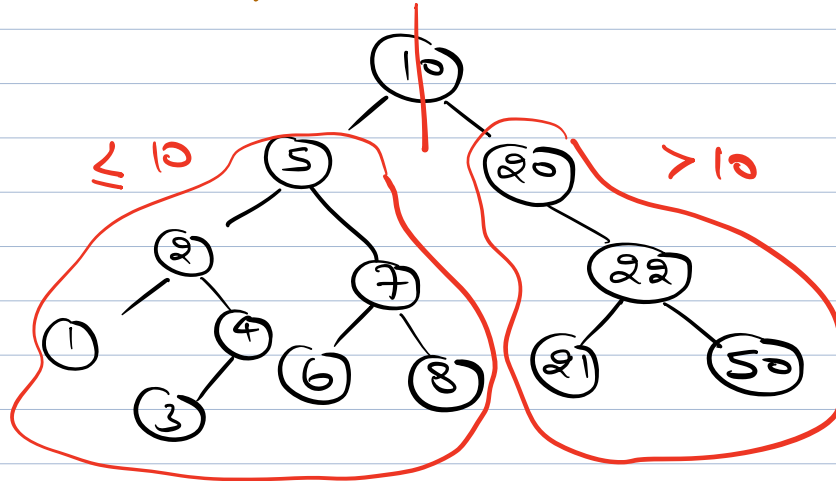


Q

Given a BST. Print the nodes in increasing order.



1, 2, 3, 4, 5, 6, 7, 8, 10, 20, 21, 22, 50
← LST → → RST →

~~para~~

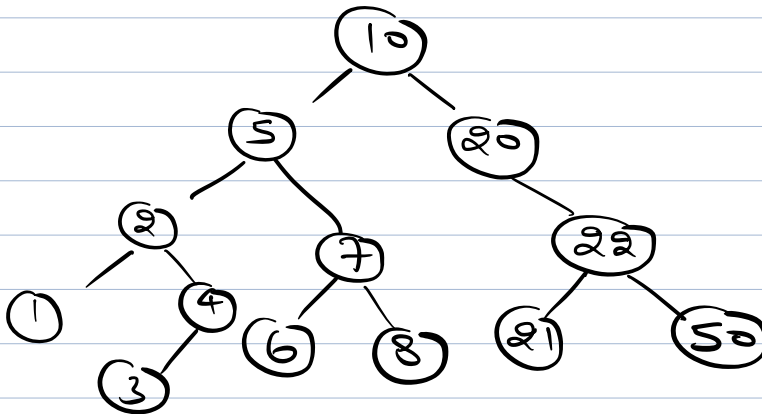
Inorder

traversal of a BST is always sorted.

Q

Given a BT.

Return ^{True.} if it is a BST (No dupli)

