

510. Inorder Successor in BST II

Medium

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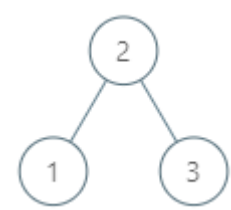
Given a `node` in a binary search tree, return the *in-order* successor of that *node* in the *BST*. If that node has no in-order successor, return `null`.

The successor of a `node` is the node with the smallest key greater than `node.val`.

You will have direct access to the node but not to the root of the tree. Each node will have a reference to its parent node. Below is the definition for `Node`:

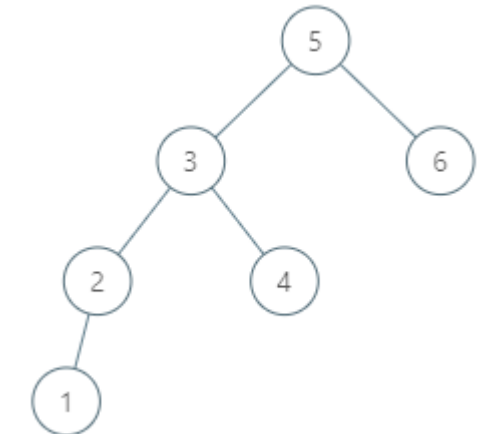
```
class Node {
    public int val;
    public Node left;
    public Node right;
    public Node parent;
}
```

Example 1:



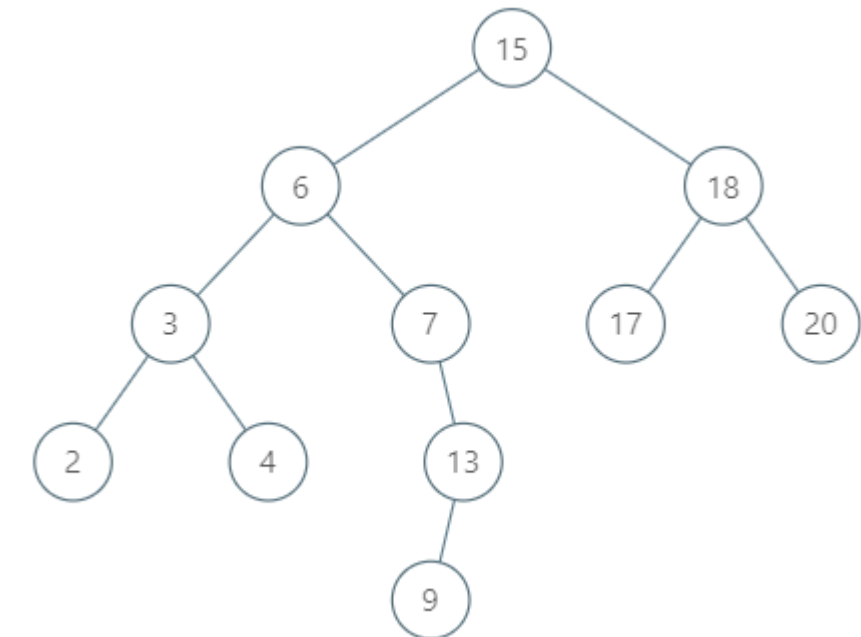
Input: tree = [2,1,3], node = 1
Output: 2
Explanation: 1's in-order successor node is 2. Note that both the node and the return value is of Node type.

Example 2:



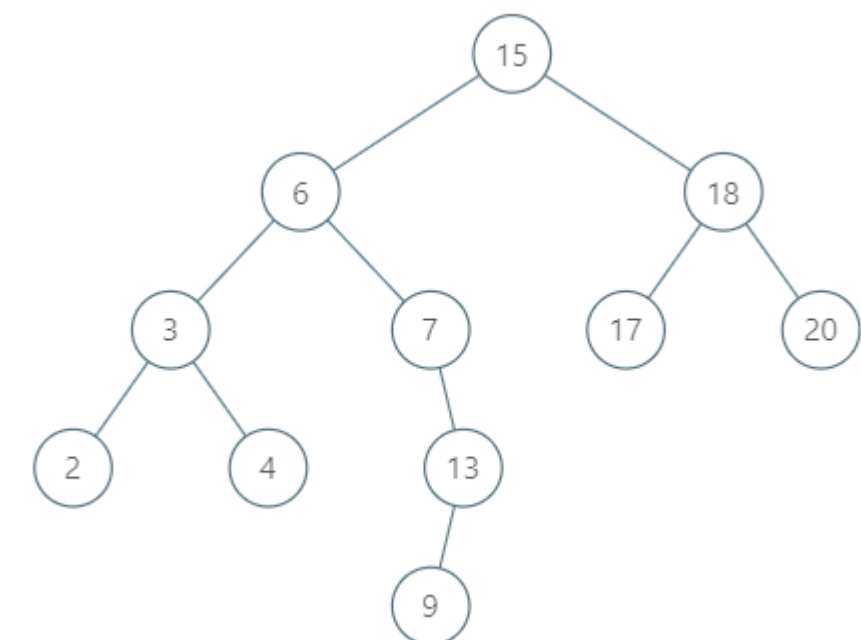
Input: tree = [5,3,6,2,4,null,null,1], node = 6
Output: null
Explanation: There is no in-order successor of the current node, so the answer is null.

Example 3:



Input: tree = [15,6,18,3,7,17,20,2,4,null,13,null,null,null,null,null,null,9], node = 15
Output: 17

Example 4:



Input: tree = [15,6,18,3,7,17,20,2,4,null,13,null,null,null,null,null,null,9], node = 13
Output: 15

Example 5:

Input: tree = [0], node = 0
Output: null

Constraints:

- The number of nodes in the tree is in the range $[1, 10^4]$.
- $-10^5 \leq \text{Node.val} \leq 10^5$
- All Nodes will have unique values.

Follow up: Could you solve it without looking up any of the node's values?

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```
1 * class Solution {
2 *     public Node inorderSuccessor(Node x) {
3 *         // the successor is somewhere lower in the right subtree
4 *         if (x.right != null) {
5 *             x = x.right;
6 *             while (x.left != null) x = x.left;
7 *             return x;
8 *         }
9 *         // the successor is somewhere upper in the tree
10 *        while (x.parent != null && x == x.parent.right) x = x.parent;
11 *        return x.parent;
12 *    }
13 * }
14 *
```