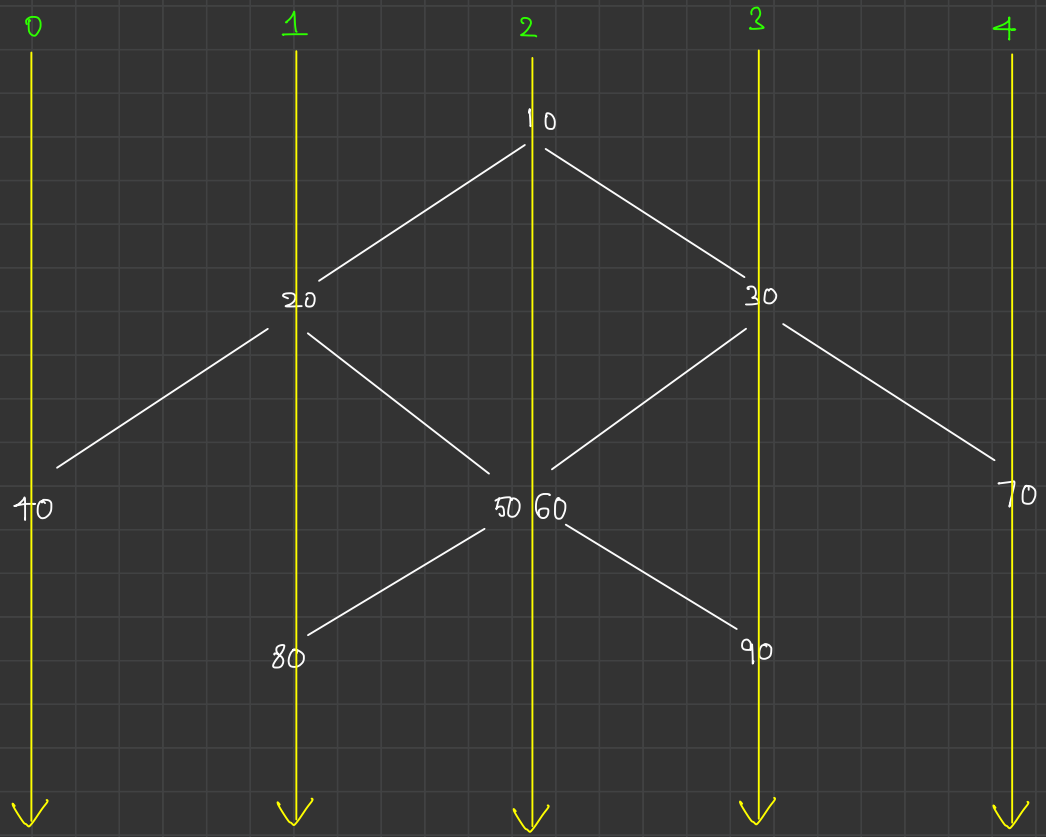
Vertical Order Traversal

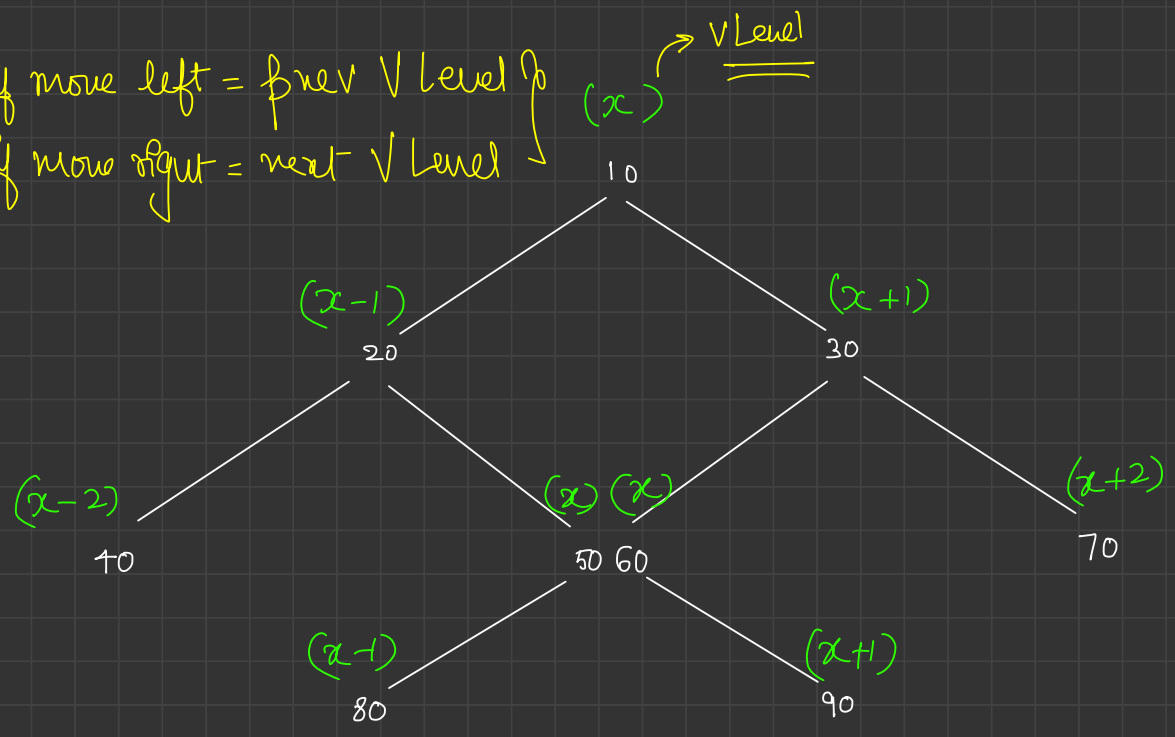


0 1

