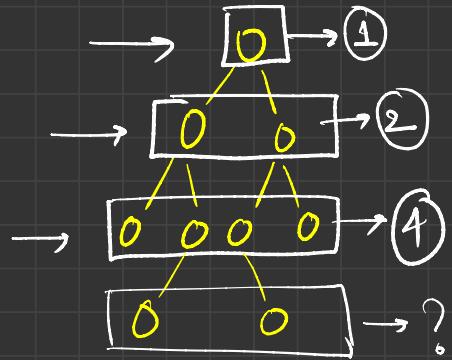
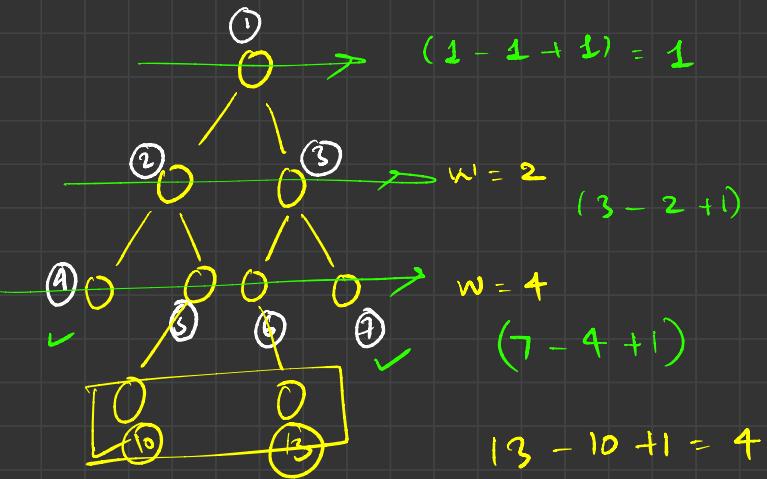
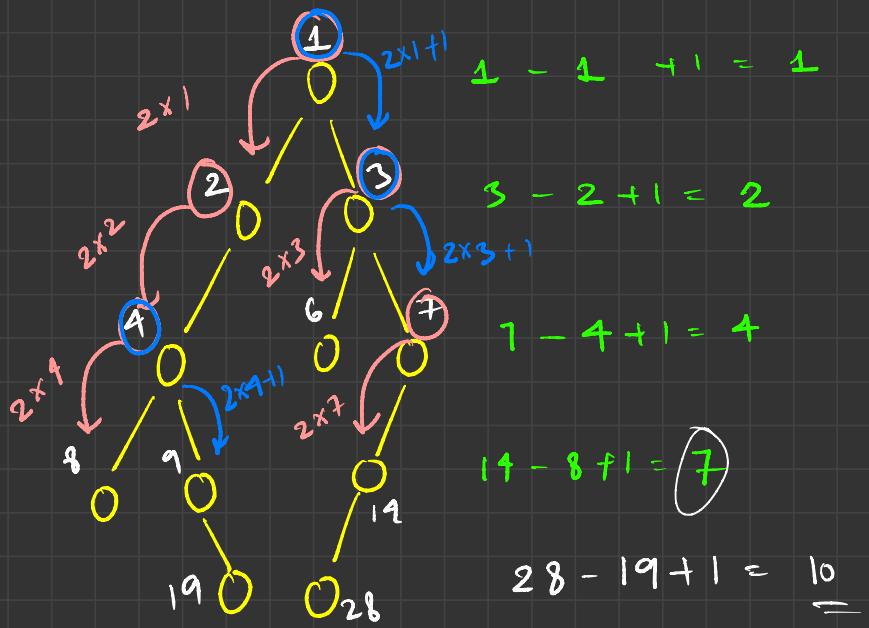




