

Level Order Successor (easy)

Connect Level Order Siblings

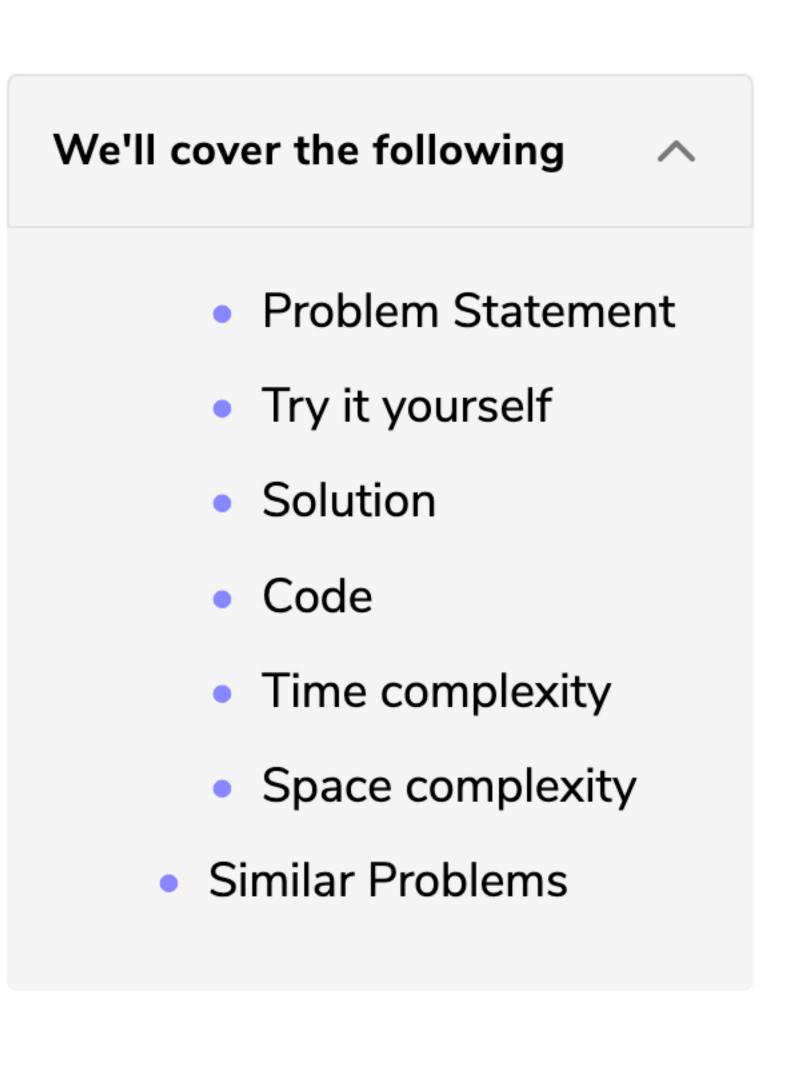
(easy)

(medium)

Level Averages in a Binary Tree (easy)