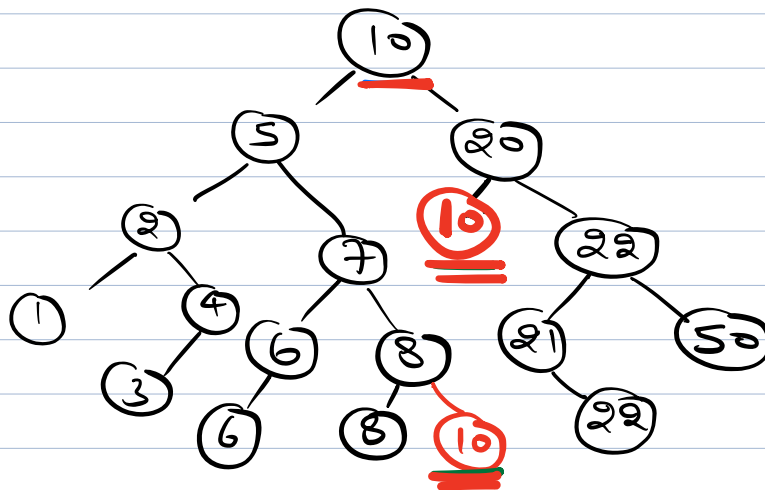


1) Inorder

If inorder sorted \Rightarrow BST

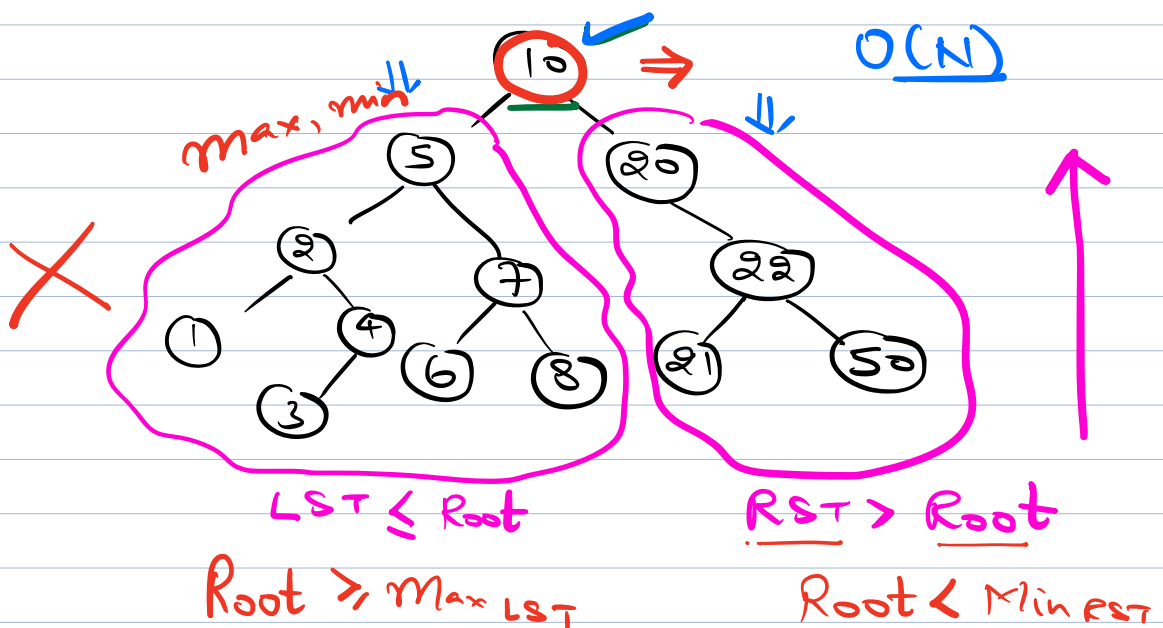
~~1.1~~

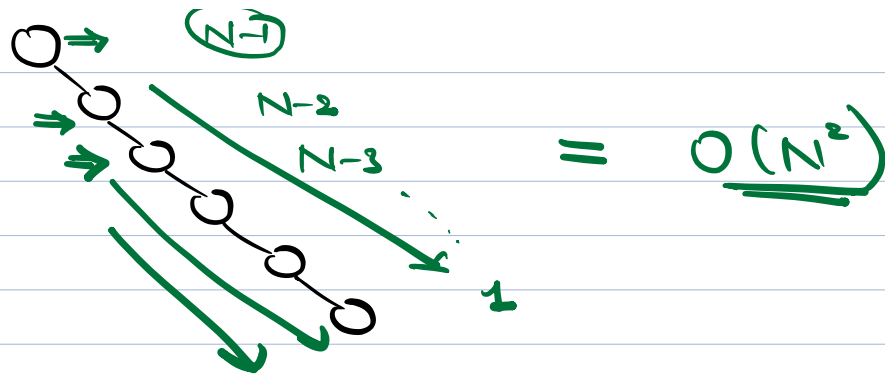
1.1 If duplicates are allowed.



1, 2, 3, 4, 5, 6, 6, 7, 8, 8, ¹⁰10, ¹⁰20, 21, 22, 22, 50

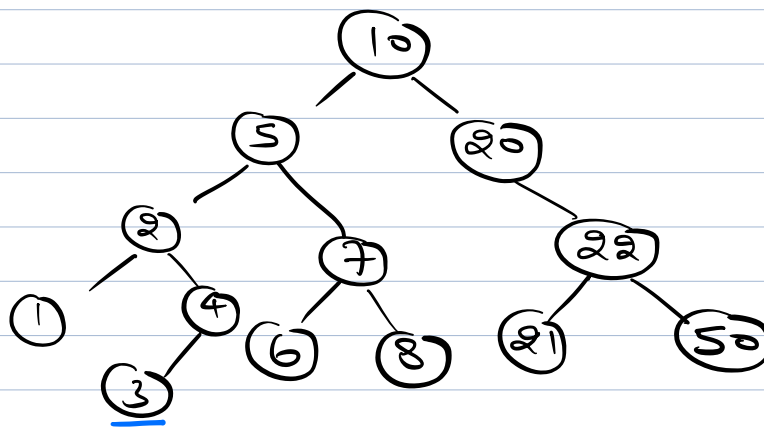
2)