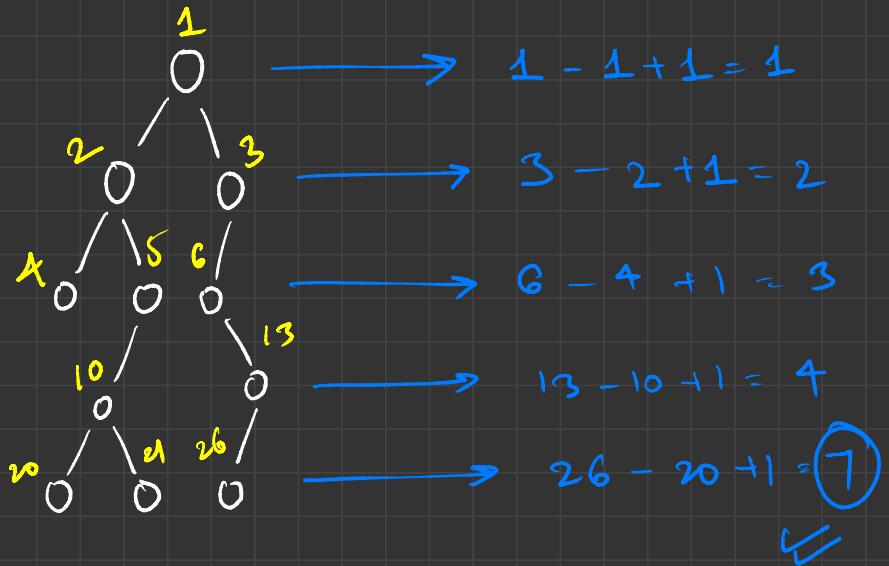
Maximum width of tree







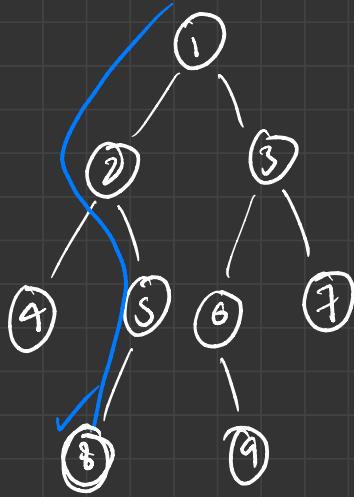
$$\left\{ \begin{array}{l} \text{left Child Index} = 2 \times i \\ \text{right Child Index} = 2 \times i + 1 \end{array} \right.$$



```

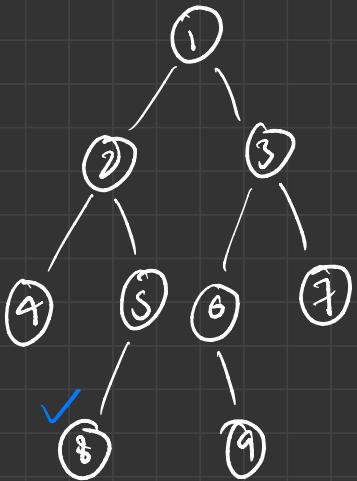
→ class pair {
    Node;
    index;
}
→ y
  
```

Path to Given Node



$\{1 \rightarrow 2 \rightarrow 5 \rightarrow 8\}$

find A target



```

public boolean find(Node root, int tar) {
    if (root == null) {
        return false;
    }

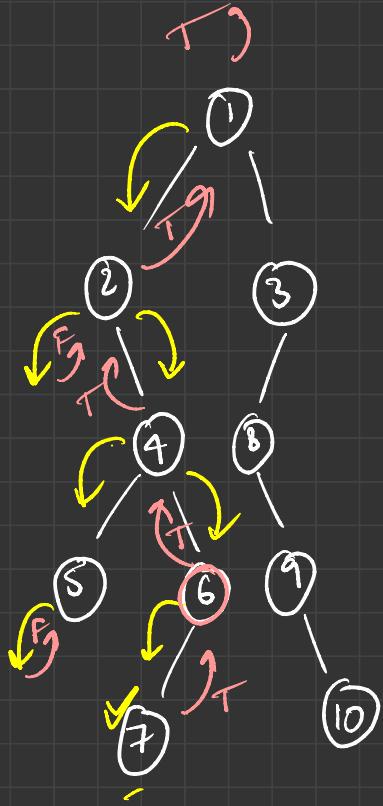
    if (root.data == tar) { → AL
        return true;
    }

    // find in left child
    boolean filc = find(root.left, tar);
    if (filc == true) { → BL
        return true;
    }

    // find in right child
    boolean firc = find(root.right, tar);
    if (firc == true) { → RL
        return true;
    }

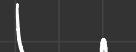
    // I was not the target, not found in left child niether in right child
    return false;
}

