP_3));$

height diameter

↓ ↓

Pair<int, int> diameter (Node* root)

{ if (root == NULL)

 { return {0, 0};

 }

auto left = $\boxed{\text{diameter}(\text{root} \rightarrow \text{left})};$
 auto right = $\boxed{\text{diameter}(\text{root} \rightarrow \text{right})};$

int OP_1 = $\underline{\text{left}.first + right}.first;$

int OP_2 = $\underline{\text{left}.second + right}.second;$

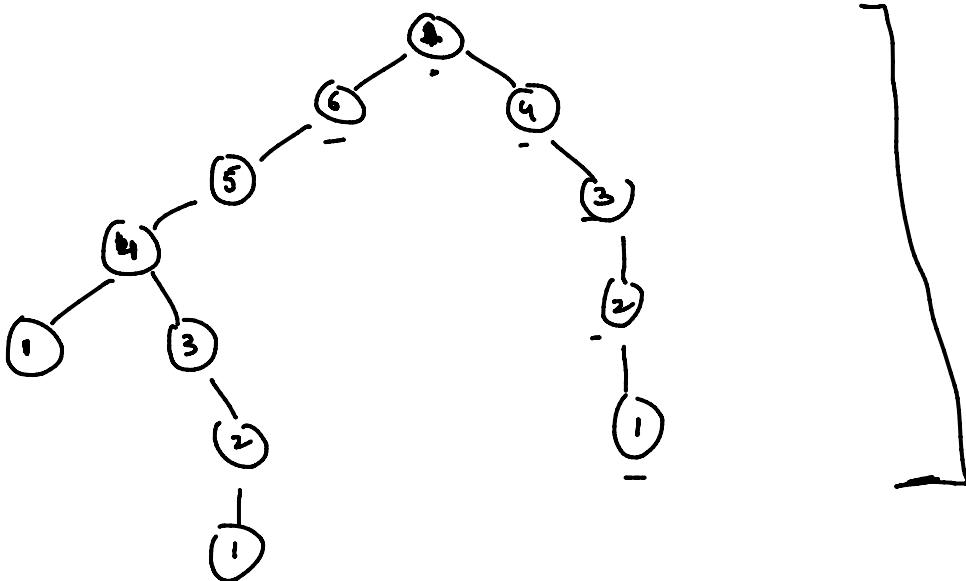
```

int op2 = left.second;
int op3 = right.second;
int d = max (op1, max (op2, op3));
int h = 1 + max (left.first, right.first);
return {h, d};

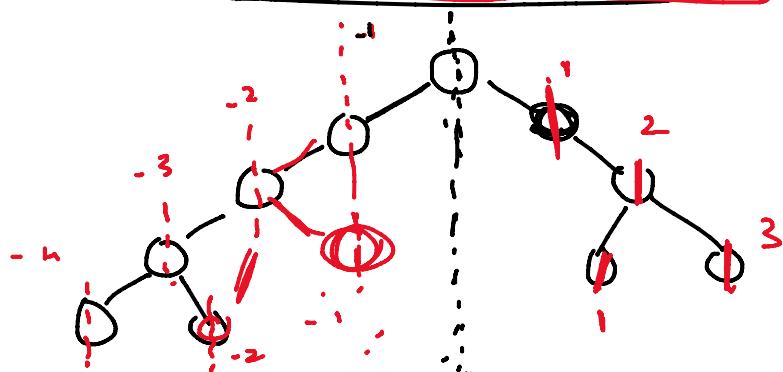
```

diameter (root). Second;

intdata



Vertical order traversal



-4-1

1

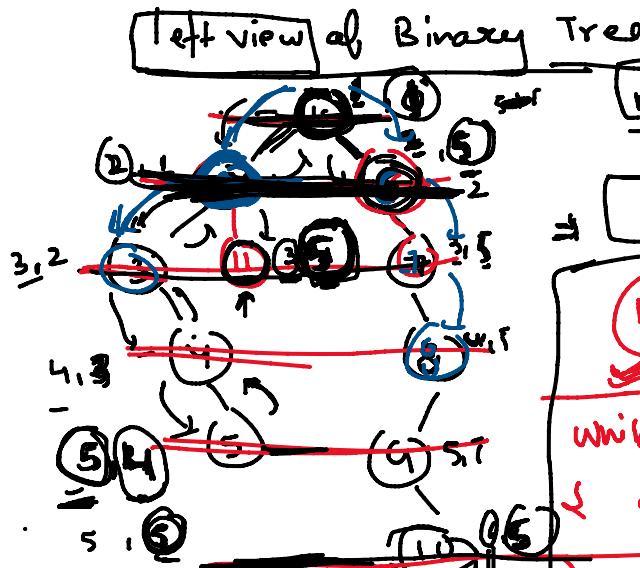
... vertical traversal

-4-1
-3
-2

```
void rot( Node* root, map<int, vector<int>& ma, int colno )  
{  
    if( root == NULL )  
        return;  
    [ma[colno].push_back( root->data );]  
    rot( root->left, ma, colno - 1 );  
    rot( root->right, ma, colno + 1 );  
}
```

```
For( auto i : ma )  
{  
    cout << i.first << " ";  
    For( auto j : i.second )  
        cout << j;  
}
```

3



DFS



```
Void leftview( Node* root, int level, int maxlevel )  
{  
    if( root == NULL )  
        return;  
    if( maxlevel < level )  
        cout << root->data;  
    leftview( root->left, level + 1, maxlevel );  
    leftview( root->right, level + 1, maxlevel );  
}
```

```
BFS =  
while( !av.empty() )  
{  
    int n = av.size();
```

```
For( i = 0 ; i < n ; i++ )  
{  
    if( i == 0 )  
        cout << av.front();  
    av.pop();  
    if( i < n - 1 )  
        cout << " ";
```

maxlevel = curlevel;

~

leftview (root → left , (curlevel +1, max level);
left - view (root → right , " " , " ");] change order for
right view

~

