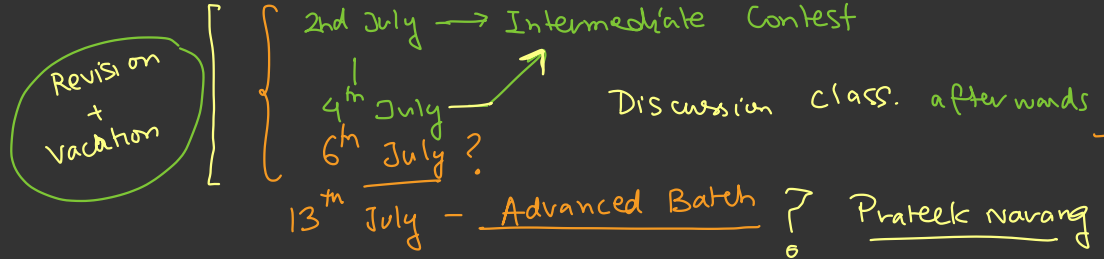


General Updates

Monday - Subsequences.



_____ x _____ x _____ x _____ x _____

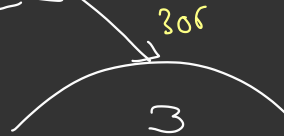
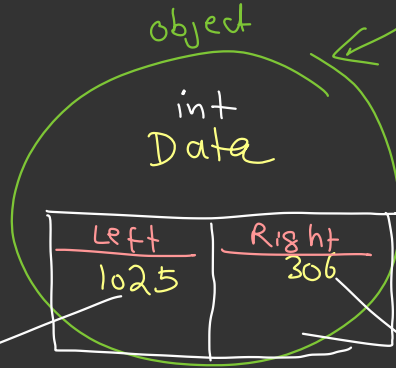
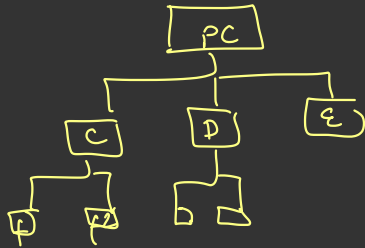
Binary Trees

→ each node can have
atmost 2 children

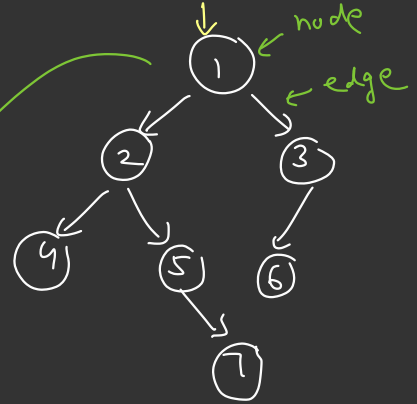
→ hierarchy

user defined class

↑
Node Structure



Root Node



1 → parent
2, 3 → children of 1

7 → Desendant of 2

root

```
class Node {
```

```
    int data,
```

```
    Node left,
```

```
    Node right,
```

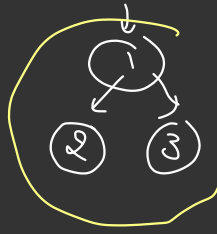
```
    Node (int) { data = d,  
                left = right = null, }
```

```
}
```

```
Node root = new Node(1)
```

```
root.left = new Node(2)
```

```
root right = new Node(3)
```



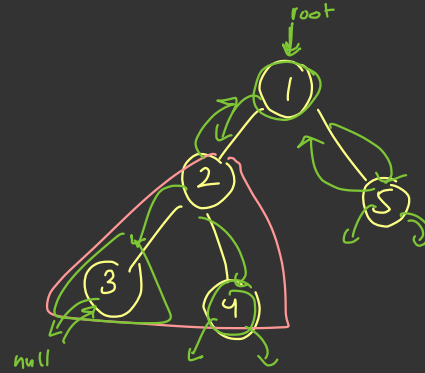
```
Node buildTree(){
    int data = sc.nextInt();
    if(data==-1){
        return null;
    }
    Node temp = new Node(data);
    temp.left = buildTree();
    temp.right = buildTree();
    return temp;
}
```

```
void inOrderPrint(Node root){
    → if(root==null){
        return;
    }
}
```

```

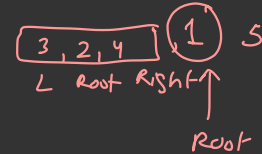
11 → inOrderPrint(root.left); ✓
12 → System.out.print(root.data + " ");
13 → inOrderPrint(root.right);
    }