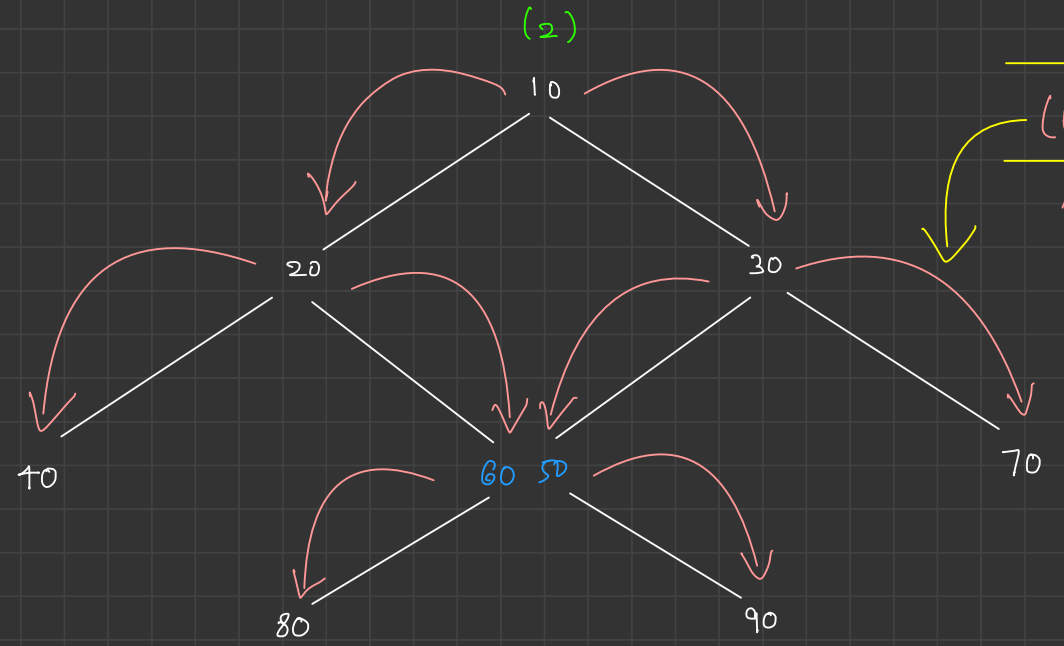
40
20 80
10 50 60
30 90
70

if move left = prev V Level

if move right = next V Level