```

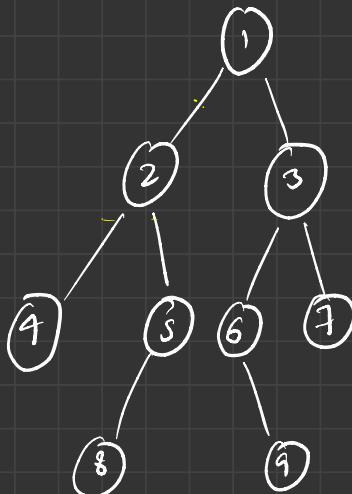


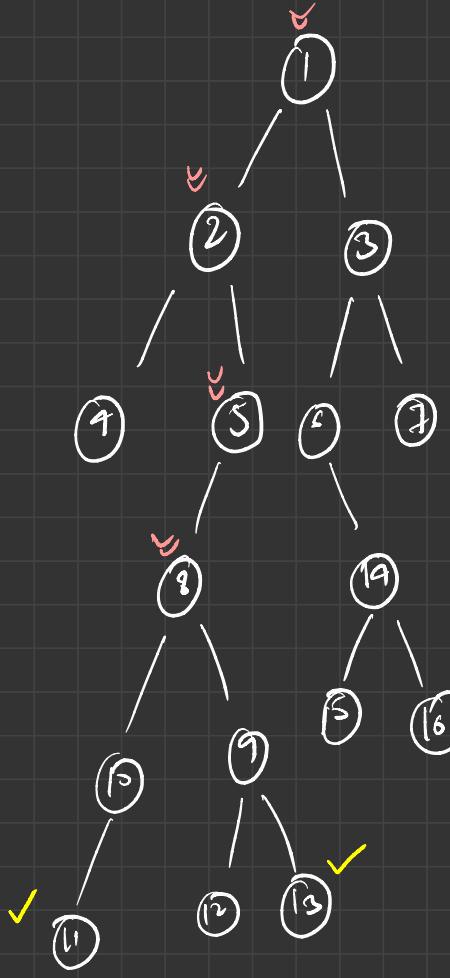
{7, 6, 4, 2, 1}

LCA



lowest Common Ancestor





~~[1, 2, 5, 8, 10, 11]~~
~~[1, 2, 5, 8, 9, 13]~~
~~1 2 5 8 10 11~~
~~1 2 5 8 9 13~~

~~while (i < list1.size() && i < list2.size()) {~~
 ~~if (list1.get(i) < list2.get(i)) {~~

