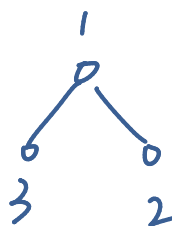
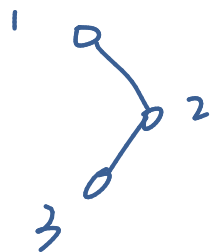


LC 100. Same tree



pre-order: [1, 2]

[1, 2]

[1, 2, 3]

[1, 2, 3]

[1, 2, null]

[1, null, 2]

[1, null, 2, 3, null]

[1, 2, 3]

可区分开来

in-order:

[2, 1]

[1, 2]

[1, 3, 2]

[3, 1, 2]

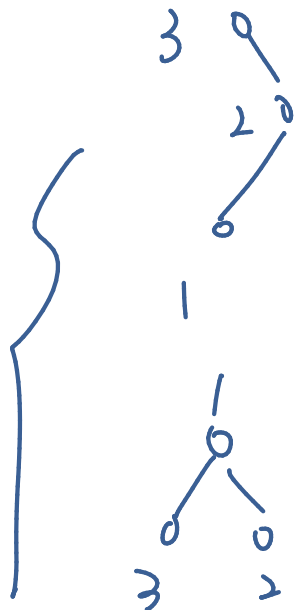
post-order:

[2, 1]

[2, 1]

[3, 2, 1]

[3, 2, 1]



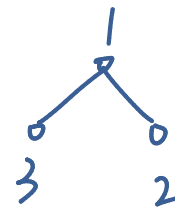
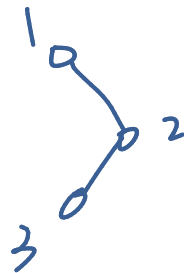
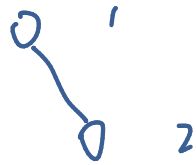
← in-order: [3, 1, 2]

← in-order: [3, 1, 2]

∴ only use read-order won't help.
use "null" might help.

结论: 和 traversal 的方式无关。
关键是对空结点的处理: 要 print, 而不是跳过

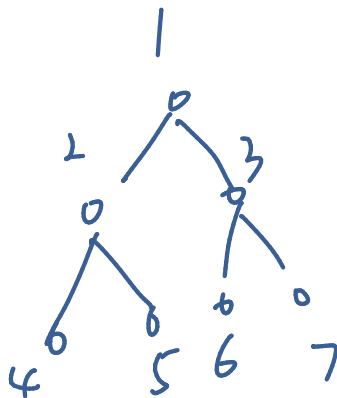
more example :



pre: [1, 2, null] [1, null, 2]

[1, null, 2, 3, null]

or [1, null, 2, 3, null, null, null].



pre: [1, 2, 4, 5, 3, 6, 7]

代码思路:

1. 判断根结点是否为 None:

A. 都为 None: return True

B. 只有一个为 None: return False

2. 用 queue 来进行 BFS (用 stack 进行 DFS 也 OK.

如前文所述, traversal 的方式无所谓): while 两个 queue 都不为空: blabla...

3. 两个 queue, 同时 pop(),

A. 都为 None: 继续

B. 只有一个为 None: return False

C. 没有一个为 None:

1) val 相同: 继续

2) val 不同: return False

4. 同时 append 当前结点的左右子结点

5. while 结束后, 判断两个 queue 是否都为空了

A: 都为空了 (长度为 0): return True

B: return False.

如果不都为 0, "while" 结束了, 但两个树只有前一部分相同.

```

def isSameTree(self, p: TreeNode, q: TreeNode) -> bool:
    if p is None:
        if q is None:
            return True
        else:
            return False
    if p is None:
        if q is None:
            return True
        else:
            return False
    que_p = [p]
    que_q = [q]
    while que_p and que_q:
        q_cur = que_q.pop(0)
        p_cur = que_p.pop(0)
        if (q_cur and not p_cur) or (p_cur and not q_cur):
            return False
        if not q_cur and not p_cur:
            continue
        if q_cur.val != p_cur.val:
            return False
        que_p.append(p_cur.left)
        que_p.append(p_cur.right)
        que_q.append(q_cur.left)
        que_q.append(q_cur.right)
    if len(que_p) == len(que_q):
        return True
    else:
        return False

```
