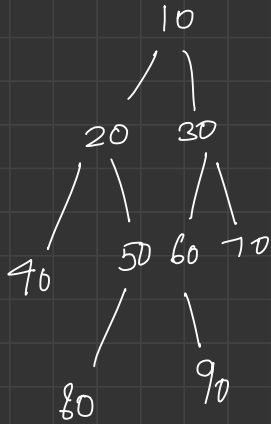
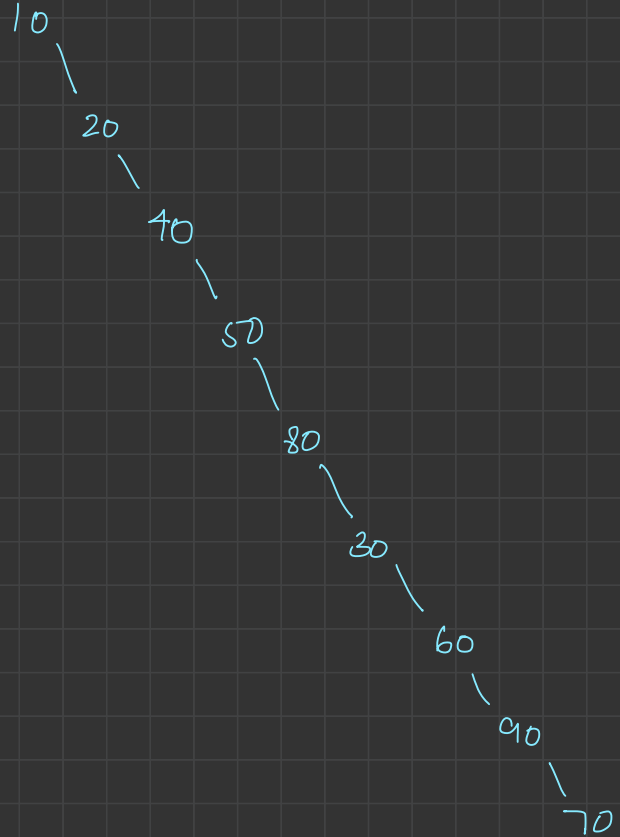




flatten a Binary Tree



flatten →



faith: Flatten the given BT

```
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;
```

```
    Node cur = root;
```

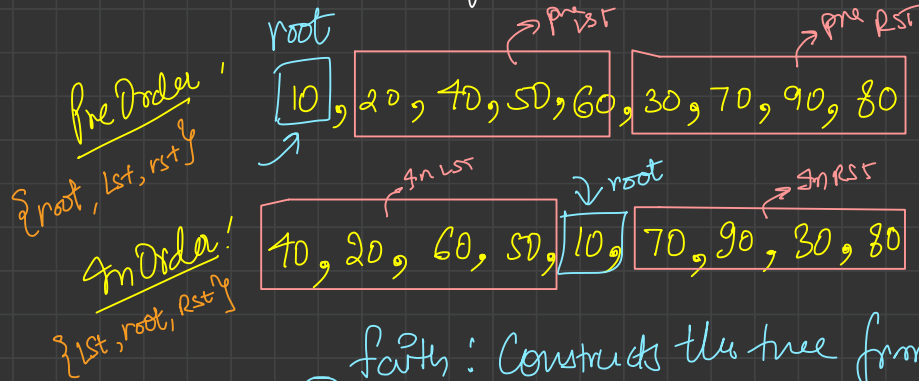
```
    while (cur.right != null)
```

```
        cur = cur.right;
```

```
    cur.right = temp;
```

```
}
```

