

Problem 145: Binary Tree Postorder Traversal

Problem Information

Difficulty: Easy

Acceptance Rate: 77.02%

Paid Only: No

Tags: Stack, Tree, Depth-First Search, Binary Tree

Problem Description

Given the `root` of a binary tree, return _the postorder traversal of its nodes ' values_.

Example 1:

Input: root = [1,null,2,3]

Output: [3,2,1]

Explanation:

Example 2:

Input: root = [1,2,3,4,5,null,8,null,null,6,7,9]

Output: [4,6,7,5,2,9,8,3,1]

Explanation:

Example 3:

Input: root = []

****Output:**** []

****Example 4:****

****Input:**** root = [1]

****Output:**** [1]

****Constraints:****

* The number of the nodes in the tree is in the range `[0, 100]`. * `-100 <= Node.val <= 100`

****Follow up:**** Recursive solution is trivial, could you do it iteratively?

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:
    vector<int> postorderTraversal(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 List<Integer> postorderTraversal(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 postorderTraversal(self, root: Optional[TreeNode]) -> List[int]:

```