$N, L, R \Rightarrow$ Pre Order

ii) Post Order Traversal



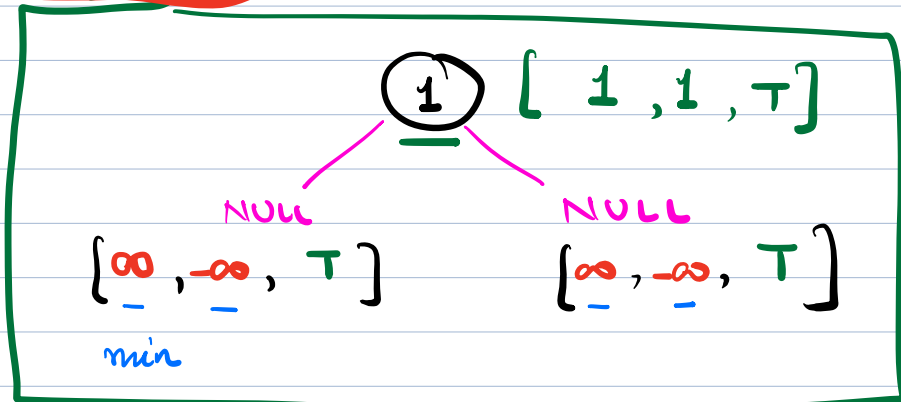
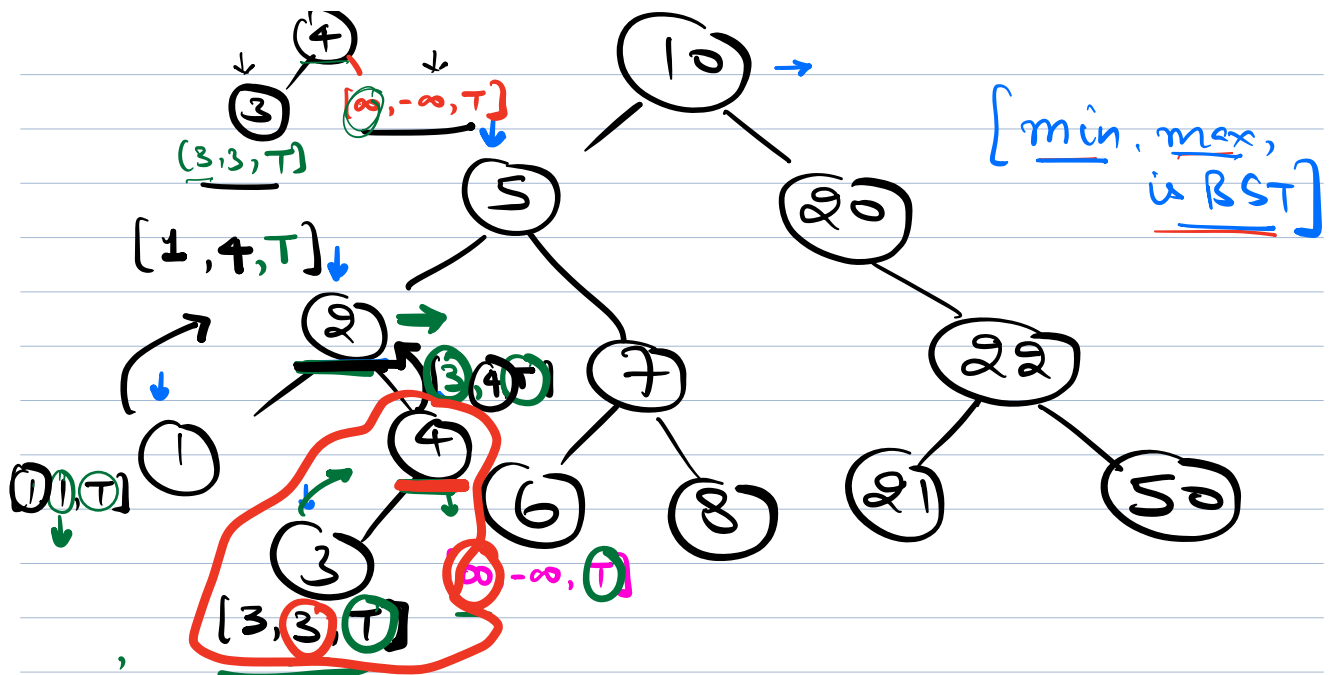
$\langle \text{max}, \text{min} \rangle$

