

# Problem 450: Delete Node in a BST

## Problem Information

**Difficulty:** Medium

**Acceptance Rate:** 53.80%

**Paid Only:** No

**Tags:** Tree, Binary Search Tree, Binary Tree

## Problem Description

Given a root node reference of a BST and a key, delete the node with the given key in the BST. Return `the root node reference` (possibly updated) of the BST.

Basically, the deletion can be divided into two stages:

1. Search for a node to remove.
2. If the node is found, delete the node.

**Example 1:**



**Input:** root = [5,3,6,2,4,null,7], key = 3 **Output:** [5,4,6,2,null,null,7] **Explanation:** Given key to delete is 3. So we find the node with value 3 and delete it. One valid answer is [5,4,6,2,null,null,7], shown in the above BST. Please notice that another valid answer is [5,2,6,null,4,null,7] and it's also accepted.



**Example 2:**

**Input:** root = [5,3,6,2,4,null,7], key = 0 **Output:** [5,3,6,2,4,null,7] **Explanation:** The tree does not contain a node with value = 0.

**Example 3:**

**Input:** root = [], key = 0 **Output:** []

**\*\*Constraints:\*\***

\* The number of nodes in the tree is in the range `[0, 104]`. \* `-105 <= Node.val <= 105` \*  
Each node has a **unique** value. \* `root` is a valid binary search tree. \* `-105 <= key <= 105`

**\*\*Follow up:\*\*** Could you solve it with time complexity `O(height of tree)`?

## 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:
    TreeNode* deleteNode(TreeNode* root, int key) {

    }
};
```

**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 TreeNode deleteNode(TreeNode root, int key) {

}

}

```

### 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 deleteNode(self, root: Optional[TreeNode], key: int) ->
Optional[TreeNode]:

```