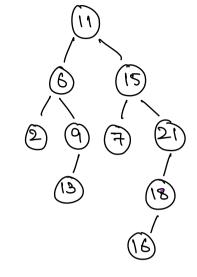
8. Given a Binary Tree, Print the level order traversal.

11,6,15,2,9,7,21,13,18,16

June < Tree Node > &;



0

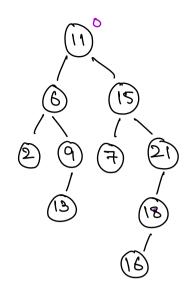
H, 6, 18, 2, 9, 7, 21, 18, 18, 18

11,6,15,2,9,7,21,13,18,16

\* list < list < int > >

[ [11], [6,15], [2,9,7,21], [13,18], [16]]

#### Approach 1:



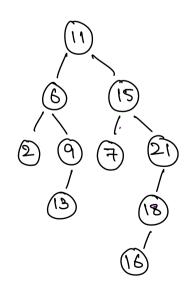
<u>Q</u>

<11,07,<6,17,<15,17,<2,27,<4,27,<4,27,<21,27,<13,37

[11] [6,15] [2,9,7,21]

Approach 2:
Adding a marker | delimeter

after every level.



#### Queue (Tree Node) Q

# H, Nell, &, L, Nell & A, X, X, Null, 13, 18, Null, 16, Null

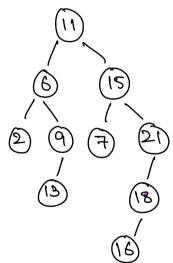
TC: 0(N)

 $sc: O(width) \Rightarrow O(N)$ 

Ly Man. no. of Nodes in any devel (Width of B.T)

JK, K, K, Z, M, H, JK, JK, JK, JK

Size = x x x x (4)



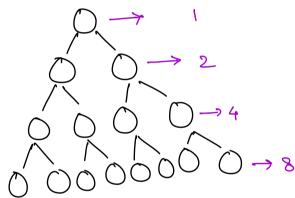
# Spew Tree

A, 8, 8, 8, 8)

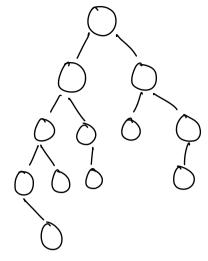
Size = 1

# Complete Binary Tree

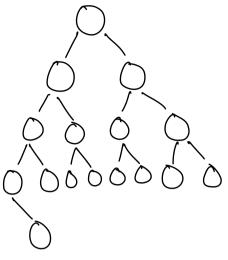
→ All the levels are completely filled.



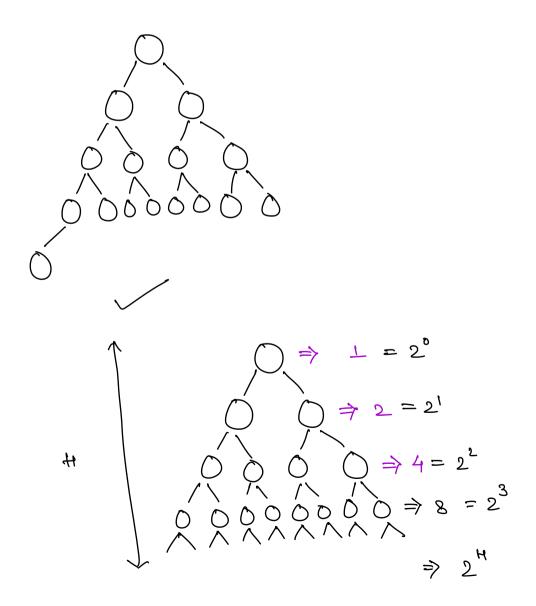
# A binary tree where all the levels are completely filled \( \rightarrow \) except possibly the last level \( \rightarrow \) Nodes in the last level are left aligned.



Not complete B.T



Not complete B.T



No. of nodes in the last level = 
$$2^{\frac{1}{4}}$$

Total no. of nodes in the Tree  $\Rightarrow$ 
 $2^{\circ} + 2^{1} + 2^{2} + 2^{3} + \dots + 2^{\frac{1}{4}}$ 
 $\Rightarrow \frac{g \cdot p}{2}$ 
 $\Rightarrow \frac{g \cdot p}{2}$ 
 $\Rightarrow \frac{g \cdot p}{2}$ 

Sum =  $\frac{1(2^{\frac{1}{4}} - 1)}{(2^{-1})} = 2^{\frac{1}{4}} - 1$ 

No of nodes =  $\frac{1}{2} - 1 = N$ .