40
20 80
10 50 60
30 90
70



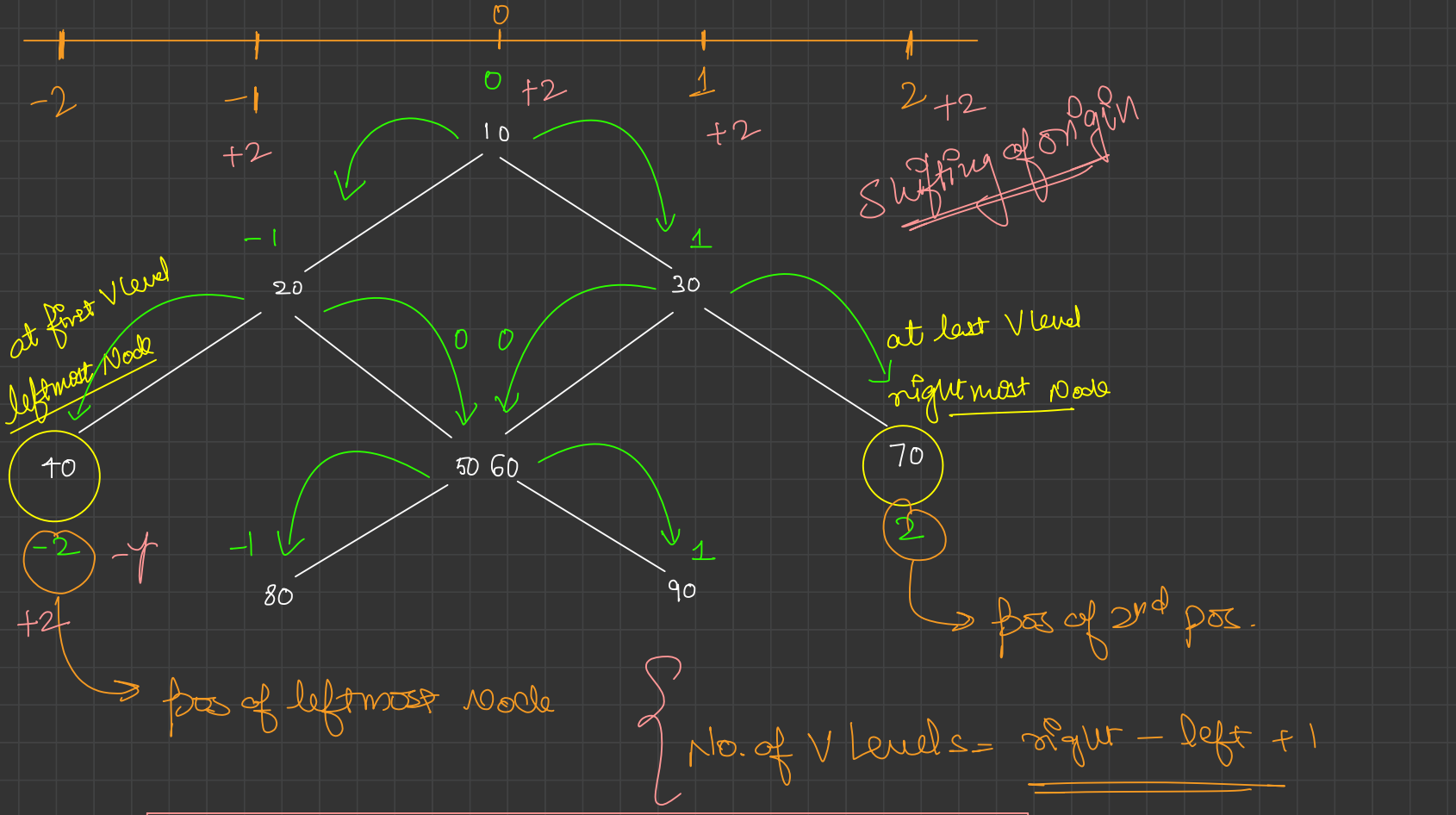
(60,2) (70,4) (80,1) (90,3)

