

# Problem 3157: Find the Level of Tree with Minimum Sum

## Problem Information

**Difficulty:** Medium

**Acceptance Rate:** 69.05%

**Paid Only:** Yes

**Tags:** Tree, Depth-First Search, Breadth-First Search, Binary Tree

## Problem Description

Given the root of a binary tree `root` where each node has a value, return the level of the tree that has the **minimum** sum of values among all the levels (in case of a tie, return the **lowest** level).

**Note** that the root of the tree is at level 1 and the level of any other node is its distance from the root + 1.

**Example 1:**

**Input:** root = [50,6,2,30,80,7]

**Output:** 2

**Explanation:**



**Example 2:**

**Input:** root = [36,17,10,null,null,24]

**Output:** 3

**Explanation:**



**Example 3:**

**Input:** root = [5,null,5,null,5]

**Output:** 1

**Explanation:**



**Constraints:**

\* The number of nodes in the tree is in the range `[1, 105]`. \* `1 <= Node.val <= 109`

## 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 minimumLevel(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 minimumLevel(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 minimumLevel(self, root: Optional[TreeNode]) -> int:
```