~~list1.get(i) = 2~~
 ~~list2.get(i) = 1~~

~~}~~
 ~~else = list1.get(i);~~
 ~~i++;~~
 ~~j++;~~

```

public static Node findLCA(Node node, int n1, int n2) {
    // write code here
    if (node == null) {
        return null;
    }

    if (node.data == n1 || node.data == n2) {
        return node;
    }

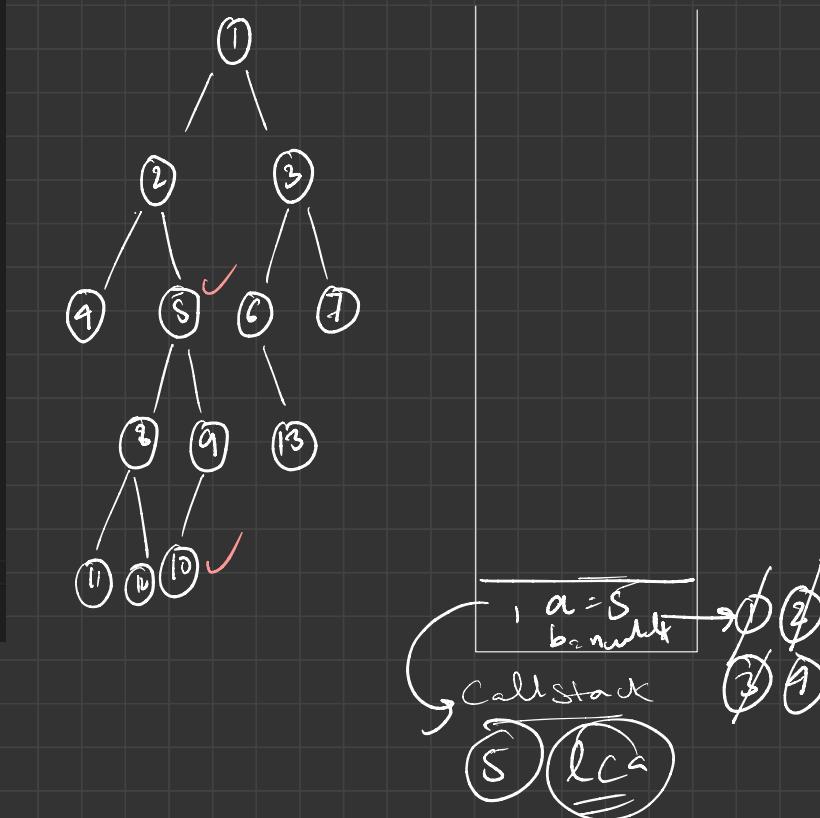
    Node findOneInLeft = findLCA(node.left, n1, n2);