0 → 40
1 → 20, 80
2 → 10, 50, 60
3 → 30, 90
4 → 70

① remove leftmost Node first

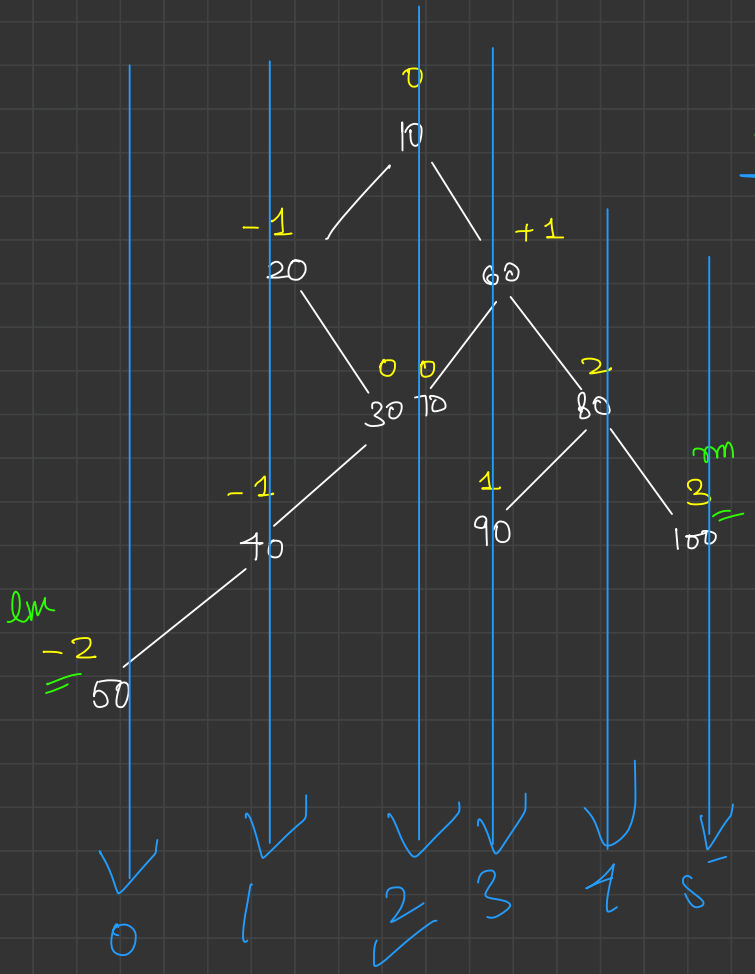
② If same level, then remove person with smaller level first

custom sorting rule → queue { Priority Queue }



$$\text{No. of V Levels} = \text{right} - \text{left} + 1$$

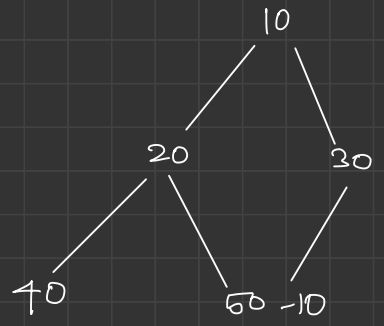
$$\text{V level pos of root} = -\text{leftmost pos.}$$

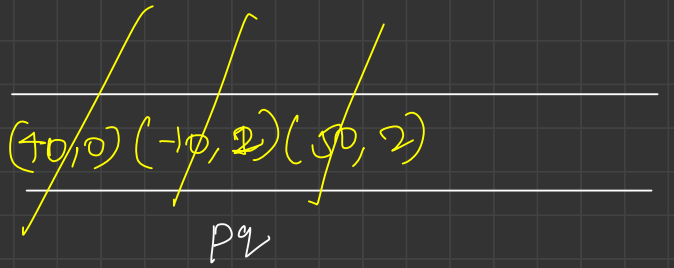


no. of Vlevels = $3-(-2)+1 = 6$

Vlevel of root = $-(-2) = 2$

```java
PriorityQueue<Pair> pq = new PriorityQueue<>();
pq.add(new Pair(root, vLevelOfRoot));

while (pq.size() > 0) {
    int size = pq.size();

    PriorityQueue<Pair> cpq = new PriorityQueue<>();
    while (size-->0) {
        Pair rpair = pq.remove();

        vo.get(rpair.vLevel).add(rpair.node.data);

        if (rpair.node.left != null) {
            cpq.add(new Pair(rpair.node.left, rpair.vLevel - 1));
        }

        if (rpair.node.right != null) {
            cpq.add(new Pair(rpair.node.right, rpair.vLevel + 1));
        }
    }

    pq = cpq;
}
```