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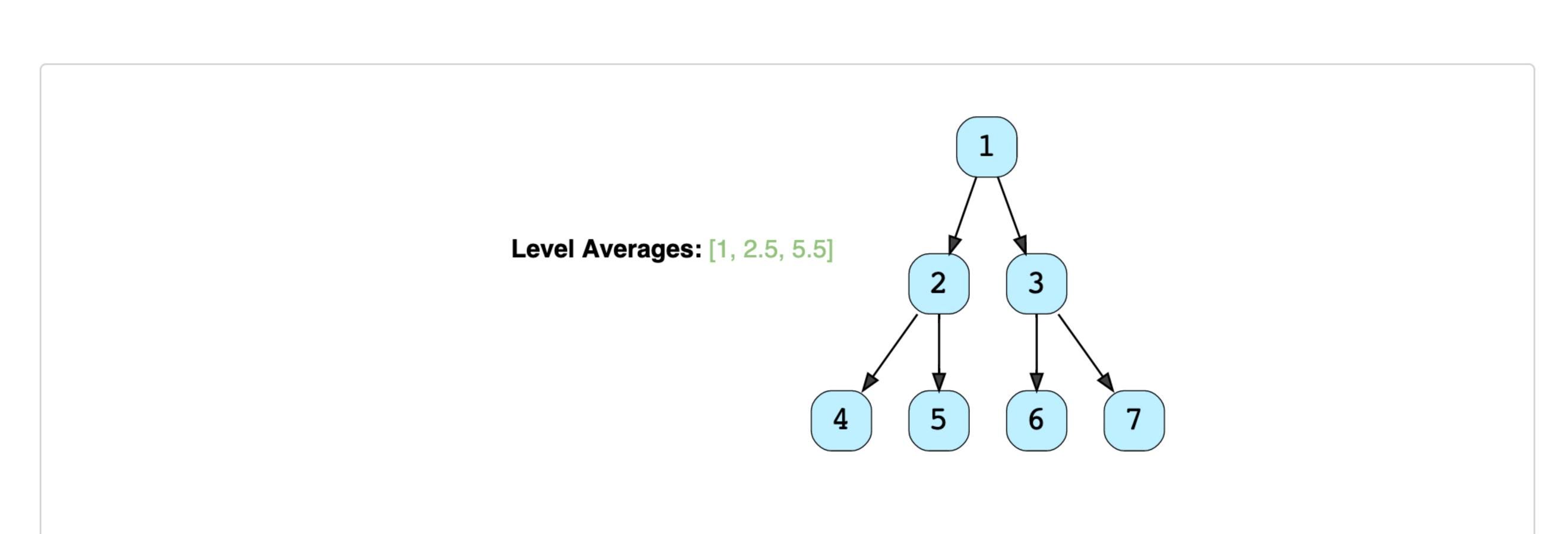
? Ask a Question