    Node findOneInRight = findLCA(node.right, n1, n2);

    if (findOneInLeft != null && findOneInRight != null) {
        return node;
    }

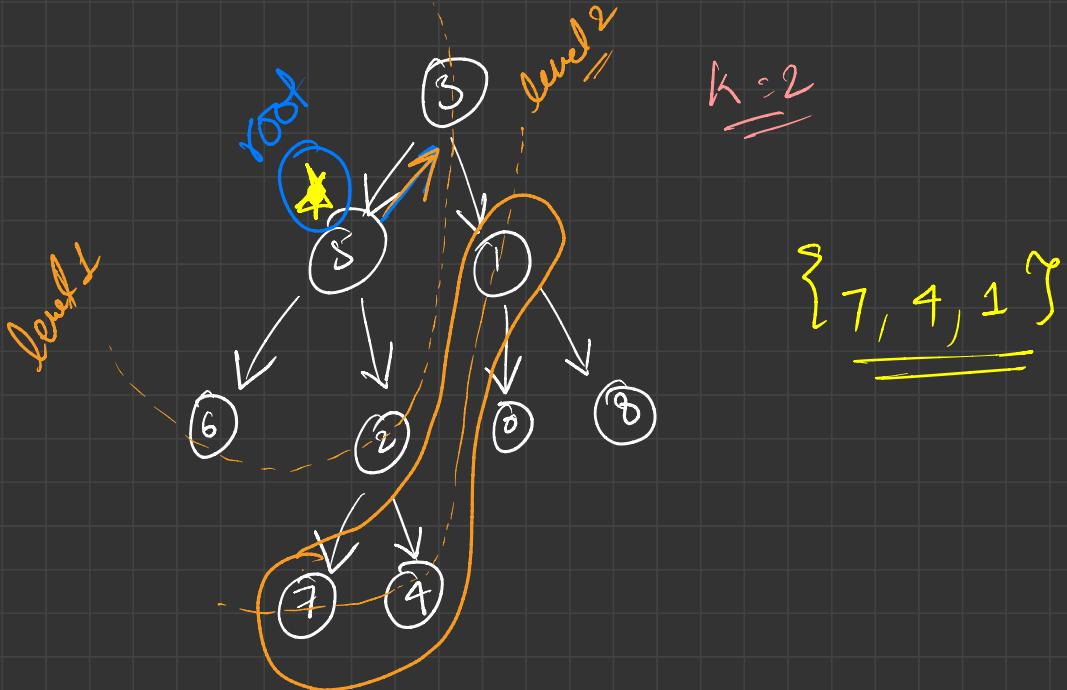
    if (findOneInLeft != null) {
        return findOneInLeft;
    } else if (findOneInRight != null) {
        return findOneInRight;
    } else {
        return null;
    }
}

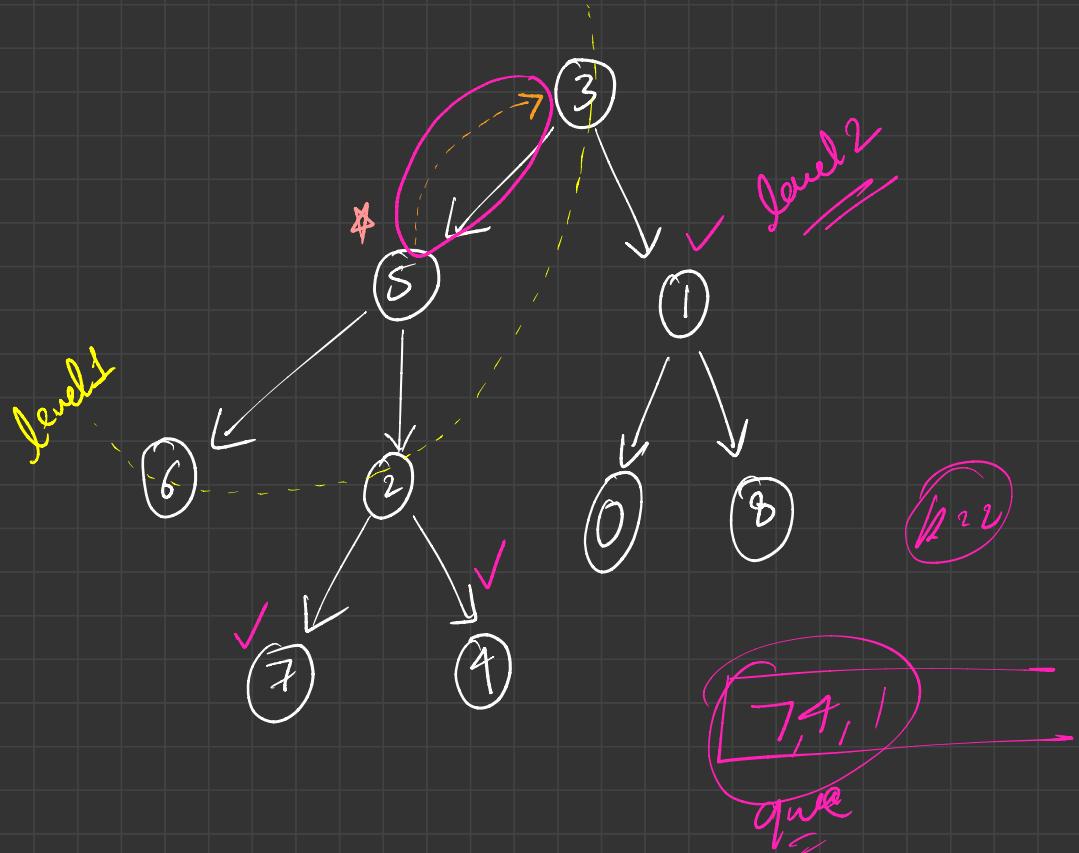
```