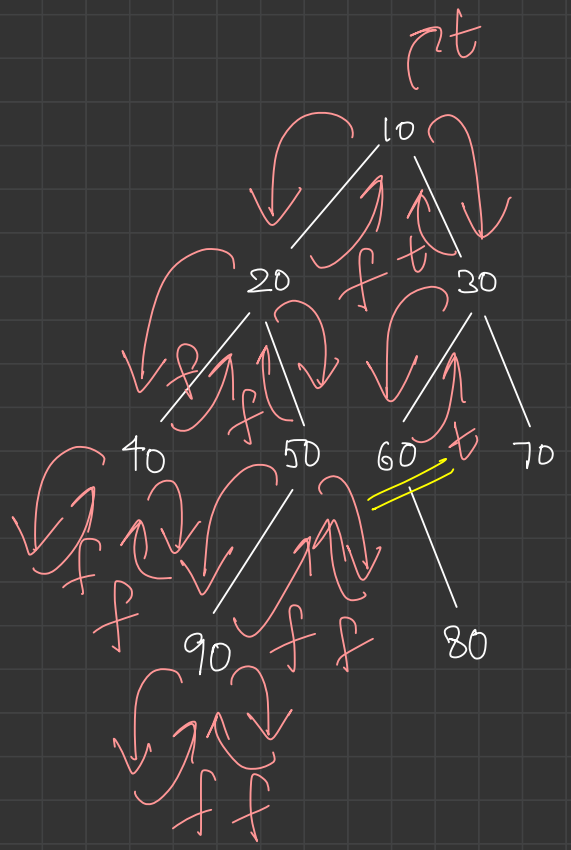




0 → 40
1 → 20
2 → 10, -10, 50
3 → 30

cpq

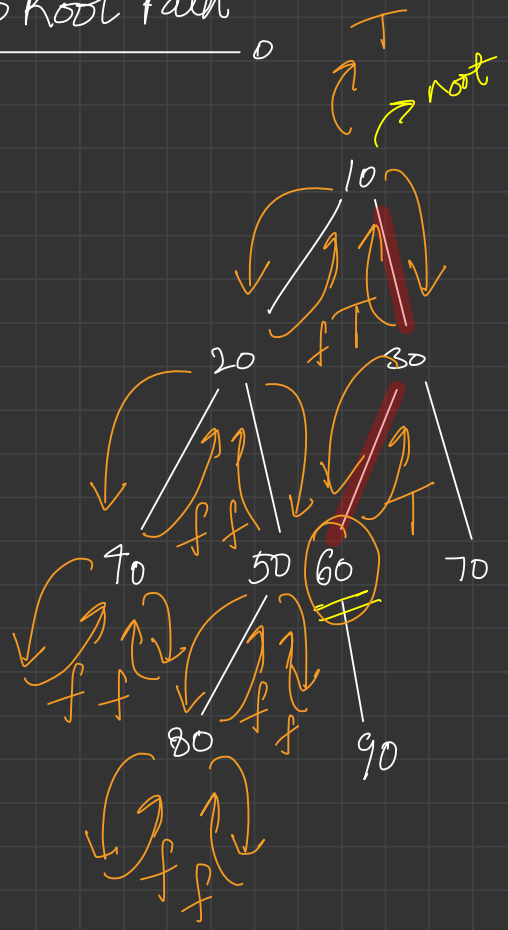
find a given node in a tree



faith: tells weather val is present in the tree starting from root.

```
Boolean find(Node root, int val)
{
    if(root == null)
        return false;

    if (root.data == val)
        return true;

    boolean flc = find(root.left, val);
    if (flc) return true;

    boolean frc = find(root.right, val);
    if(frc) return true;

    return false;
}
```