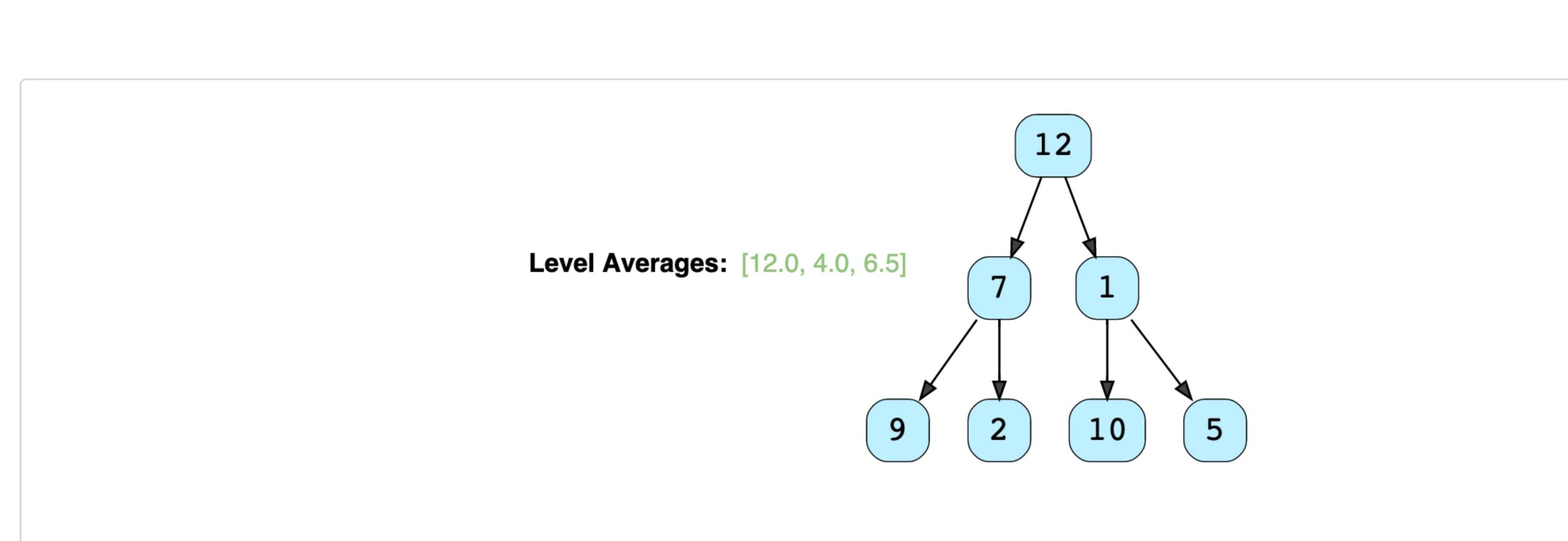
Problem Statement

Given a binary tree, populate an array to represent the averages of all of its levels.

Example 1:



Example 2:



Try it yourself

Try solving this question here:

```
Python3
                        Js JS
                                    ⓒ C++
👙 Java
       TreeNode left;
      TreeNode right;
      TreeNode(int x) {
        val = x;
10
12
    class LevelAverage {
      public static List<Double> findLevelAverages(TreeNode root) {
        List<Double> result = new ArrayList<>();
        // TODO: Write your code here
16
        return result;
17
18
19
20
      public static void main(String[] args) {
        TreeNode root = new TreeNode(12);
        root.left = new TreeNode(7);
        root.right = new TreeNode(1);
        root.left.left = new TreeNode(9);
24
        root.left.right = new TreeNode(2);
        root.right.left = new TreeNode(10);
26
        root.right.right = new TreeNode(5);
        List<Double> result = LevelAverage.findLevelAverages(root);
28
        System.out.print("Level averages are: " + result);
29
30
31
Run
                                                                                        Save
                                                                                                 Reset
```

Solution

The only difference will be that instead of keeping track of all nodes of a level, we will only track the running sum of the values of all nodes in each level. In the end, we will append the average of the current level to the result array.

This problem follows the Binary Tree Level Order Traversal pattern. We can follow the same BFS approach.

Code

Here is what our algorithm will look like; only the highlighted lines have changed:

```
Python3 G C++ Js JS
      import java.util.*;
      class TreeNode {
        int val;
        TreeNode left;
        TreeNode right;
        TreeNode(int x) {
          val = x;
  10
  11
  12
      class LevelAverage {
        public static List<Double> findLevelAverages(TreeNode root) {
          List<Double> result = new ArrayList<>();
  15
          if (root == null)
  16
            return result;
  18
  19
          Queue<TreeNode> queue = new LinkedList<>();
          queue.offer(root);
  20
          while (!queue.isEmpty()) {
            int levelSize = queue.size();
  22
            double levelSum = 0;
            for (int i = 0; i < levelSize; i++) {</pre>
  24
              TreeNode currentNode = queue.poll();
  25
              // add the node's value to the running sum
  26
  27
              levelSum += currentNode.val;
  28
              // insert the children of current node to the queue
   Run
                                                                                        Save
                                                                                                 Reset
Time complexity
```

The time complexity of the above algorithm is O(N), where 'N' is the total number of nodes in the tree. This

is due to the fact that we traverse each node once.

Space complexity

Similar Problems

Back

Zigzag Traversal (medium)

have a maximum of N/2 nodes at any level (this could happen only at the lowest level), therefore we will need O(N) space to store them in the queue.

The space complexity of the above algorithm will be O(N) which is required for the queue. Since we can

Problem 1: Find the largest value on each level of a binary tree.

maxValue = max(maxValue, currentNode.val)

value of each level.

Solution: We will follow a similar approach, but instead of having a running sum we will track the maximum

```
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