CS 32 Worksheet 9

This worksheet is entirely **optional**, and meant for extra practice. Some problems will be more challenging than others and are designed to have you apply your knowledge beyond the examples presented in lecture, discussion or projects. All exams will be done on paper, so it is in your best interest to practice these problems by hand and not rely on a compiler.

If you have any questions or concerns please go to any of the LA office hours, or contact raykwan@ucla.edu.

Concepts

Trees

1. Write a function that returns whether or not an integer value n is contained in a binary tree (that might or might not be a binary search tree). That is, it should traverse the entire tree and return true if a *Node* with the value n is found, and false if no such *Node* is found. (Hint: recursion is the easiest way to do this.)

```cpp
class Node {
  int val;
  Node* left;
  Node* right;
};

bool treeContains(Node* head, int n);

bool treeContains(const Node* head, int n) {
  // Base case
  if (head == nullptr) {
    return false;
  } else if (head->val == n) {
    return true;
  } else {
    // Check all children
    return treeContains(head->left, n) ||
           treeContains(head->right, n);
  }
}
```

2. Write a function that takes a pointer to the root of a binary tree and recursively reverses the tree. Example:
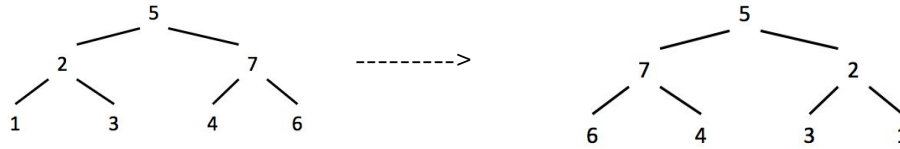
Use the following Node definition and header function to get started.

```
Node {
    int val;
    Node* left;
    Node* right;
};

void reverse(Node* root);

void reverse(Node* root) {
    if (root != nullptr) {
        Node* temp = root->left;
        root->left = root->right;
        root->right = temp;

        reverse(root->left);
        reverse(root->right);
    }
}
```

3. Write a function that takes a pointer to a tree and counts the number of leaves in the tree. In other words, the function should return the number of nodes that do not have any children. Note that this is not a binary tree. Also, it would probably help to use recursion. Example:
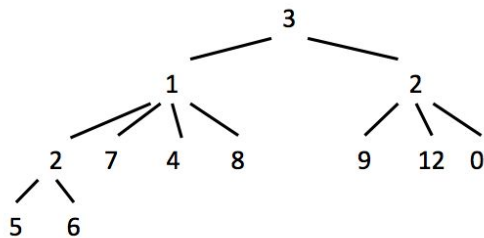
This tree has 8 leaves: 5 6 7 4 8 9 12 0

Use the following Node definition and header function to get started.

```
Node {
    int val;
    vector<Node*> children;
}

int countLeaves(Node* root);

int countLeaves(Node* root) {
    if (root == nullptr) // no leaves from this node
        return 0;
    if (root->children.size() == 0) // this node is a leaf
        return 1;

    int count = 0;
    for (int i = 0; i < root->children.size(); i++)
    {
        count += countLeaves(root->children[i]);
    }
    return count;
}
```

4. Write a function that does a level-order traversal of a binary tree and prints
   out the nodes at each level with a new line between each level.

```
        1   <- root
       / \
      2   3
     / \   \
    4   5   6
   / \ /
  7  8 9
```
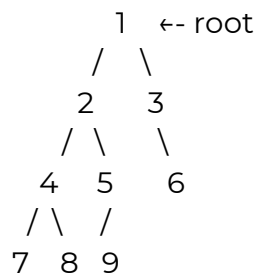
Function declaration: `void levelOrder(Node* root)`.
If the root from the tree above was passed as the parameter, levelOrder
should print:

```
1
23
456
789
```

