## Leet code Problems:

1. https://leetcode.com/problems/minimum-depth-of-binary-tree/

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Submission Link: https://leetcode.com/submissions/detail/1244778857/
Code:
public class Solution {
  public int MinDepth(TreeNode root) {
     if( root == null)
        return 0;
     if( root.right == null)
        return MinDepth(root.left) + 1;
     if( root.left == null)
        return MinDepth(root.right) + 1;
     return Math.Min(MinDepth(root.left), MinDepth(root.right)) + 1;
  }
}
With Task:
Submission Link: <a href="https://leetcode.com/submissions/detail/1244854156/">https://leetcode.com/submissions/detail/1244854156/</a>
public class Solution {
  public int MinDepth(TreeNode root) {
     return MinDepthAsync(root).Result;
  }
  public Task<int> MinDepthAsync(TreeNode root) {
     if (root == null)
        return 0;
     Task<int> leftDepthTask = Task.Run(() => MinDepthAsync(root.left));
     Task<int> rightDepthTask = Task.Run(() => MinDepthAsync(root.right));
     int leftDepth = await leftDepthTask;
     int rightDepth = await rightDepthTask;
     if (root.right == null)
        return leftDepth + 1;
     if (root.left == null)
        return rightDepth + 1;
```

```
return Math.Min(leftDepth, rightDepth) + 1;
  }
}
Problem 2:
Question: https://leetcode.com/problems/excel-sheet-column-title/
Submission: https://leetcode.com/submissions/detail/1244802299/
Code:
public class Solution {
  public string ConvertToTitle(int columnNumber) {
     var res = "";
     int baseVal = 65;
     while(columnNumber > 0){
       var tmp = (columnNumber - 1) % 26;
       columnNumber = (columnNumber - 1)/ 26;
       res = (char) (tmp + baseVal) + res;
     return res;
  }
}
Problem 3:
Question: https://leetcode.com/problems/linked-list-cycle/
Submission: https://leetcode.com/submissions/detail/1244780970/
Code:
public class Solution {
  public bool HasCycle(ListNode head) {
     var set = new HashSet<ListNode>();
     if (head == null)
       return false;
```

while(head.next != null){
 if(set.Contains(head))
 return true;

```
set.Add(head);
head = head.next;
}
return false;
}
```