

## Problem 1469: Find All The Lonely Nodes

## Problem Information

**Difficulty:** Easy

**Acceptance Rate: 84.04%**

**Paid Only:** Yes

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

## Problem Description

In a binary tree, a **lonely** node is a node that is the only child of its parent node. The root of the tree is not lonely because it does not have a parent node.

Given the `root` of a binary tree, return an array containing the values of all lonely nodes in the tree. Return the list **\*\*in any order\*\***.

**\*\*Example 1:\*\***



**\*\*Input:\*\*** root = [1,2,3,null,4] **\*\*Output:\*\*** [4] **\*\*Explanation:\*\*** Light blue node is the only lonely node. Node 1 is the root and is not lonely. Nodes 2 and 3 have the same parent and are not lonely.

**\*\*Example 2:\*\***



**\*\*Input:\*\*** root = [7,1,4,6,null,5,3,null,null,null,null,2] **\*\*Output:\*\*** [6,2] **\*\*Explanation:\*\*** Light blue nodes are lonely nodes. Please remember that order doesn't matter, [2,6] is also an acceptable answer.

**Example 3:**



**Input:** root = [11,99,88,77,null,null,66,55,null,null,44,33,null,null,22] **Output:** [77,55,33,66,44,22] **Explanation:** Nodes 99 and 88 share the same parent. Node 11 is the root. All other nodes are lonely.

**Constraints:**

\* The number of nodes in the `tree` is in the range `[1, 1000]`. \*  $1 \leq \text{Node.val} \leq 10^6$

## 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> getLonelyNodes(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> getLonelyNodes(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 getLonelyNodes(self, root: Optional[TreeNode]) -> List[int]:

```