

# Problem 99: Recover Binary Search Tree

## Problem Information

**Difficulty:** Medium

**Acceptance Rate:** 58.02%

**Paid Only:** No

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

## Problem Description

You are given the `root` of a binary search tree (BST), where the values of **exactly** two nodes of the tree were swapped by mistake. Recover the tree without changing its structure.

**Example 1.**



**Input:** `root = [1,3,null,null,2]` **Output:** `[3,1,null,null,2]` **Explanation:** 3 cannot be a left child of 1 because  $3 > 1$ . Swapping 1 and 3 makes the BST valid.

**Example 2.**



**Input:** `root = [3,1,4,null,null,2]` **Output:** `[2,1,4,null,null,3]` **Explanation:** 2 cannot be in the right subtree of 3 because  $2 < 3$ . Swapping 2 and 3 makes the BST valid.

**Constraints:**

\* The number of nodes in the tree is in the range `[2, 1000]`. \* `-231 <= Node.val <= 231 - 1`

**Follow up:** A solution using `O(n)` space is pretty straight-forward. Could you devise a constant `O(1)` space solution?

## 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:
    void recoverTree(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 void recoverTree(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 recoverTree(self, root: Optional[TreeNode]) -> None:  
        """  
        Do not return anything, modify root in-place instead.  
        """
```