Then analyze the time complexity of your algorithm.

```
/* Function to print level order traversal a tree*/
    void printLevelOrder(Node* root)
    {
        int h = height(root);
        int i;
        for (int i = 1; i <= h; i++)
            printGivenLevel(root, i);
    }

    /* Print nodes at a given level */
    /* It visits no more than 2^(level-1) nodes of the tree */
    void printGivenLevel(Node* t, int level)
    {
        if (root == nullptr)
            return;
        if (level == 1)
            cout << t->data << " ";
        else if (level > 1)
        {
            printGivenLevel(t->left, level-1);
            printGivenLevel(t->right, level-1);
        }
    }

    /* Compute the "height" of a tree -- the number of
        nodes along the longest path from the root node
        down to the farthest leaf node.*/
    int height(Node* t)
    {
        if (node == nullptr)
            return 0;
        else
        {
            /* compute the height of each subtree */
            int lheight = height(t->left);
            int rheight = height(t->right);

            /* use the larger one */
            if (lheight > rheight)
                return lheight+1);
            else
```

```
                return rheight+1;
        }
    }
```

2^(1-1) + 2^(2-1) + 2^(3-1) + ... + 2^((log n) - 1) ~ 2^(log n) = n. This algorithm has a time complexity of O(n).

5. Implement a level-order traversal of a tree with two queues this time (if you haven't already done so). Analyze the time complexity.
    <u>Hint:</u> We can insert the first level in first queue and print it and while popping from the first queue insert its left and right nodes into the second queue. Now start printing the second queue and before popping insert its left and right child nodes into the first queue. Continue this process till both the queues become empty.

```cpp
#include <iostream>
#include <queue>
using namespace std;

// Iterative method to do level order traversal line by line
void printLevelOrder(Node *root)
{
    // Base Case
    if (root == nullptr)   return;

    // Create an empty queue for level order traversal
    queue<node*> q;

    // Enqueue Root and initialize height
    q.push(root);

    while ( ! q.empty())
    {
        // Dequeue all nodes of current level and Enqueue all
        // nodes of next level
        int nodeCount = q.size();
        while (nodeCount > 0)
        {
            Node* node = q.front();
            cout << node->data << " ";
            q.pop();
            if (node->left != nullptr)
```

```cpp
                q.push(node->left);
            if (node->right != nullptr)
                q.push(node->right);
            nodeCount--;
        }
        cout << endl;
    }
}
```
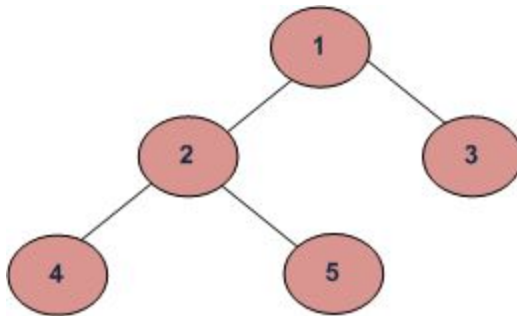
The time complexity of this algorithm is O(n)

6. Implement all of the following depth-first-search (DFS) traversals of a binary tree, and write the time complexity of each:

   Example Tree:

   a. Inorder Traversal: [4, 2, 5, 1, 3]
   b. Preorder Traversal: [1, 2, 4, 5, 3]
   c. Postorder Traversal: [4, 5, 2, 3, 1]

```cpp
struct Node {
    int val;
    Node* left, right;
};

vector<int> inorderTraversal(Node* root) {
    // Fill in code
}
vector<int> preorderTraversal(Node* root) {
    // Fill in code
}
vector<int> postorderTraversal(Node* root) {
    // Fill in code
}
```

```cpp
// We can approach these problems both recursively and
// iteratively. We will use the recursive solutions here,
// for which we will need helper functions.

// Helper void function with reference to vector
void inorder(Node* root, vector<int>& nodes) {
    if (root == nullptr) return;
    inorder(root->left, nodes);
    nodes.push_back(root->val);
    inorder(root->right, nodes);
}
// Use helper
vector<int> inorderTraversal(Node* root) {
    vector<int> nodes;
    inorder(root, nodes);
    return nodes;
}
// Helper void function with reference to vector
void preorder(Node* root, vector<int>& nodes) {
    if(root == nullptr) return;
    nodes.push_back(root->val);
    preorder(root->left, nodes);
    preorder(root->right, nodes);
}
// Use helper
vector<int> preorderTraversal(Node* root) {
    vector<int> nodes;
    preorder(root, nodes);
    return nodes;
}
// Helper void function with reference to vector
void postorder(Node* root, vector<int>& nodes) {
    if(root == nullptr) return;
    preorder(root->left, nodes);
    preorder(root->right, nodes);
    nodes.push_back(root->val);
}
// Use helper
vector<int> postorderTraversal(Node* root) {
    vector<int> nodes;
    postorder(root, nodes);
```

```
        return nodes;
    }
```