 $2^{\frac{1}{4}} = N + 1$ 
 $2^{\frac{1}{4}} = \log(N + 1) - 1$ 

No. of nodes in the last level = 
$$2^{\frac{1}{2}}$$

$$= 2^{\frac{1}{2}(N+1)-1}$$

$$= \frac{2^{\frac{1}{2}(N+1)}}{2}$$

$$= \frac{N+1}{2}$$

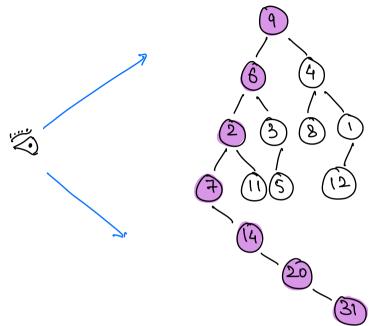
Worst case Space Complenity  $\Rightarrow O(N)$ of level order

Approach 3:

(b)

```
No. et dequeue's for every unel = size et the
Code :-
     list < list < int > > Level Order ( 200+) {
              if ( mot = = bull)
                    return null empty list;
               List < List < int > > ams;
               Queue < Tree Node > &;
               g. enqueue (root);
                while (10-is Emptys) {
                     int size = Q-size();
                      list (int) level;
                      for ( 1=0; 10 size; 1++) {
                          Tuebode temp = Q. Poll ();
                          Level add (temp. data);
                           if (temp. left != Null)
                                g. enqueue (temp. rejt)
                           if (temp. right!= Null)
                                Q. enqueue (temp. right)
                        ans add ( Level );
                    TC: O(N)
                     SC: O(N) (Worst case)
```

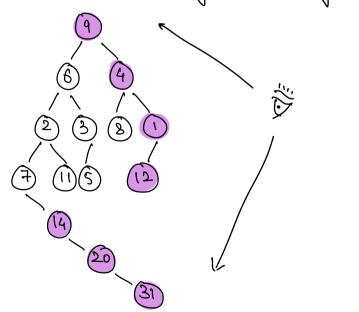
Di Given a Binary Tuee, Print the left view of it.



Left View => 9,6,2,7,14,20,31

> first node of every level in
Level Order traversal.

given a Binary Tuce, Print the right view of it.



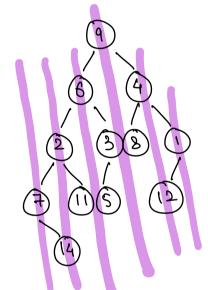
Right View => 9,4,1,12,14,20,31

> Last node of every level in

Level Order traversal.

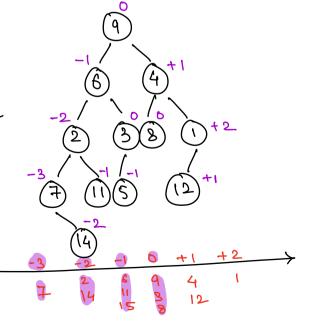
\* frint the node only for i== size-1 in prev. code.

### 8. Vertical Order Traversal.



Vertical Order traversal

→ Nodes mith same distance from root node mill Come under same Vertical line.



```
HashMap ( int, list < int > >
             dist
                   Nodes which are
                    dist apart from
                     root ude
 preorder (root, dist) {
        if ( root = = Null)
        if (!map. contains (dist)) {
            map. insert (dist, new Array Ust (ind) (5);
        ટ્ર
         map. get (dist) · add (root· val);
         preorder (root left, dist-1);
         predorder (root right, dist+1)°,
 ટુ
Hach Map
 int: list of Node value
   0:9
   -1:6,20
   -2:2,14
```

# 9,05, 16,-13, 14,-13, 12,-23, 13,03, 18,03, 12,23, 13,-33

### 11/13 15/13 {12/13 614,-23

#### HashMap :-

int: list of Node value

0: [9,3,8]

-1: [6,11,5]

1 : [4,12]

-2: [2,14]

2: [1,]

-3: [7,]

[4]

t2,143

[6,11,5]

[9,3,8]

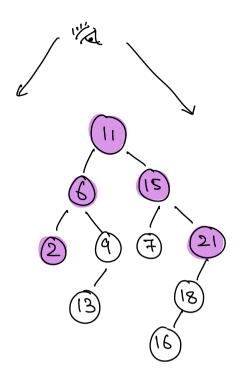
[4,12]

(T)

TC: O(N) SC: O(N)

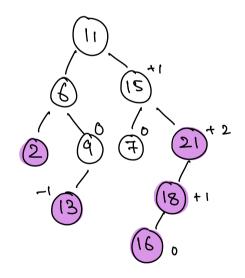
### D. Top View

→ first node in the list against every dist.



8. Bottom View.

in map.



×