

# LEETCODE 98

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To validate A Given tree is BST or Not :-

DEFINATION: -

A BST is Special form of Binary tree where for each node its left nodes (left subtree)  $\rightarrow$  value is smaller than roots value and also right subtree or right subnodes are having a value greater than value of root...

Brute force Method:-

Algorithm:-

To visit each node of a BST and validate its definition if it found violating definition of BST at any node we would immediately return **FALSE** signifying its not a BST...

Code Snippet:-

```
class Solution {
public:
    long long max_in_node(TreeNode* root){
        if(root == NULL) return LLONG_MIN;
        return max((long long)root->val , max(max_in_node(root->left),max_in_node(root->right)));
    }
    long long min_in_node(TreeNode* root){
        if(root == NULL) return LLONG_MAX;
        return min((long long)root->val , min(min_in_node(root->left),min_in_node(root->right)));
    }
    bool isValidBST(TreeNode* root){
        if(root == NULL) return true;
        else if((long long)root->val <= max_in_node(root->left)) return false;
        else if((long long)root->val >= min_in_node(root->right)) return false;
        else return isValidBST(root->left) && isValidBST(root->right);
    }
};
```

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        else return isValidBST(root->left) && isValidBST(root->right);
    }
};

```

→ root → val ko must  
be > max value of  
left Subtree node..  
if not return **false**

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        else return isValidBST(root->left) && isValidBST(root->right);
    }
};

```

→ root → val ko must  
be < min value of  
right Subtree node..  
if not return **false**

```

class Solution {
public:
    long long max_in_node(TreeNode* root){
        if(root == NULL) return LLONG_MIN;
        return max((long long)root->val , max(max_in_node(root->left),max_in_node(root->right)));
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```

→ Now this line signify recursive calling of left subtree node and right subtree node for further checking of left and right subtree node... if anyone is false return **false**... And if no condition fulfilled and Null Achieved Now the given tree is A Valid BST...

## OPTIMISED SOLUTION:

We would use inorder traversal and store inorder traversal in a vector if that vector is sorted means the given Tree is a valid BST..

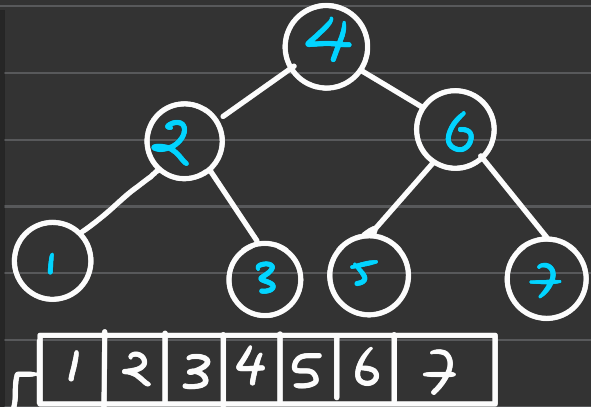
(Inorder of BST is **SORTED**)

## Code Implementation:-

```

class Solution{
public:
    void in_order(TreeNode* root,vector<int> &v){
        if(root == NULL)return;
        in_order(root->left,v);
        v.push_back(root->val);
        in_order(root->right,v);
    }
    bool isValidBST(TreeNode* root){
        vector<int> v;
        in_order(root,v);
        for(int i=0;i<v.size()-1;i++){
            if(v[i]>=v[i+1])return false;
        }
        return true;
    }
};

```



→ Inorder vector of  
BST