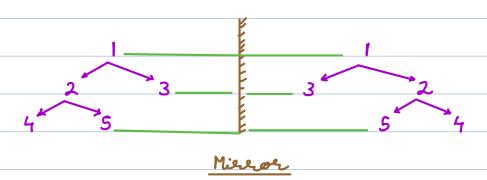
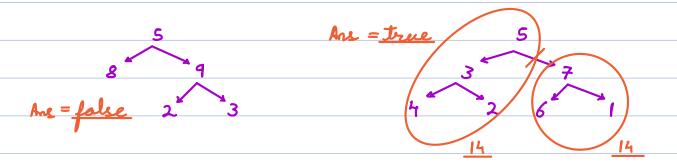
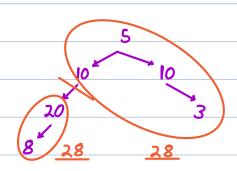
a - Invert the giver birary tree.



d → Civer a birary tree, sheek if it is possible to split it into 2 subtrees with equal sum of nodes.





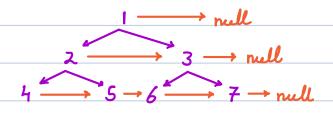
- 1) Find total sum of nodes (5).
- 3) Sheek if there exist a subtree with sum = 5/2.

S = Sum (root)

TC = O(N) SC = O(H)

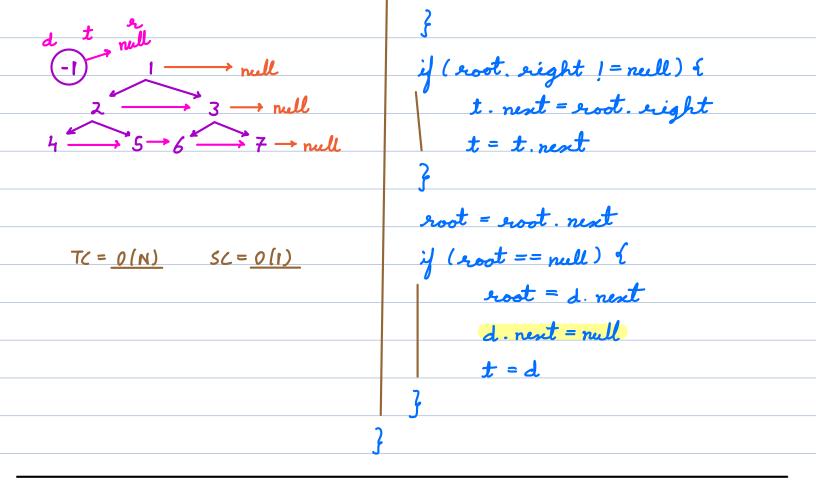
return total

A→ Giver a perfect birary tree (all levels commplete), update the tree s.t each node is connected to next node in the same level from left to right.

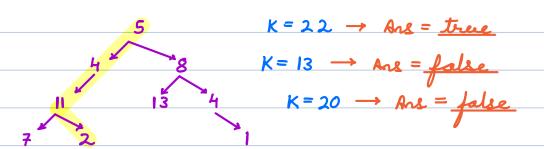


Level order traversal

```
if (root == null) return
    Il Queue - q
    q. erqueue (root)
     last = root
    while (! q. is Empty (1) &
       x = q. dequeue ()
       if (x.left!=null) q. erqueue (x.left)
        if (x. right!= rull) q. erqueue (x. right)
      if (x!= lost) {
             x. nest = q. front()
          2. neset = neell
          if (!q. is Empty 1) lost = q. rear ()
                          if ( root = = null) return
                          d = new Node (-1)
                         while (root!=null) {
Iritially next Ynodes
                          if (root.left!= null) {
 point to nell.
                               t. next = root.left
                               t = t. next
```



a → where a binary tree & an integer K, check if there exist a root to leaf path sum = K.



boolean check (root, K) &

if (root == null) return false

if (root.left == null && root.right == null)

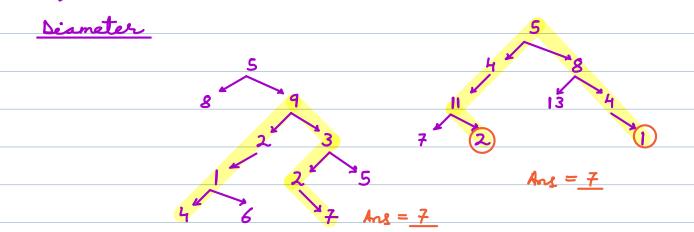
return (K == root.data)

return check (root.left, K-root.data) ||

check (root.right, K-root.data)

TC = O(N) SC = O(H)

A → Giver a birary tree, find the length of longest path b/w ary two nodes in the tree.



disneter (x) = height (x. left) + height (z. right) + 2

dismeter = 0

int height (root) &

if (root == null)

return -1

L = height (root. left)

R = height (root. right)

dismeter = mose (dismeter,

L + R + 2)

return mose (L, R) + 1

TC = O(N) SC = O(H)