Diagonal Traversal of Binary Tree

Objective: Traverse a binary tree diagonally and return elements in a flattened 1D vector.

Algorithm Steps:

Step 1: Understand the Diagonal Concept - Diagonal traversal groups nodes by their diagonal level. - Right child stays on the same diagonal level. - Left child moves to the next diagonal level.

Step 2: Use DFS for Traversal - We can use a Depth First Search (DFS) approach. - Pass the current diagonal level as a parameter.

Step 3: Maintain a 2D Vector - Create a 2D vector [res] to store nodes at each diagonal. - Each [res[L]] represents the nodes on diagonal level [L].

Step 4: Resize 2D Vector Dynamically - Before inserting a node at diagonal level [L], check if [res] has enough rows. - If [res.size()] <= [L], resize it to [L+1].

Step 5: Push Node Data - Insert the current node's value into res[L].

Step 6: Recur for Children - Recur for the left child with diagonal level L+1 (next diagonal). - Recur for the right child with diagonal level L (same diagonal).

Step 7: Flatten the 2D Vector - After DFS, traverse each row of res and append elements into a single 1D vector ans.

Step 8: Return the Result - Return the flattened vector ans as the final diagonal traversal.

Pseudo Code:

```
function dfs(res, root, L):
    if root is NULL:
        return

if size of res <= L:
        resize res to have L+1 rows

append root.data to res[L]

dfs(res, root.left, L+1)  # left child goes to next diagonal
    dfs(res, root.right, L)  # right child stays on same diagonal

function diagonal(root):
    initialize res as empty 2D vector
    dfs(res, root, 0)  # start from root at diagonal level 0</pre>
```

initialize ans as empty 1D vector
for each row in res:
 for each element in row:
 append element to ans

return ans

Notes: - [res] dynamically grows to accommodate diagonal levels. - Right child stays in the same diagonal, left child moves to next diagonal. - Finally, 2D vector is flattened for output.

Time Complexity: O(n) # Each node visited once. **Space Complexity:** O(n) # For storing nodes in 2D vector and recursion stack.