

# Problem 968: Binary Tree Cameras

## Problem Information

**Difficulty:** Hard

**Acceptance Rate:** 47.53%

**Paid Only:** No

**Tags:** Dynamic Programming, Tree, Depth-First Search, Binary Tree

## Problem Description

You are given the `root` of a binary tree. We install cameras on the tree nodes where each camera at a node can monitor its parent, itself, and its immediate children.

Return \_the minimum number of cameras needed to monitor all nodes of the tree\_.

**Example 1:**



**Input:** root = [0,0,null,0,0] **Output:** 1 **Explanation:** One camera is enough to monitor all nodes if placed as shown.

**Example 2:**



**Input:** root = [0,0,null,0,null,0,null,null,0] **Output:** 2 **Explanation:** At least two cameras are needed to monitor all nodes of the tree. The above image shows one of the valid configurations of camera placement.

**Constraints:**

\* The number of nodes in the tree is in the range `[1, 1000]`. \* `Node.val == 0`

## Code Snippets

### C++:

```
/**
 * Definition for a binary tree node.
 * struct TreeNode {
 *     int val;
 *     TreeNode *left;
 *     TreeNode *right;
 *     TreeNode() : val(0), left(nullptr), right(nullptr) {}
 *     TreeNode(int x) : val(x), left(nullptr), right(nullptr) {}
 *     TreeNode(int x, TreeNode *left, TreeNode *right) : val(x), left(left),
 *     right(right) {}
 * };
 */
class Solution {
public:
    int minCameraCover(TreeNode* root) {

    }
};

}
```

### Java:

```
/**
 * Definition for a binary tree node.
 * public class TreeNode {
 *     int val;
 *     TreeNode left;
 *     TreeNode right;
 *     TreeNode() {}
 *     TreeNode(int val) { this.val = val; }
 *     TreeNode(int val, TreeNode left, TreeNode right) {
 *         this.val = val;
 *         this.left = left;
 *         this.right = right;
 *     }
 * }
 */
class Solution {
    public int minCameraCover(TreeNode root) {
```

```
    }  
    }
```

### Python3:

```
# Definition for a binary tree node.  
# class TreeNode:  
#     def __init__(self, val=0, left=None, right=None):  
#         self.val = val  
#         self.left = left  
#         self.right = right  
class Solution:  
    def minCameraCover(self, root: Optional[TreeNode]) -> int:
```