## 236. Lowest Common Ancestor of a Binary Tree

Medium

**6** 5186

**P** 200

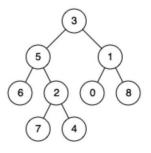
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Given a binary tree, find the lowest common ancestor (LCA) of two given nodes in the tree.

According to the definition of LCA on Wikipedia: "The lowest common ancestor is defined between two nodes p and q as the lowest node in T that has both p and q as descendants (where we allow a node to be a descendant of itself)."

## Example 1:

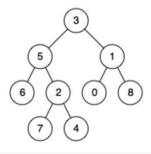


**Input:** root = [3,5,1,6,2,0,8,null,null,7,4], p = 5, q = 1

Output: 3

Explanation: The LCA of nodes 5 and 1 is 3.

## Example 2:



Input: root = [3,5,1,6,2,0,8,null,null,7,4], p = 5, q = 4

Output: 5

Explanation: The LCA of nodes 5 and 4 is 5, since a node

can be a descendant of itself according to the LCA

definition.

## Example 3:

**Input:** root = [1,2], p = 1, q = 2

Output: 1

Case 1: 2f p and q are children of root, left and right are p and q, seperately.

Case 2: If p and q are not children if roof, yeturn mull.

Case 3: If one of p and q is shild of root, return root.

```
1 ▼
    /**
 2
       * Definition for a binary tree node.
 3
       * struct TreeNode {
             int val;
 4
 5
       *
             TreeNode *left;
 6
             TreeNode *right;
 7
             TreeNode(int x) : val(x), left(NULL), right(NULL) {}
 8
       * };
 9
       */
10 ▼
      class Solution {
      public:
11
12 ▼
          TreeNode* lowestCommonAncestor(TreeNode* root, TreeNode* p,
13
              // base case 1
              if (root == NULL) {
14 ▼
15
                  return NULL;
              }
16
17
18
              // base case 2
19 ▼
              if (root == p || root == q) {
20
                  return root;
              }
21
22
              TreeNode *left = lowestCommonAncestor(root->left, p, q);
23
24
              TreeNode *right = lowestCommonAncestor(root->right, p, q);
25
              if (left == NULL && right == NULL) {
26 ▼
27
                  // case 2
28
                  return NULL;
29 ▼
              } else if (left == NULL && right != NULL) {
30
                  // case 3
31
                  return right;
32 ▼
              } else if (left != NULL && right == NULL) {
33
                  // case 3
34
                  return left;
35 ▼
              } else {
                  // case 1
36
37
                  return root;
              }
38
39
40
          }
      };
41
```