



Solution Review: Problem Challenge 1

We'll cover the following

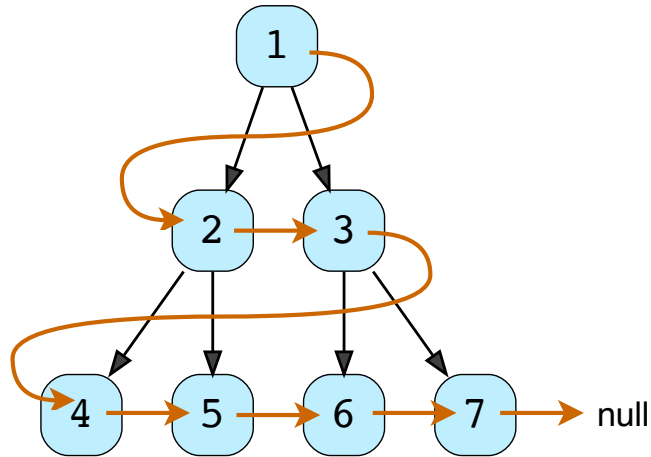


- Connect All Level Order Siblings (medium)
- Solution
- Code
 - Time complexity
 - Space complexity

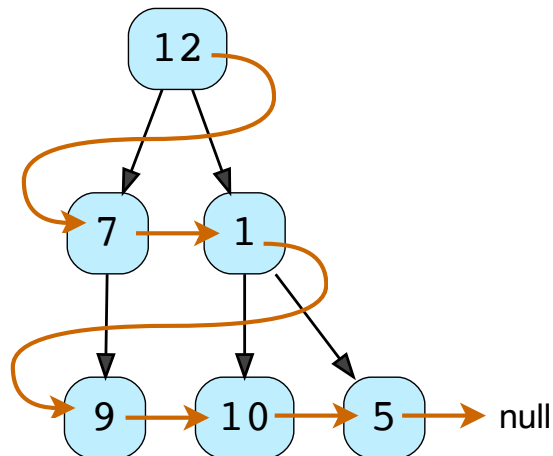
Connect All Level Order Siblings (medium)#

Given a binary tree, connect each node with its level order successor. The last node of each level should point to the first node of the next level.

Example 1:



Example 2:



Solution#





This problem follows the Binary Tree Level Order Traversal

(<https://www.educative.io/collection/page/5668639101419520/5671464854355968/5726607939469312/>) pattern. We can follow the same **BFS** approach.

The only difference will be that while traversing we will remember (irrespective of the level) the previous node to connect it with the current node.

Code#

Here is what our algorithm will look like; only the highlighted lines have changed:

 Java	 Python3	 C++	 JS
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```
import java.util.*;

class TreeNode {
    int val;
    TreeNode left;
    TreeNode right;
    TreeNode next;

    TreeNode(int x) {
        val = x;
        left = right = next = null;
    }

    // tree traversal using 'next' pointer
    public void printTree() {
        TreeNode current = this;
        System.out.print("Traversal using 'next' pointer: ");
        while (current != null) {
            System.out.print(current.val + " ");
            current = current.next;
        }
    }
};

class ConnectAllSiblings {
    public static void connect(TreeNode root) {
        if (root == null)
            return;
    }
}
```

```
Queue<TreeNode> queue = new LinkedList<>();
queue.offer(root);
TreeNode currentNode = null, previousNode = null;
while (!queue.isEmpty()) {
    currentNode = queue.poll();
    if (previousNode != null)
        previousNode.next = currentNode;
    previousNode = currentNode;

    // insert the children of current node in the queue
    if (currentNode.left != null)
        queue.offer(currentNode.left);
    if (currentNode.right != null)
        queue.offer(currentNode.right);
}

public static void main(String[] args) {
    TreeNode root = new TreeNode(12);
    root.left = new TreeNode(7);
    root.right = new TreeNode(1);
    root.left.left = new TreeNode(9);
    root.right.left = new TreeNode(10);
    root.right.right = new TreeNode(5);
    ConnectAllSiblings.connect(root);
    root.printTree();
}
```

Run

Save

Reset



Time complexity#

The time complexity of the above algorithm is $O(N)$, where 'N' is the total number of nodes in the tree. This is due to the fact that we traverse each node once.

Space complexity#

The space complexity of the above algorithm will be $O(N)$ which is required for the queue. Since we can have a maximum of $N/2$ nodes at any level (this could happen only at the lowest level), therefore we will need $O(N)$ space to store them in the queue.

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