```

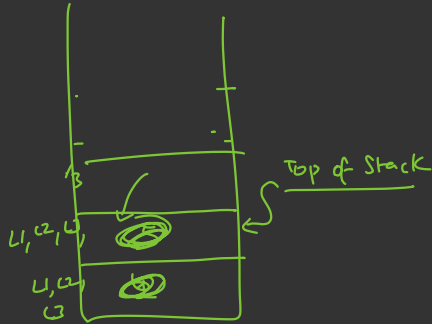


L, Root, Right

Preorder



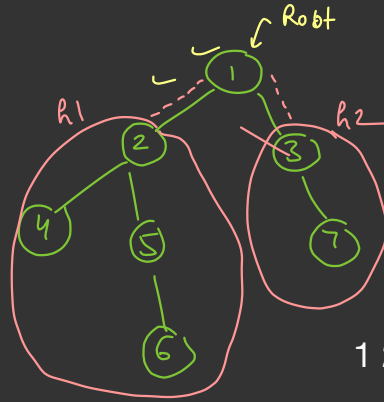
3, 2, 4, 1, 5
→



Tree related problems

Height of Tree

1, 2, 4,



Node 4

→ Confirms
from
Sample I/O.

$$\max(h_1, h_2) + 1$$

1 2 4 -1 -1 5 -1 6 -1 -1 3 -1 7 -1 -1

```
int height ( root ) {
    if (root == NULL) { return 0; }
```

Postorder

- Left
- Right
- Root

}

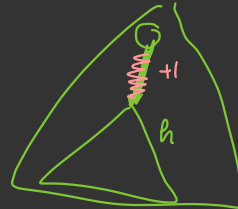
```
    h1 = height (root left)
    h2 = height (root right)
```

```
    return max (h1, h2) + 1 ,
```

↳ height at root Node

3

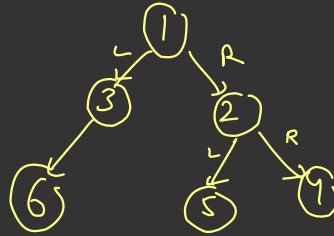
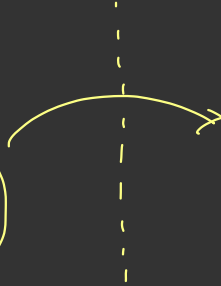
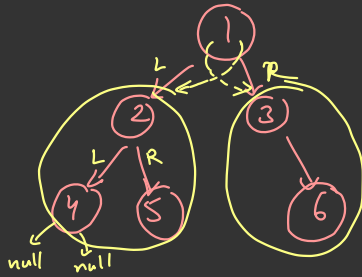
↖ go
null



PROBLEMS

Tree \rightarrow Invert / Mirror

①



```
void mirror (Node root) {
```

```
    if (root == null) { return ; }
```

```
    → mirrorroot(left)
```

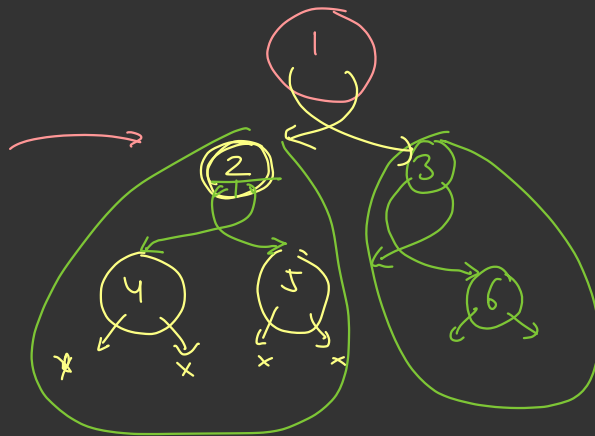
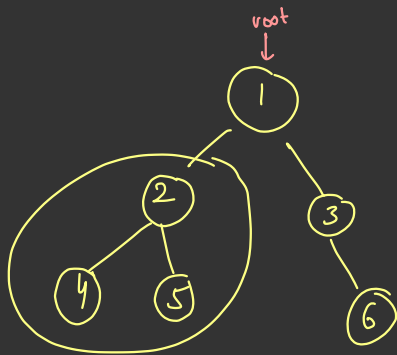
```
    → mirror (root right);
```

```
    → Swap (root.left, root.right);
```

```
}
```