7. Given a binary tree, return all root-to-leaf paths. What is the time complexity of this function. For example, given the following binary tree:

```
  1
 / \
2   3
 \
  5
```

All root-to-leaf paths are:
["1->2->5", "1->3"]

```
struct Node {
    int val;
    Node* left, right;
};


vector<std::string> rootToLeaf(Node* head) {
    // Fill in code
}

// We will use a helper function to keep a track of the current
// path

void rootToLeaf(Node* root, vector<std::string>& paths,
                               std::string curr)
{
    if (root->left == nullptr  &&  root->right == nullptr) {
        paths.add(curr);
        return;
    }
    if (root->left != nullptr) {
        rootToLeaf(root->left, paths, curr + "->" +
                        std::to_string(root->left->val));
    }
    if (root->right != nullptr) {
        rootToLeaf(root->right, paths, curr + "->" +

std::to_string(root->right->val));
    }
}
// Use helper
```

```
vector<std::string> rootToLeaf(Node* root) {
    vector<std::string> paths;
    if (root != nullptr)
        rootToLeaf(root, paths, std::to_string(root->val));
    return paths;
}
```

8. Write two functions. The first function, tree2Vec, turns a binary tree of positive integers into an vector. The second function, vec2Tree, turns a vector of integers into a binary tree. The key to these functions is that the first function must transform the tree such that the second function can reverses it. So,

```
tree2Vec(vec2Tree(vec)) == vec.

Node* vec2Tree(vector<int> v);
vector<int> tree2Vec(Node* root);
```

*Hint: Think about how to encode the parent-child relationship of a tree inside of a vector.
*Hint 2: Note the vector length doesn't need to equal the number of nodes

```
bool hasNonNull(vector<Node*>& v) {
    for (int i = 0; i < v.size(); i++) {
        if (v[i] != nullptr) {
            return true;
        }
    }
    return false;
}

vector<int> tree2Vec(Node* root) {
    vector<int> myV;
    vector<Node*> curLevel;
    vector<Node*> nextLevel;
    curLevel.push_back(root);
    myV.push_back(root->value);
    while(hasNonNull(curLevel)) {
;       // cout << "New Iteration" << endl;
        // printVector(curLevel);
        for(int i = 0; i < curLevel.size(); i++) {
            // printVector(nextLevel);
            Node* curNode = curLevel[i];
            if(curNode == nullptr) {
```

```cpp
        myV.push_back(-1);
        myV.push_back(-1);
        nextLevel.push_back(nullptr);
        nextLevel.push_back(nullptr);
        continue;
      }

      nextLevel.push_back(curNode->left);
      if(curNode->left == nullptr){
        myV.push_back(-1);
      } else {
        myV.push_back(curNode->left->value);
      }

      nextLevel.push_back(curNode->right);
      if(curNode->right == nullptr) {
        myV.push_back(-1);
      } else {
        myV.push_back(curNode->right->value);
      }
    }

    curLevel = nextLevel;
    nextLevel.clear();
  }

  return myV;
}

Node* vec2TreeHelper(vector<int> v, int i, Node* nodeI) {
  int leftIndex = i*2+1;
  int rightIndex = i*2+2;
  int leftValue = v[leftIndex];
  int rightValue = v[rightIndex];

  if(leftValue != -1) {
    nodeI->left = new Node;
    nodeI->left->value = leftValue;
    vec2TreeHelper(v, leftIndex, nodeI->left);
  } else {
    nodeI->left = nullptr;
  }
```

```cpp
    if(rightValue != -1) {
      nodeI->right = new Node;
      nodeI->right->value = rightValue;
      vec2TreeHelper(v, rightIndex, nodeI->right);
    } else {
      nodeI->right = nullptr;
    }

    return nodeI;
  }

  Node* vec2Tree(vector<int> v) {
    Node* n = new Node;
    n->value = v[0];
    // n->left = nullptr;
    // n->right = nullptr;
    return vec2TreeHelper(v, 0, n);
  }
```