Node to Root Path

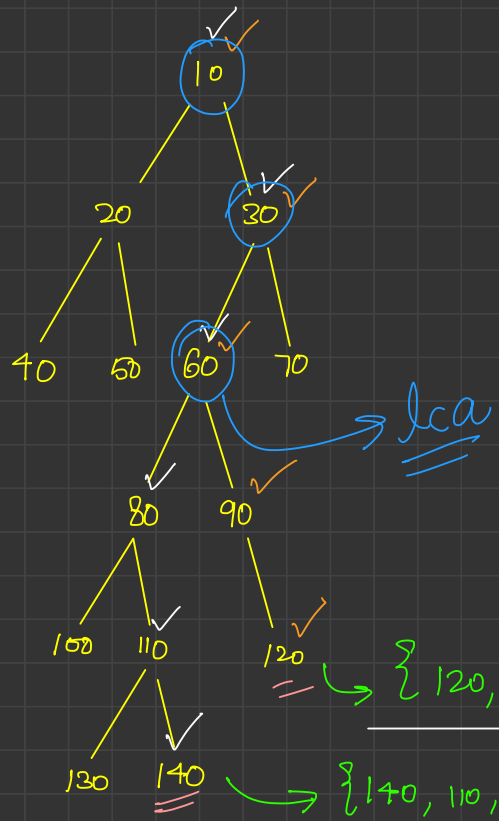


{60, 30, 10}

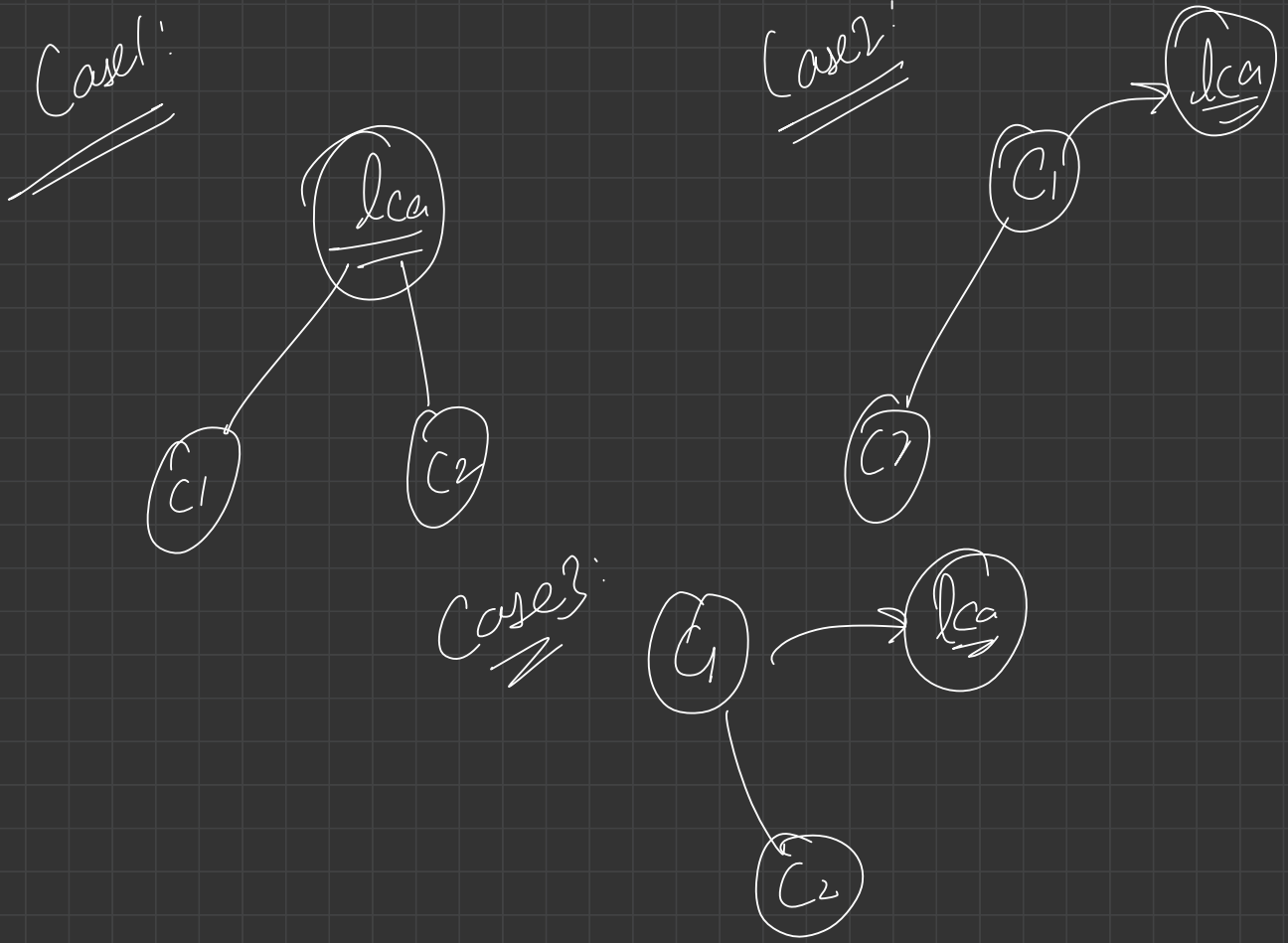
↳ path

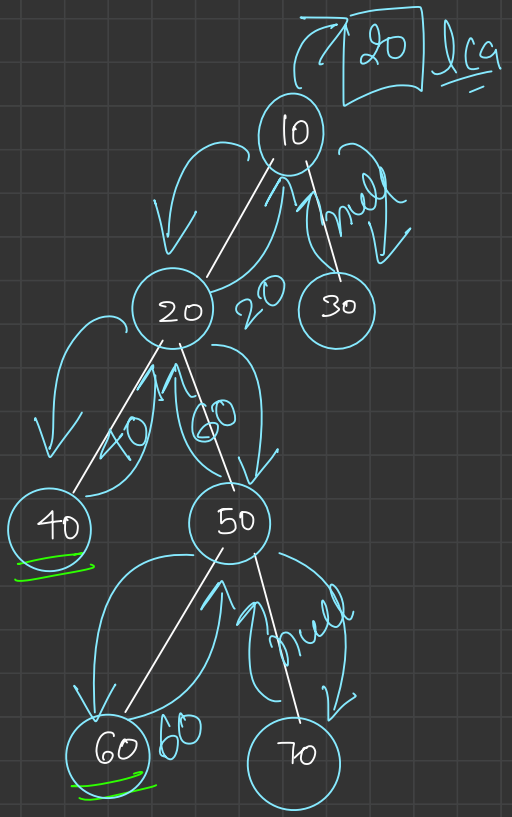
{60, 30, 10}

LCA { lowest Common Ancestor }



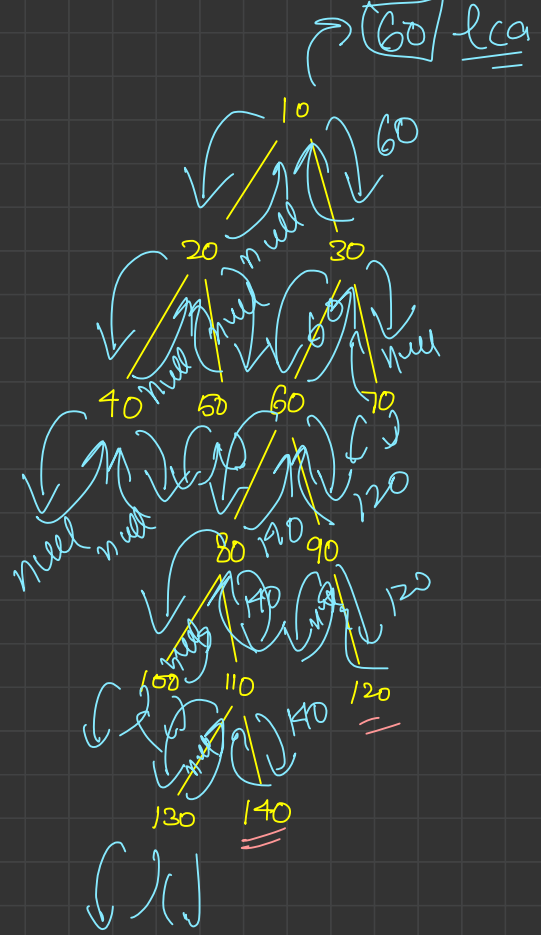
