

Description

Solution

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Submissions

261. Graph Valid Tree

Medium

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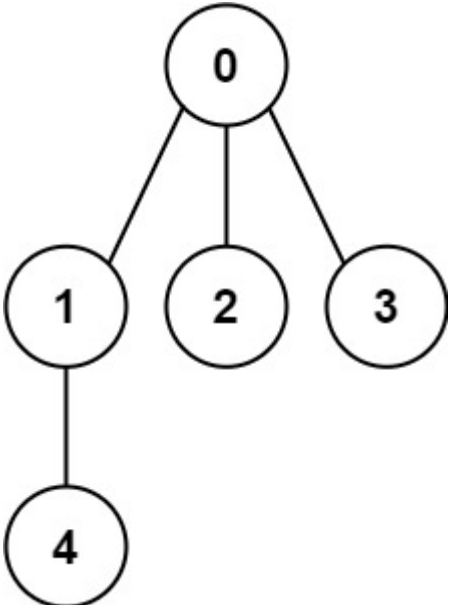
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You have a graph of `n` nodes labeled from `0` to `n - 1`. You are given an integer `n` and a list of `edges` where `edges[i] = [ai, bi]` indicates that there is an undirected edge between nodes `ai` and `bi` in the graph.

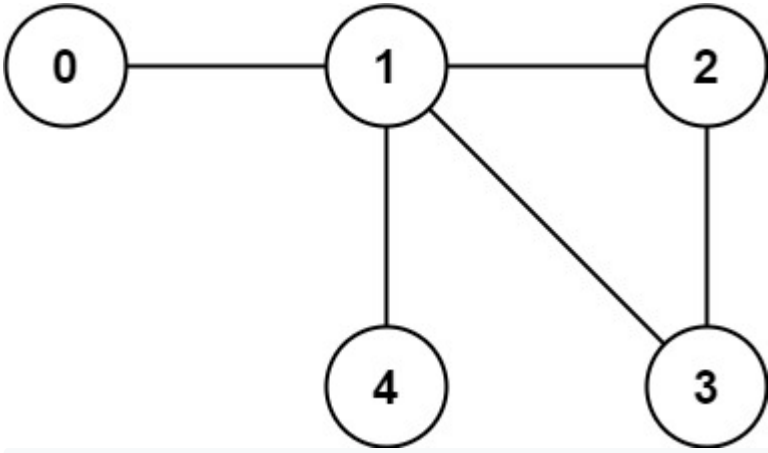
Return `true` if the edges of the given graph make up a valid tree, and `false` otherwise.

Example 1:



Input: `n = 5, edges = [[0,1],[0,2],[0,3],[1,4]]`
Output: `true`

Example 2:



Input: `n = 5, edges = [[0,1],[1,2],[1,3],[1,4],[2,3]]`
Output: `false`

Constraints:

- `1 <= n <= 2000`
- `0 <= edges.length <= 5000`
- `edges[i].length == 2`
- `0 <= ai, bi < n`
- `ai != bi`
- There are no self-loops or repeated edges.

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Hide Hint 1

Given `n = 5` and `edges = [[0, 1], [1, 2], [3, 4]]`, what should your return? Is this case a valid tree?

Hide Hint 2

According to the [definition of tree on Wikipedia](#): "a tree is an undirected graph in which any two vertices are connected by *exactly* one path. In other words, any connected graph without simple cycles is a tree."

i Java

Autocomplete

```
1 class Solution {
2
3     private List<List<Integer>> adjacencyList = new ArrayList<>();
4     private Set<Integer> seen = new HashSet<>();
5
6
7     public boolean validTree(int n, int[][] edges) {
8
9         if (edges.length != n - 1) return false;
10
11         // Make the adjacency list.
12         for (int i = 0; i < n; i++) {
13             adjacencyList.add(new ArrayList<>());
14         }
15         for (int[] edge : edges) {
16             adjacencyList.get(edge[0]).add(edge[1]);
17             adjacencyList.get(edge[1]).add(edge[0]);
18         }
19
20         // Carry out depth first search.
21         dfs(0);
22         // Inspect result and return the verdict.
23         return seen.size() == n;
24     }
25
26     public void dfs(int node) {
27         if (seen.contains(node)) return;
28         seen.add(node);
29         for (int neighbour : adjacencyList.get(node)) {
30             dfs(neighbour);
31         }
32     }
33 }
```