class TreeInfo {

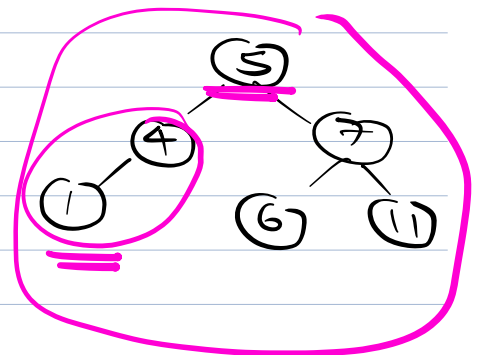
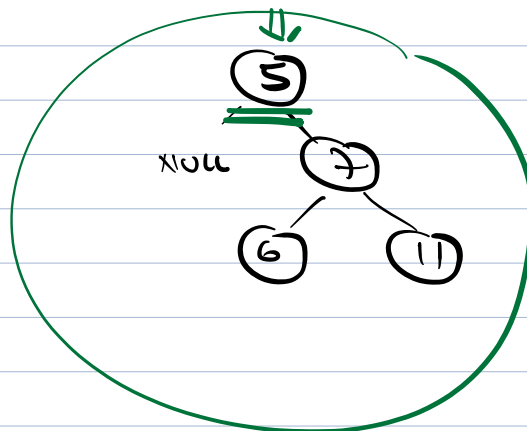
int min;
int max;
bool isBST;

}

return T;



$$\begin{aligned} \text{min} &= \min(\text{root.val}, \text{min LST}) \\ \text{max} &= \max(\text{root.val}, \text{max RST}) \end{aligned}$$



TreeInfo checkBST (root) {

if (root == NULL) {

return new TreeInfo (INT_MAX,
INT_MIN, T);

}

TreeInfo left = checkBST (root.left);

TreeInfo right = checkBST (root.right);

if ((left.isBST == True) && (right.isBST == True)

&& (root.value > left.max) &&

(root.value < right.min)) {

return new TreeInfo (min (root.value,
left.min), max (root.value, right.max,
True);

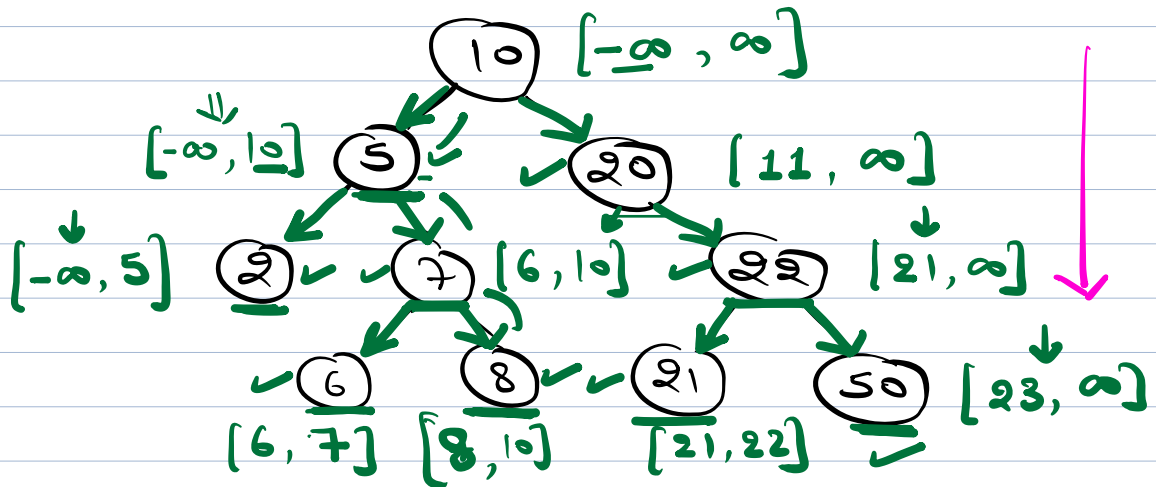
}

return new TreeInfo (∞, -∞,
False);

}

T.C. = $O(N)$

4) Pre Order



boolean isBST (root, ^{-∞}min, [∞]max) {

if (root == NULL) { return True; }

if (root.value > min && root.value < max) {

boolean left = isBST (root.left, min, root.value);

boolean right = isBST (root.right, root.value+1, max);

return (left && right);

}

return false;

6

0

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