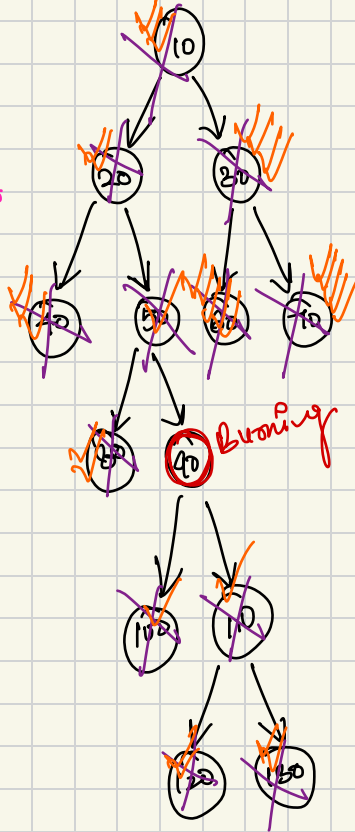




Burning of Trees

min time = 5 units

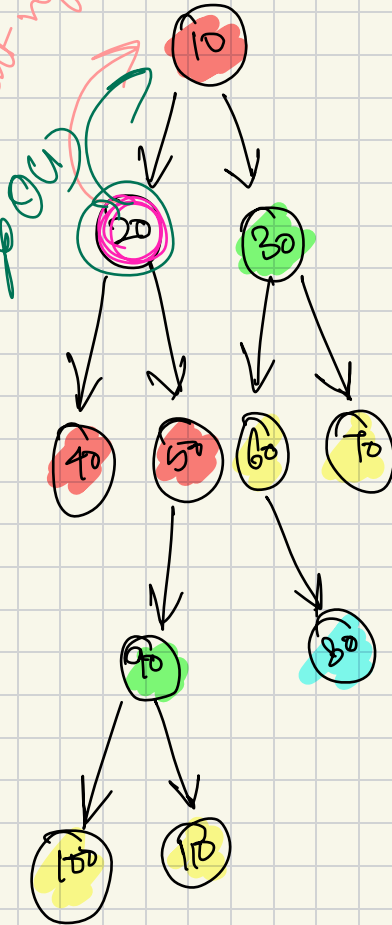


1 unit ! 50, 100, 110

Some Rotten Oranges

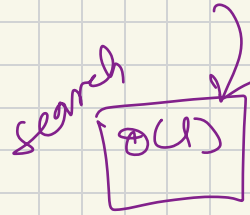
using HashMap

parent ref

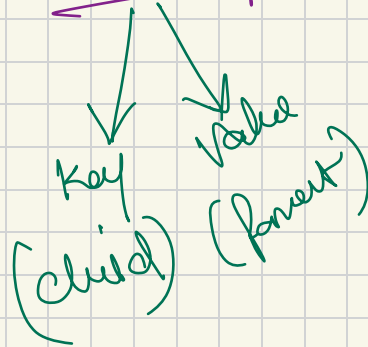


minTime = 4 units

data Structure

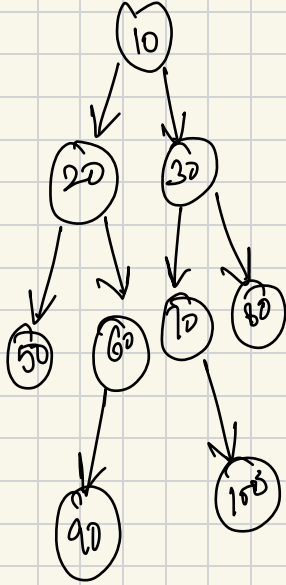


HashMap



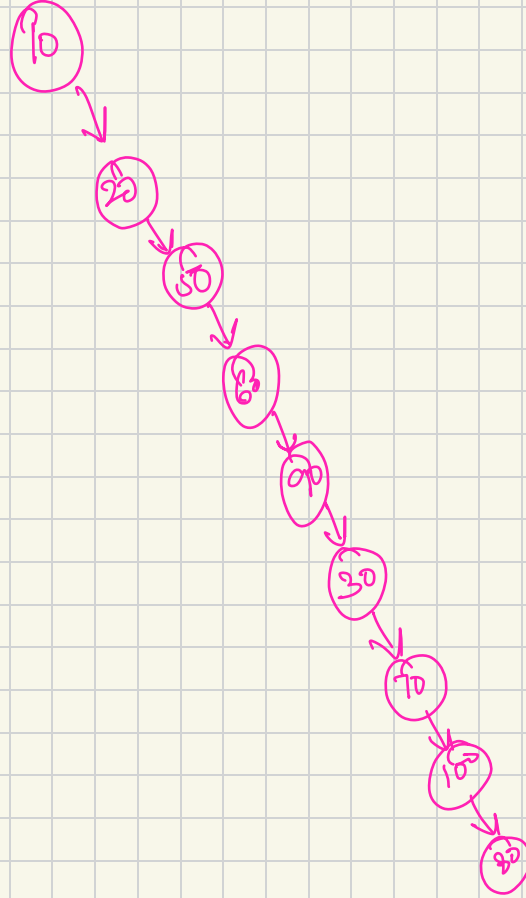
Flatten Binary Tree

in - place



Right
skew
Tree

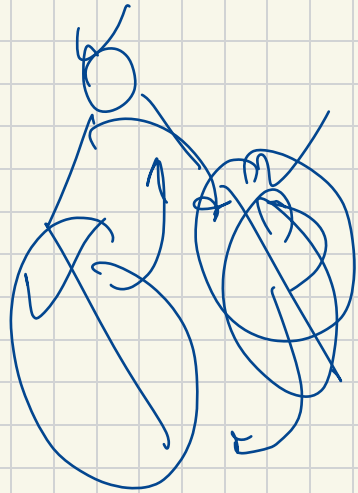
preorder

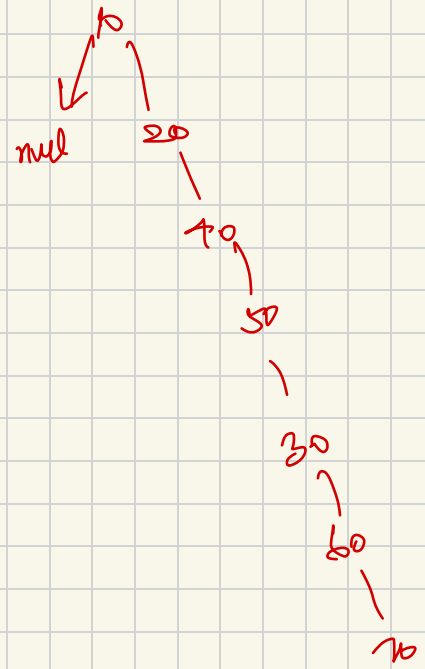
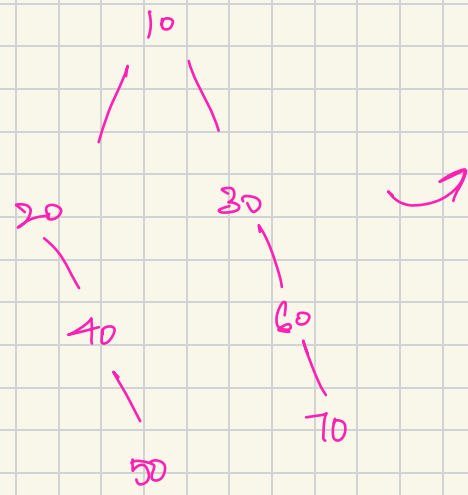
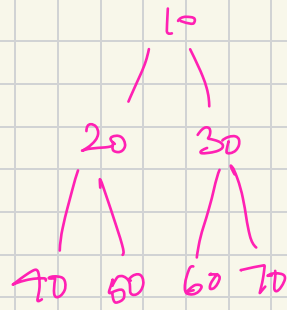


fn: flatten the given binary tree in pre order traversal