lca = ~~10~~ ~~30~~ 60


Case1:
lca
c1
c2
Case2:
lca
c1
c2
Case3:
c1
lca
c2



faith: it will return LCA of n1 & n2

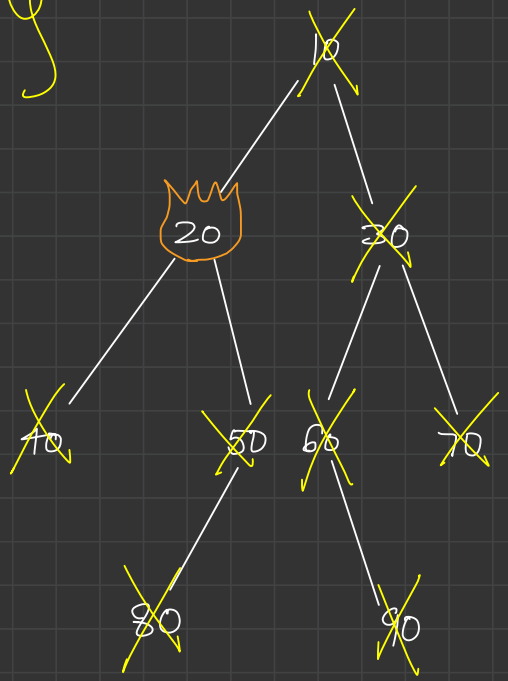
Node findLCA(root, n1, n2)
40 60


60
lca
10
60
20
30
40
50
60
70
120
80
90
120
100
110
120
130
140