post
order





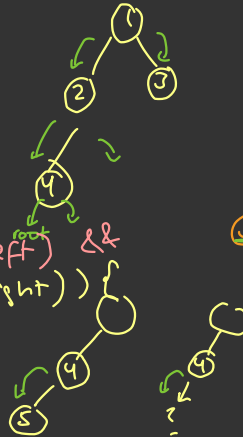
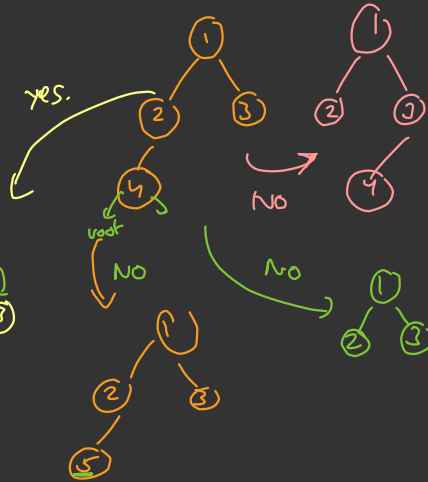
$$\begin{pmatrix} 1 \\ 2 \\ - \end{pmatrix}$$

(a)

[Given Two Trees, check if they are
identical]

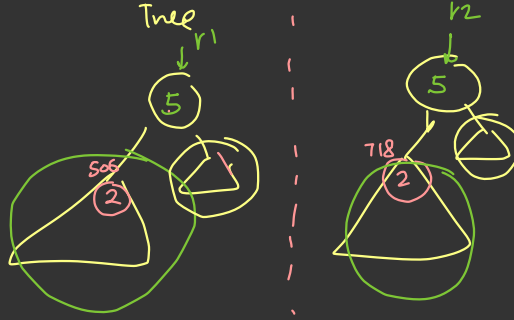
Base Case
Structure

```
bool isSame (Node R1, Node R2) {  
    if (R1 == null && R2 == null) {  
        return true;  
    }  
    if (R1 == null || R2 == null) {  
        return false;  
    }  
    if (R1->data == R2->data &&  
        isIdentical (R1->left, R2->left) &&  
        isIdentical (R1->right, R2->right)) {  
        return true;  
    }  
}
```



return false.

3

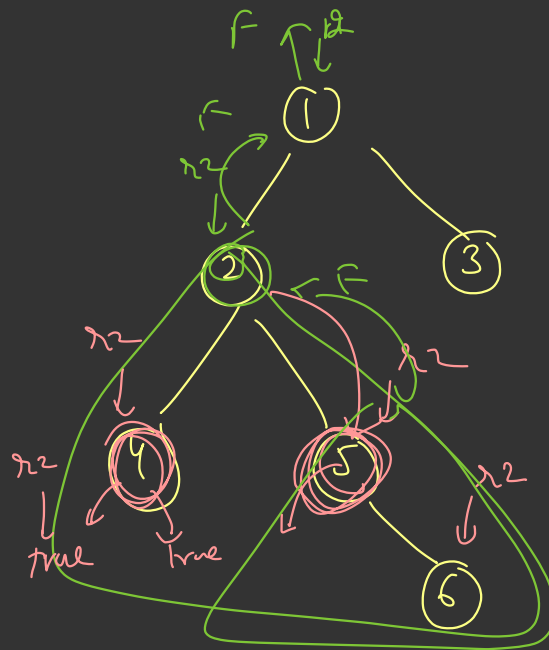
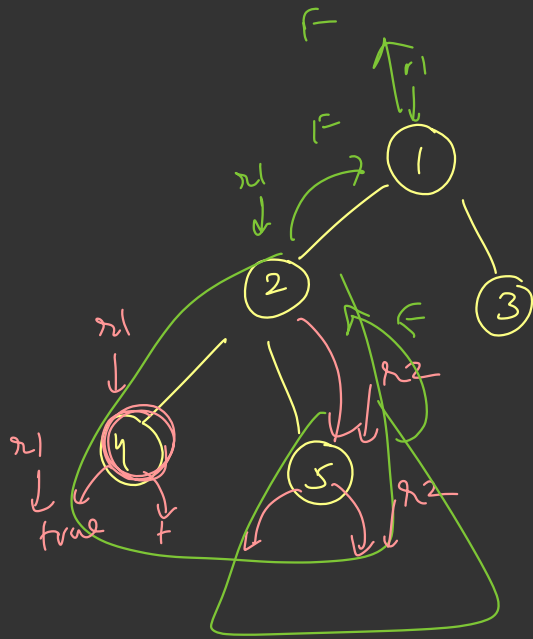


