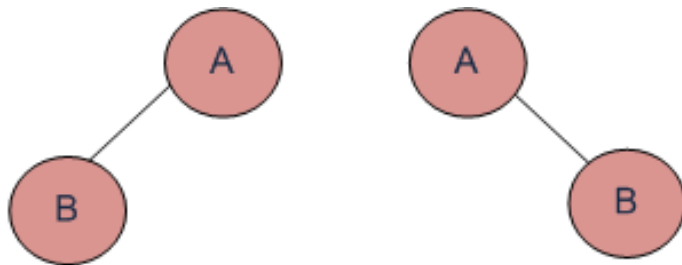


If you are given two traversal sequences, can you construct the binary tree?

It depends on what traversals are given. If one of the traversal methods is Inorder then the tree can be constructed, otherwise not.



Trees having Preorder, Postorder and Level-Order and traversals

**Therefore, following combination can uniquely identify a tree.**

Inorder and Preorder.  
Inorder and Postorder.  
Inorder and Level-order.

**And following do not.**

Postorder and Preorder.  
Preorder and Level-order.  
Postorder and Level-order.

For example, Preorder, Level-order and Postorder traversals are same for the trees given in above

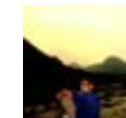
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diagram.

Preorder Traversal = AB

Postorder Traversal = BA

Level-Order Traversal = AB

So, even if three of them (Pre, Post and Level) are given, the tree can not be constructed.



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```
System.Drawing.Color
public float GetSaturation()
{
    float r = (float)this.R / 255f;
    float g = (float)this.G / 255f;
    float b = (float)this.B / 255f;
    float single = 0f;
    float single1 = r;
    float single2 = r;
}
```

Autos

Name	Value	Type
float		
float		
float		

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**smith** · 4 months ago

when preorder and inorder is given:

code is

```
#include<stdio.h>
```

```
#include<malloc.h>
```

```
struct node
```

```
{
```

```
int data;
```

```
struct node *left;
```

```
struct node *right;
```

```
};
```

```
struct node *construct(int *_int *_struct node *_int _int _int _int):
```

[see more](#)

1 ^ | v · Reply · Share ›





**Rahul Singh** · 11 months ago

@geeksforgeeks team if we know any one of the traversal except inorder we can find the inorder traversal by sort the given traversal sequence

1 ^ | v · Reply · Share ›



**Rahul** → Rahul Singh · 11 months ago

@Rahul Singh

We are talking about Binary tree not BST

11 ^ | v · Reply · Share ›



**trilok sharma** · a year ago

```
#include
```

```
#include
```

```
#include
```

```
using namespace std;
```

```
struct node
```

```
{
```

```
int data;
```

```
node *left;
```

```
node *right;
```

```
};
```

```
node* Newnode(int data)
```

```
{
```

```
node * curr;
```

```
curr = (node *)malloc(sizeof(node));
```

```
curr->data = data;
```

```
curr->left = curr->right = NULL;
```

```
return (curr);
```

[see more](#)

695



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karthik it should have been max\_wrap = max\_wrap - ...

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**Himanshu** • a year ago

Here is a an algorithm from the URL <http://stackoverflow.com/quest...> that me  
inorder and level order.

```
f(inorder, levelorder):  
if length(levelorder) == 0:  
return None  
root = levelorder[0]#set root to first element in levelorder  
subIn1, subIn2 = partition(inorder, levelorder[0]) #partition inorder based on root  
subLevel1 = extract(levelOrder, subIn1)#remove elements in level order not in  
subLevel2 = extract(levelOrder, subIn2)#remove elements in level order not in  
root->left = f(subIn1, subLevel1)  
root->right = f(subIn2, subLevel2)  
return root
```

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**Avinash** • 2 years ago

```
/* Paste your code here (You may delete these lines if not  
writing code) */
```

Construct Tree from given Inorder **and** Preorder traversals

April 16, 2010

Let us consider the below traversals:

Inorder sequence: D B E A F C

Preorder sequence: A B D E C F

```
BuildTree(inorder[],preorder[],start,end)  
{  
    static int preindex=0;
```

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```
struct node *newnode=new(preorder(preindex));  
preindex=preindex+1;
```

```
If start==end return node;
```

[see more](#)

^ | v • Reply • Share ›



**Avinash** • 2 years ago

Let us consider the below traversals:

