#### **ADVANCED**

## **CODING - 2**

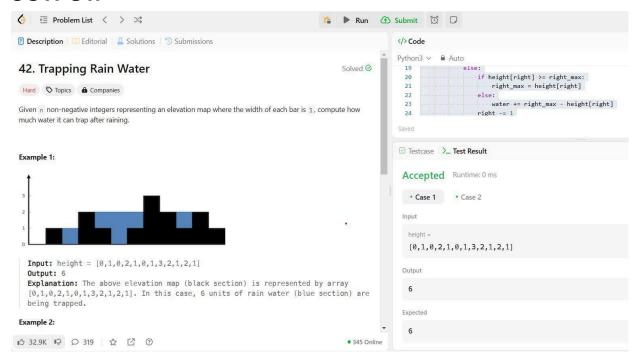
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#### CODE:

```
from typing import List
class Solution:
    def trap(self, height: List[int]) -> int:
        if not height:
            return 0
        left, right = 0, len(height) - 1
        left max, right max = 0, 0
        water = 0
        while left < right:</pre>
            if height[left] < height[right]:</pre>
                if height[left] >= left max:
                     left_max = height[left]
                     water += left_max - height[left]
                left += 1
            else:
                if height[right] >= right_max:
                     right_max = height[right]
                else:
                     water += right max - height[right]
                right -= 1
```

return water

### **OUTPUT:**



#### CODE:

```
# Definition for a binary tree node.
class TreeNode:
    def _init_(self, val=0, left=None, right=None):
        self.val = val
        self.left = left
        self.right = right

class Solution:
    def flatten(self, root: Optional[TreeNode]) -> None:
        """
        Do not return anything, modify root in-place instead.
        """
        if not root:
            return
```

```
# Helper function to recursively flatten the tree
        def flatten_tree(node):
            if not node:
                return None
            # Flatten the left and right subtrees
            left_tail = flatten_tree(node.left)
            right_tail = flatten_tree(node.right)
            # If there is a left subtree, attach it to the right of the
current node
            if node.left:
                if left tail:
                    left_tail.right = node.right # Connect the tail of the
left subtree to the start of the right subtree
                node.right = node.left # Move the left subtree to the right
                node.left = None # Set the left child to None
                                             # Return the tail of the flattened
                                             tree
                                             return right_tail if right_tail else
node
                                             left_tail if left_tail else
```

flatten\_tree(root)

#### **OUTPUT:**