Data should
be same

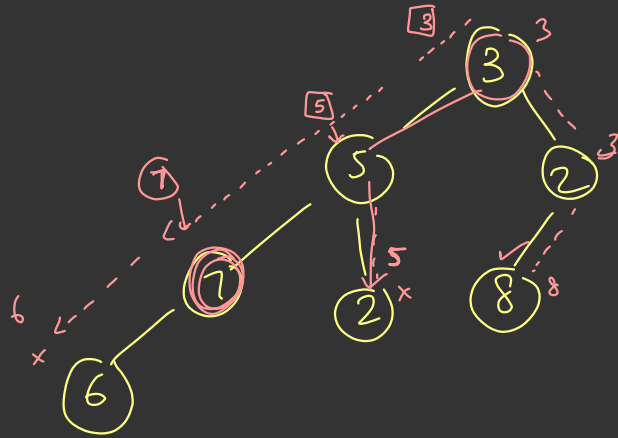
&
Structure

Rec Defn

if ($r_1.data == r_2.data$ &&
isIdentical ($r_1.left$, $r_2.left$) &&
isIdentical ($r_1.right$, $r_2.right$)) {
 return true;
}
return false

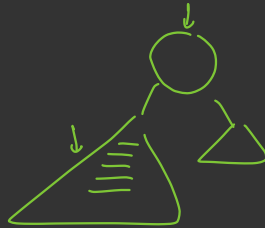


$1 == 1$ $8R$ $—$ $8R$ $—$
 $2 == 2$ $8R$ \underline{true} $8R$ $—$
 $4 == 4$ $8R$ \pm $8R$ \pm $—$
 $5 == 5$ $8R$ \pm $8R$ f $—$



Count No of nodes
which ~~are~~ have
the
largest val in the
path — root node

$$7 > 5, 3$$



$f(\text{root})$

max So Far \rightarrow

$$\text{cnt} = \left(f(\text{root} \rightarrow \text{left}) + f(\text{root} \rightarrow \text{right}) \right. \\ \left. \begin{array}{l} + 1 \text{ if } \underline{\text{c.n}} \text{ satisfies.} \\ + 0 \text{ if } \underline{\quad} \end{array} \right)$$

int getCountOfGreaterNodes (node, anc,

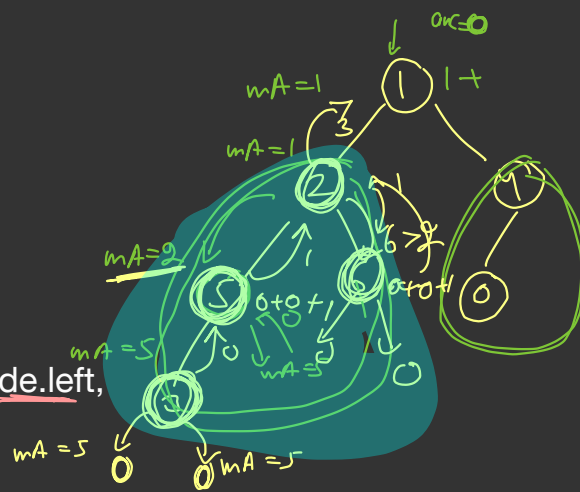
if (node == null) { return 0; }

→ int cnt = 0 → local variable
 if (node.val > maxAncestor)
 { maxAncestor = node.val; cnt = 1; }

Left int leftCount = getCountOfGreaterNodes(node.left,
 maxAncestor, 0);

Right int rightCount = getCountOfGreaterNodes(node.right,
 maxAncestor, 0);

Root return leftCount + rightCount + count;



$$1 \text{ if } \text{node.val} > \text{mA} \quad \boxed{3} + \boxed{1} + \text{LS} + \text{RS}$$

if 3 > 5
 otherwise 0

$$1 + 1 + \boxed{2} =$$

```

int CalcNodes( Root , mA ) {
    if (root == NULL) return 0,
    cnt = 0
    if (Root.val > mA) {
        cnt = 1
        mA = Root.val
    }
    LC = calcNodes (Root Left, mA)
    RC = calcNodes (Root Right, mA)

    return LC + RC + cnt
}

```

local cnt ⇒

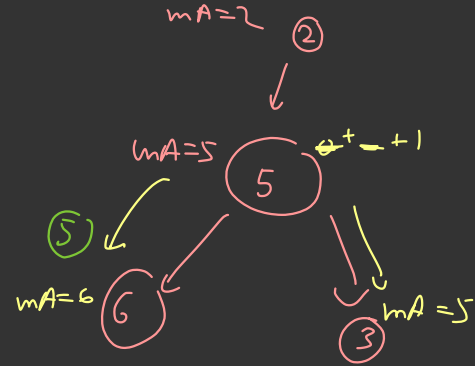
3

3

total
cnt

used here

0 or 1



BST
Binary Search Tree
Adv. Bateh