

Sle in level
$$D = 1$$

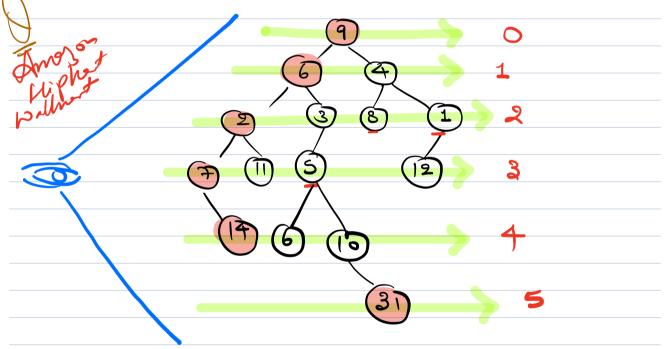
Gle in level $L = 2$

Gle in level $L = 4$

Cole

List (List (Int) level Order (root) & of (root == NULL) & return NULL) List (List (Int) result; Queue (Node > B; D. add (root); while (1 &. is Empty ()) of size = A. size(); List < Int > level; or (i=0°, i < size ', i++) d Node temp = B. dequeue(); level add (temp. data); if (temp. left) = MULL) of D. enque (temp. left); if (temp. right) = MULL) of O. enque (temp. right);

result. add (level); return result; T. C. = O(N)



Given a BT. Print the left view of the BT

Aus = 9, 6, 2, 7, 14, 31

Sola Print the 1st node of eveny level

Right View. Sol Last Node of every level.

Given a 8T.

Point the vertical order traveral

-2 + [7],
-2 + [2, 14],
-1 + [6, 5, 11],
0 + [9, 3, 8],
1 + [4, 12],
2 + [1],

-3 -2 -1 0 1 2

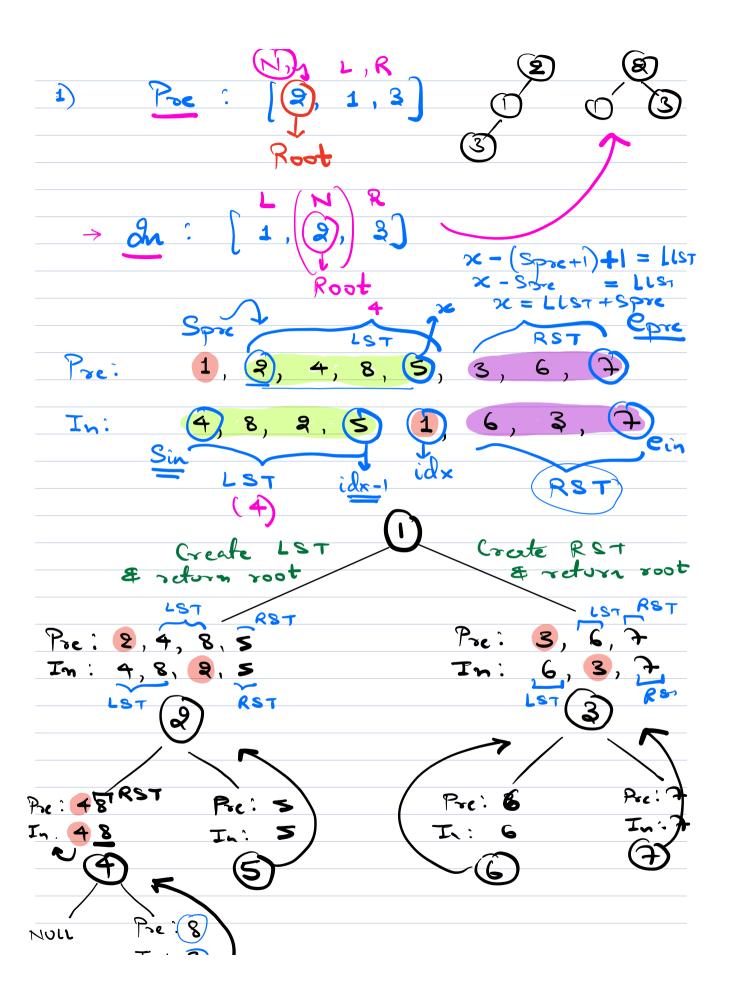
N, L, R > Pre Order

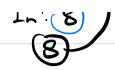
HashMap & level, List (Nodes)>

Code

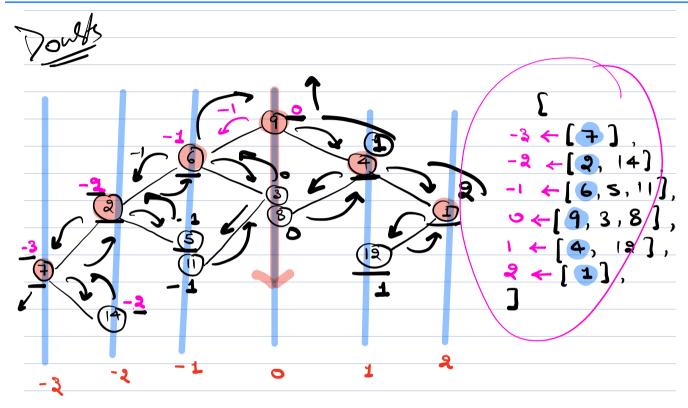
Hash Map (int, list < Nodes > > preorder (root, dist) if (root == NULL) & return; } if (1 map. contains (dist)) < map. put (dist, new Arry Liv < ZIX)) map. jet (duit). add (root deta); preorder (root. left, dit -1); preorder (rost. right, dut +1);

Given the preorder & inorder traversal of the tree (No depliates)





HM & Elemet, Ida Node build Tree (Sin, Cin, Spre, Cpre) 9 if (Sin > Cin) (retorn NULL) } Mode root = new Mode (pre[spre]); int idx = map.get(pre[Spre]) int size LST = (idx-1) - Sin +1 id× - Sin j build Tree (Sin, idx-1, Spre +1, Spre + Size LST); root. left = = build Tree (idx+1, ein, Spre + Size LST + 1, epre)



Key	Velre
0	[9,3,8) [6,5,1]
-1 -2	[2,14,]
<u>-3</u>	
	[1]

fr (() mr, (< = me.,) (+A)