Time to burn tree

BFS

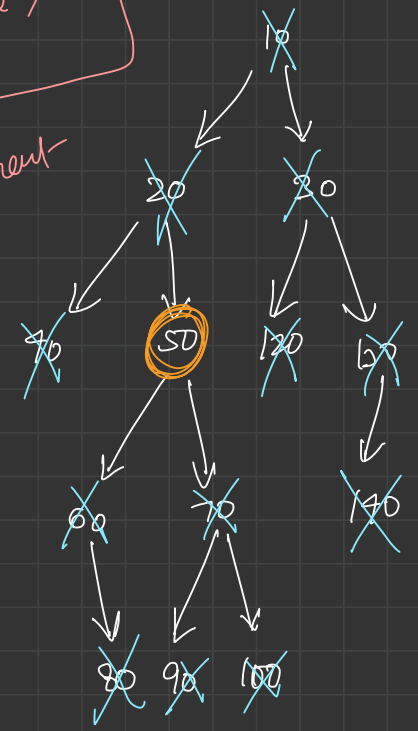
Min time to burn = 4 sec



time = 0 1 2 3 4

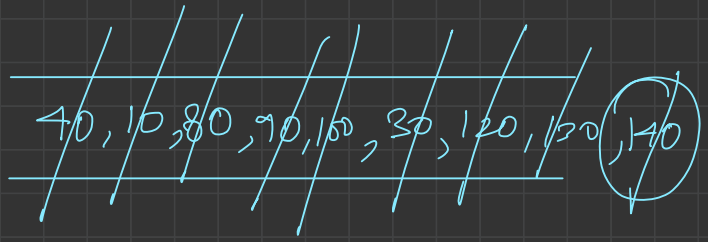
HashMap < Node, Node >

child Parent



vis

HashSet



level = ~~1 2 3 4 5~~ 6

time = level − 1 = 5 sec