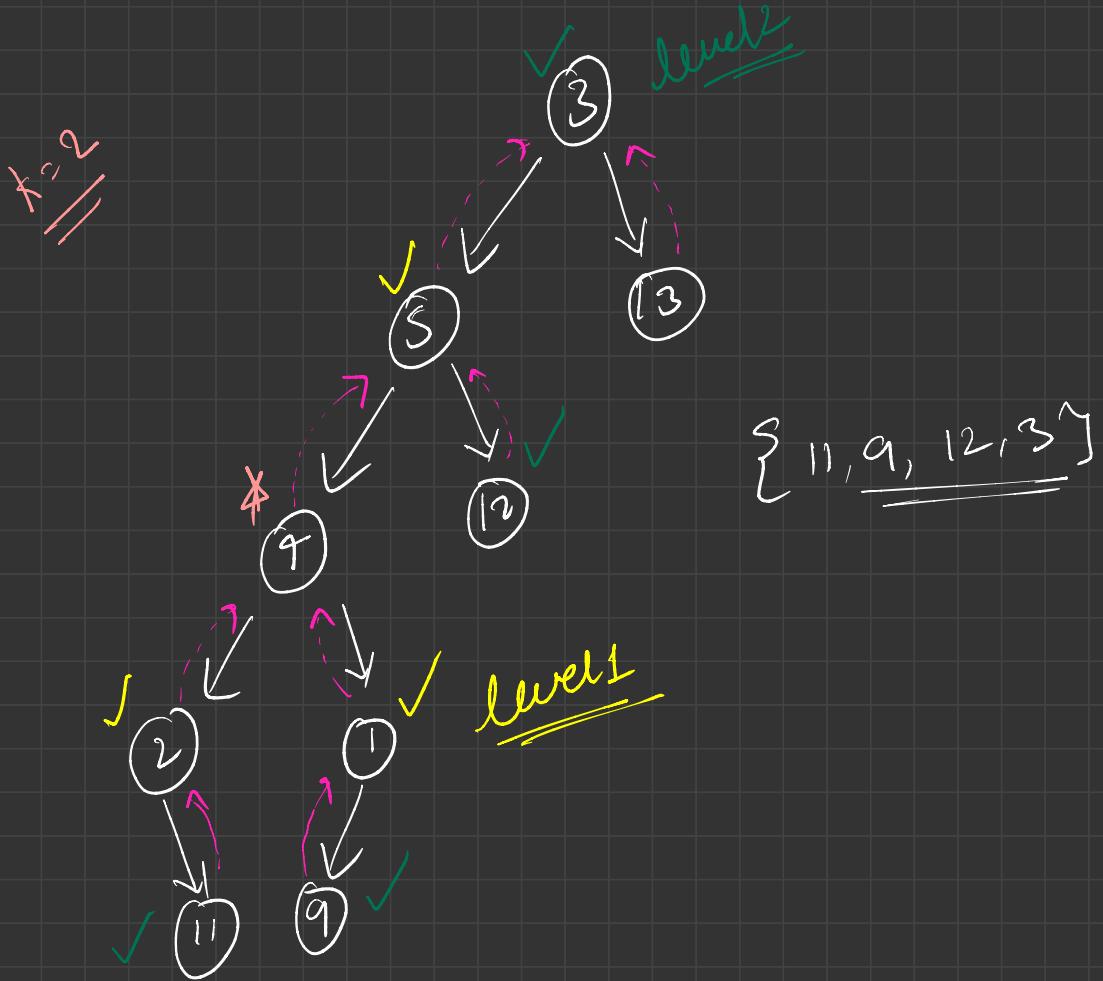
$T.C. O(N)$
 $S.C. O(1)$

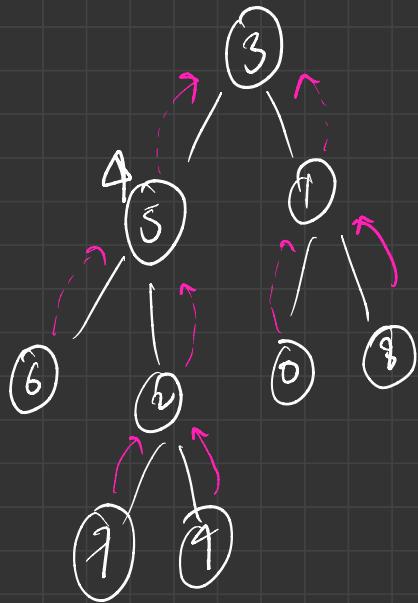


All Nodes Distance k in a Binary Tree



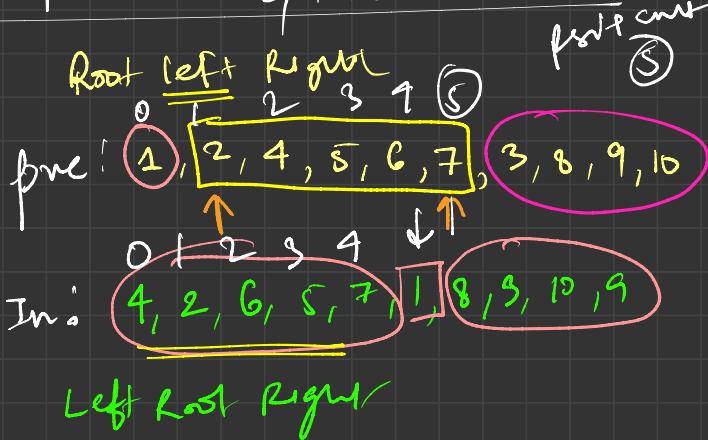
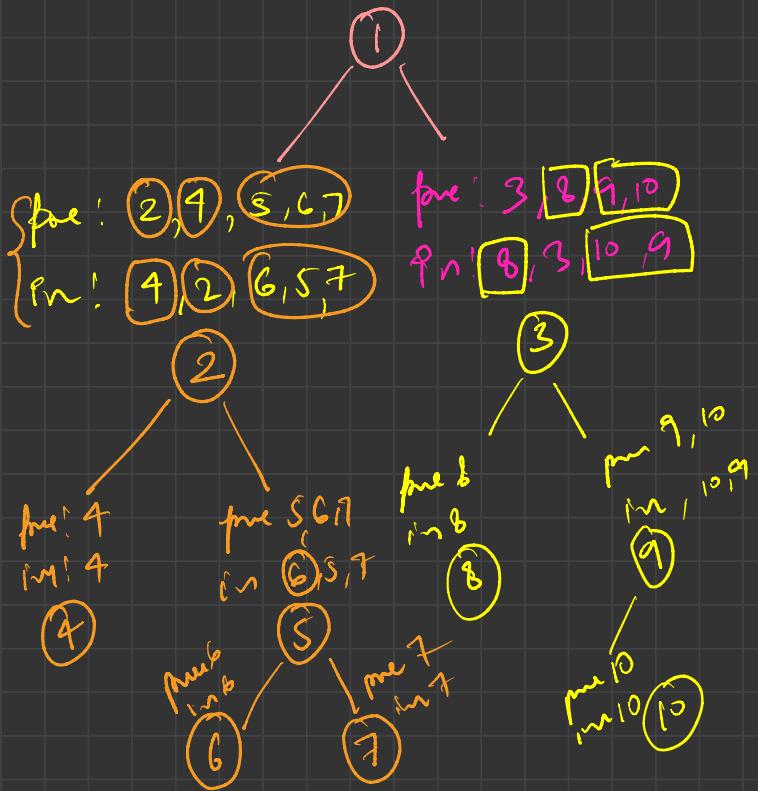






task! : get parent pointer for every Node !

Construct a binary tree from pre-order & In-order traversal



```

class Solution {
    TreeNode constructTree (int[] preorder, int psi, int pei, int[] inorder, int isi, intiei) {
        if (psi > pei) {
            return null;
        }
        if (isi > iei) {
            return null;
        }
        TreeNode root = new TreeNode(preorder[psi]);
        int val = preorder[psi];
        int itr = isi;
        int cntElements = 0;
        while (inorder[itr] != val) {
            cntElements++;
            itr++;
        }
        root.left = constructTree(preorder, psi + 1, psi + cntElements, inorder, isi, itr - 1);
        root.right = constructTree(preorder, psi + cntElements + 1, pei, inorder, itr + 1, iei);
        return root;
    }

    public TreeNode buildTree(int[] preorder, int[] inorder) {
        return constructTree(preorder, 0, preorder.length - 1, inorder, 0, inorder.length - 1);
    }
}

```

