

## Review Problems 3

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1. Write the recursive function **PostorderRecursive** to traverse a tree.
2. Write a function that swaps a tree. A tree is swapped by swapping the two children of every node in the tree. For example, if you draw the tree on a transparent paper, the swapped tree will be the tree that appears from the other side of the paper.
3. Write the function **LeafCount** that counts the number of leaf-nodes in a tree.
4. Write the function **TreeDepth** recursively to calculate the depth of a tree.
5. Can you rewrite the previous function iteratively; it is a little bit tough (do not spend too much time on it.)
6. Write the iterative function **PreorderIterative** to traverse a tree.
7. Write the function **TreeSize** iteratively to calculate the number of nodes in a tree.
8. Rewrite the previous function recursively.
9. Prove that the condition `if(!StackEmpty(&s))`, in the function **InorderIterative** explained in lectures, is redundant. That is, the condition is always 1; hence, removing it and writing the body of the `if`-statement directly will have no effect on the function.
10. Redefine the structure **Tree** in the way that enables us to design the functions **TreeSize** and **TreeDepth** in  $O(1)$  complexity.
  - (a) Modify the function **CreateTree**
  - (b) Modify the iterative version of the function **InsertTree**
  - (c) Rewrite the recursive function **DestroyTree** to match the new type definition.
11. Write a function that replaces an element, if exists, in a tree with another one—both elements, of course, have the same key value; then, the function makes that element a leaf node by deleting all of its successors (its children and the children of its children, ...etc).

**Very Important Note:** In this problem you learn that it is not necessary to have our solution inclusively recursive or iterative. Rather, our recursive function may be just a piece in our solution (recall Problem 6 in “Review Problems 2”.)