Inorder sequence: D B E A F C

Preorder sequence: A B D E C F

```
BuildTree(inorder[],preorder[],start,end)
```

```
{
```

```
static int preindex=0;
```

```
If start>end return NULL;
```

```
struct node *newnode=new(preorder(preindex));
```

```
preindex=preindex+1;
```

```
If start==end return node;
```

```
int searchind=search(inorder,start,end,node->data);
```

```
node->left=BuildTree(inorder,preorder,start,searchind-1);
```

```
node->right=BuildTree(inorder,preorder,searchind+1,end);
```

[see more](#)

^ | v • Reply • Share ›



**Devansh** · 2 years ago

Inorder of a tree is must as from other traversal we are getting the root node o child nodes which are in left subtree and right subtree as nodes which are in le inorder traversal and the ones which are in right subtree appears after root.

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**An** · 3 years ago

Hey can u xplain how to create a tree from inorder and level order !! I tried but knowledge of which child to attach to which root.

^ | v · Reply · Share ›



**Anand** · 3 years ago

Given a post order and pre order traversal you can still construct a unique tree children's

[anandtechblog.blogspot.com/201...](http://anandtechblog.blogspot.com/201...)

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**Anand** · 3 years ago

[anandtechblog.blogspot.com/201...](http://anandtechblog.blogspot.com/201...)

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**manishj** · 3 years ago

Let  $I(n) = i_0, i_1, i_2, i_3, \dots$  in be elements of a inorder traversal of a binary tree. Similarly let  $Pre(n) = p_0, p_1, p_2, \dots, p_n$  be the elements of a preorder traversal o

Now If we know that  $i_k$  is root of binary tree , we can be sure that elements  $i_0..$  elements from  $i_{k+1}..$  in are in right-subtree rooted at  $i_k$  (we can prove this by c

Now , if we fix  $i_k$  to be root. We inturn fix its left subtree ( $i_0..i_{k-1}$ ), and its right ri we fix the tree (we can apply induction on  $n$  to mathematically prove this).

Inorder to fix the root , we can use either pre-order traversal. In any preorder tra

binary tree. we can also use postorder traversal (say qn..qn in which q

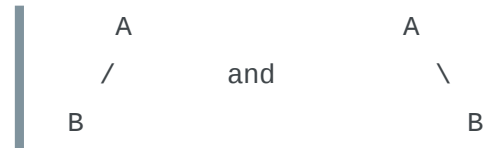
So this proves that inorder combined with either post-order or preorder unique

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**Himanshu Aggarwal** • 3 years ago

Similarly, for trees like :



both have preorder(and level-order) AB and postorder BA

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**Himanshu Aggarwal** • 3 years ago

consider Two Binary Trees

For tree1 :

Root = A

Left Child = B

Preorder: A,B

Postorder: B,A

and for tree 2:

Root = A

Right Child = B

Preorder: A,B

Postorder: B,A

For given preorder and postorder two different binary trees can be formed



^ | v • Reply • Snare ›



**Karthick** ➔ Himanshu Aggarwal • 2 years ago

Forget about binary tree. What about a BST with just pre-order or a po:

^ | v • Reply • Share ›



**wgpshashank** • 3 years ago

It is not very clear why InOrder is a must to recreate the tree.  
Can you please provide more details regarding the same?

^ | v • Reply • Share ›



**tech.login.id2** • 4 years ago

It is not very clear why InOrder is a must to recreate the tree.  
Can you please provide more details regarding the same?

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**Rohini** • 4 years ago

//preIndex is global

```
node* BST::buildTree(int in[],int inStrt,int inEnd,int len,int pre[])
{
    if(preIndex >= len || inStrt > inEnd)
        return NULL;

    node *retNode = makeNode(pre[preIndex++]);

    if(inStrt == inEnd)
        return retNode;

    int inIndex = findNodeIn(in,inStrt, inEnd, retNode->data);
    retNode->left = buildTree(in, inStrt,inIndex-1,len,pre);
    retNode->right = buildTree(in,inIndex+1,inEnd,len,pre);
}
```

```
return retNode;
```

[see more](#)

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**GeeksforGeeks** → Rohini • 4 years ago

@Rohini: Thanks for providing the code. We have published it [here](#).

^ | v • Reply • Share ›



**abhi** → GeeksforGeeks • 8 months ago

What about the case when we have duplicates in the Binary Tr

We can't identify the tree, right ?

suppose for the case : when all node values are 1's only.

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