Construct a tree from PreOrder & InOrder



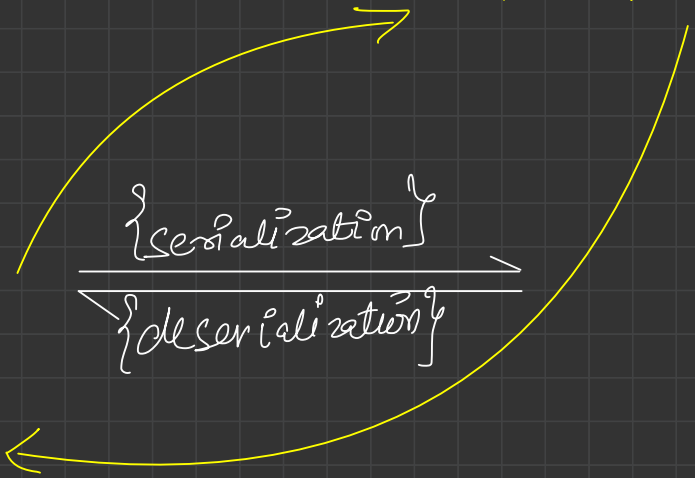
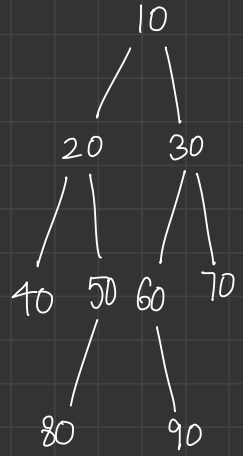
fact: Constructs the tree from pre & in order.

construct(inPre[], inIn[])

Serialize and deserialize

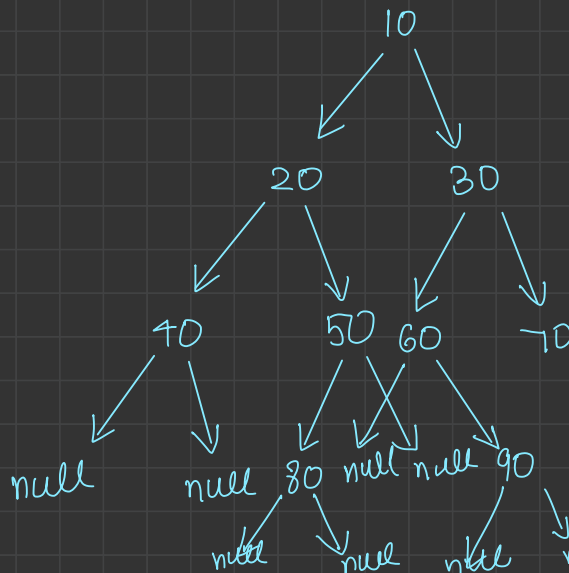
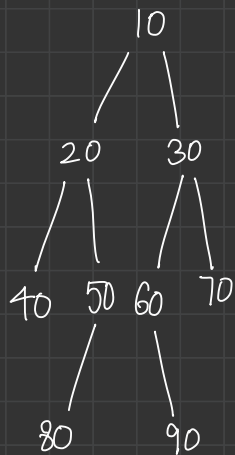
cc

10,20,40,50,80,30,60,90,70 \$ 40,30 ...



BT

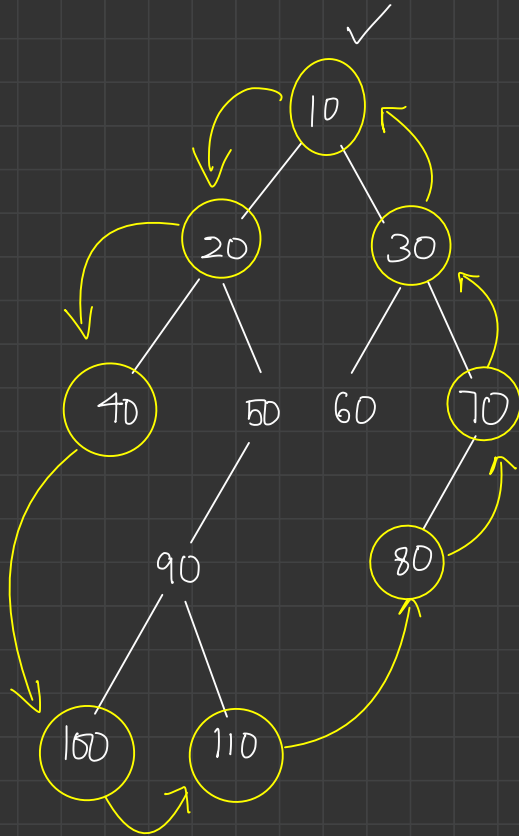
string



preOrder o
cc

10, 20, 40, null, null, 50, 80, null, null, null, 30, 60, null, 90, null, null, 70, null, null

Boundary Tree



- root Node
- left wall
- leaf Nodes
- right wall