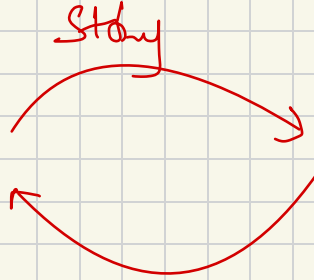
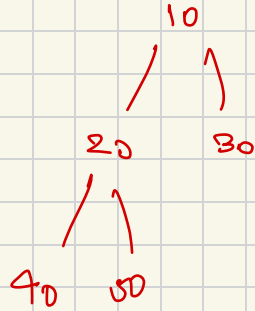
```
void flatten(Node root)
{
    if (root == null)
        return;

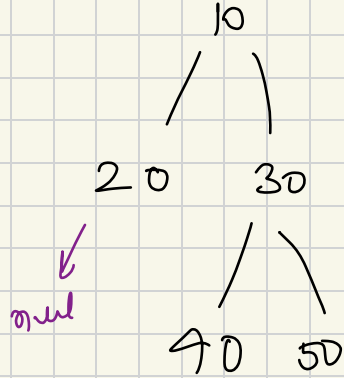
    flatten(root.left);
    flatten(root.right);
    Node temp = root.right;
    root.right = root.left;
    root.left = null;
    ans
}
```



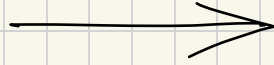


Serialize And De serialize





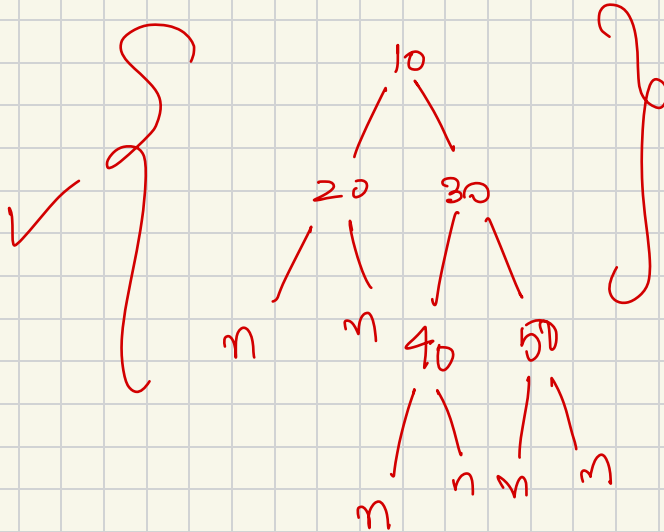
serialize



10, 20, null, null, 30, 40, null, null, 50, null, null

10, 20, n, n, 30, 40, n, n, 50, n, n

↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑



Node root = new Node(10)

root.left = constant

root.right = _____

return root;