9. Write the following recursive function:

```cpp
bool isSubtree(Node* main, Node* potential);

struct Node {
    int val;
    Node* left, right;
};
```

The function should return true if the binary tree with the root, `potential`, is a subtree of the tree with root, `main`. You may use any helper functions necessary. A subtree of a tree `main` is a tree `potential` that contains a node in `main` and all of its descendants in `main`.

```
   10  ← potential                    26 ← main
   / \                                / \
  4   6                              10    3
                                    / \    \
                                   4   6    17
```

`isSubtree(main, potential)` would return true.

```cpp
// helper function

bool identical(Node* r1, Node* r2)
{
    // Base case
    if (r1 == nullptr && r2 == nullptr)
        return true;

    if (r1 == nullptr || r2 == nullptr)
        return false;

    // Check if the data of both roots is same
    // and data of left and right subtrees are also same
    return  (r1->val  ==  r2->val  &&  identical(r1->left,
r2->left) && identical(r1->right, r2->right) );

}

bool isSubtree(Node* main, Node* potential)
{
    // Base cases
    if (potential == nullptr)
        return true;

    if (main == nullptr)
        return false;

    if (identical(main, potential))
        return true;

    return   isSubtree(main->left, potential) ||
             isSubtree(main->right, potential);
}
```
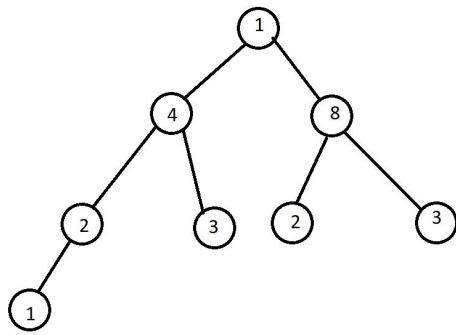
10. Write a function that finds the maximum depth of a binary tree. A tree with only one node has a depth of 1; let's decree that an empty tree has a depth of -1.

```cpp
struct Node {
    int val;
    Node* left, right;
};

int maxDepth(Node *root);
```

This tree has a maximum depth of 3.

```cpp
int maxDepth(Node* root) {
    if (root == nullptr)
        return -1;
    // computer depth of each subtree
    int lDepth = maxDepth(root->left);
    int rDepth = maxDepth(root->right);

    // return the max of the two
    if (lDepth > rDepth)
        return lDepth+1;
    else
        return rDepth+1;
}
```

11. Implement the following function, `getGreatestPath`.

```cpp
int getGreatestPath(Node* head);

struct Node {
    int val;
    Node* left, right;
};
```

The value of a path in a binary tree is defined as the sum of all the values of the nodes within that path. This function takes a pointer to the head of a binary tree, and it finds the value of the path from the head to a leaf with the greatest value.

Ex: The following tree has a greatest path value of 12 (1->8->3).
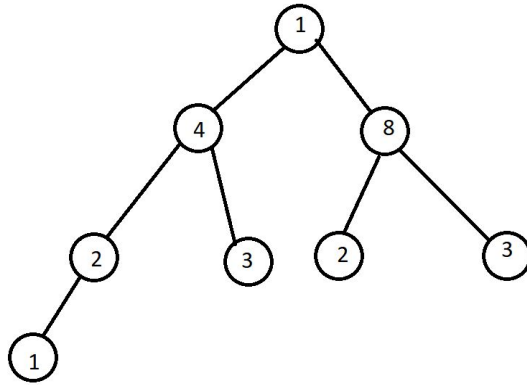

```cpp
int getGreatestPath(Node* head) {
  if (head == nullptr)
    return 0;
  int leftMax = getGreatestPath(head->left);
  int rightMax = getGreatestPath(head->right);

  if (leftMax > rightMax)
    return head->val + leftMax;
  else
    return head->val + rightMax;
}
```