

BST - Operations

Creation: creating a tree from empty tree.

Insertion: Adding a value in a tree.

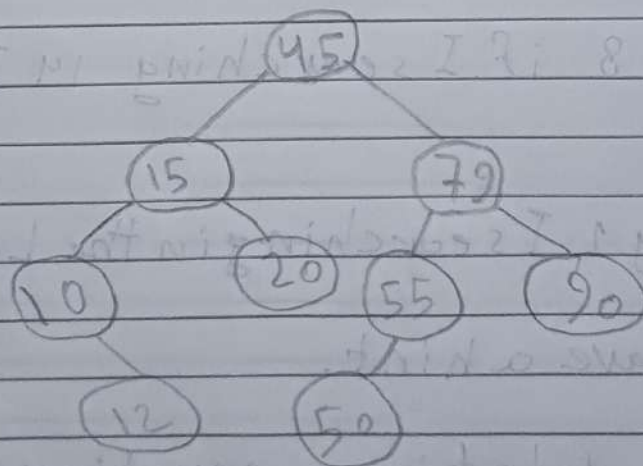
Searching: Finding a key value.

Deletion: Removing a value from tree.

Traversal: Accessing/visiting all values of a tree once

BST - Insert operation

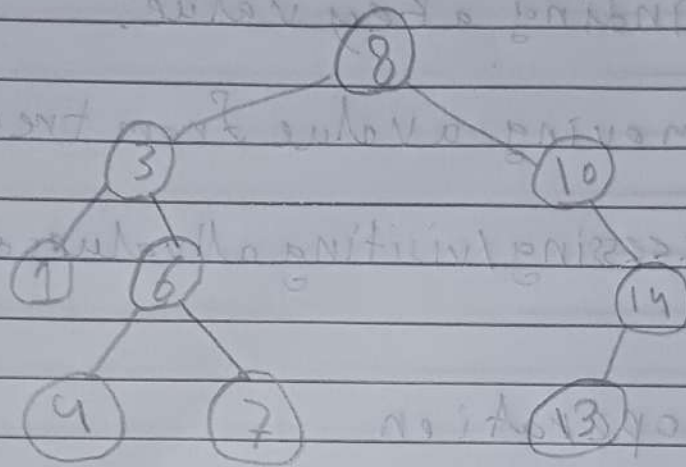
Insert: 45, 15, 79, 90, 10, 55, 12, 20, 50



Binary Search Tree

value of left child is smaller than root

value of right child is greater or equal to the root



all values in left $<$ root
all values in right $>$ root

ex:

the root is 8 if I searching 14 I searching in the right.

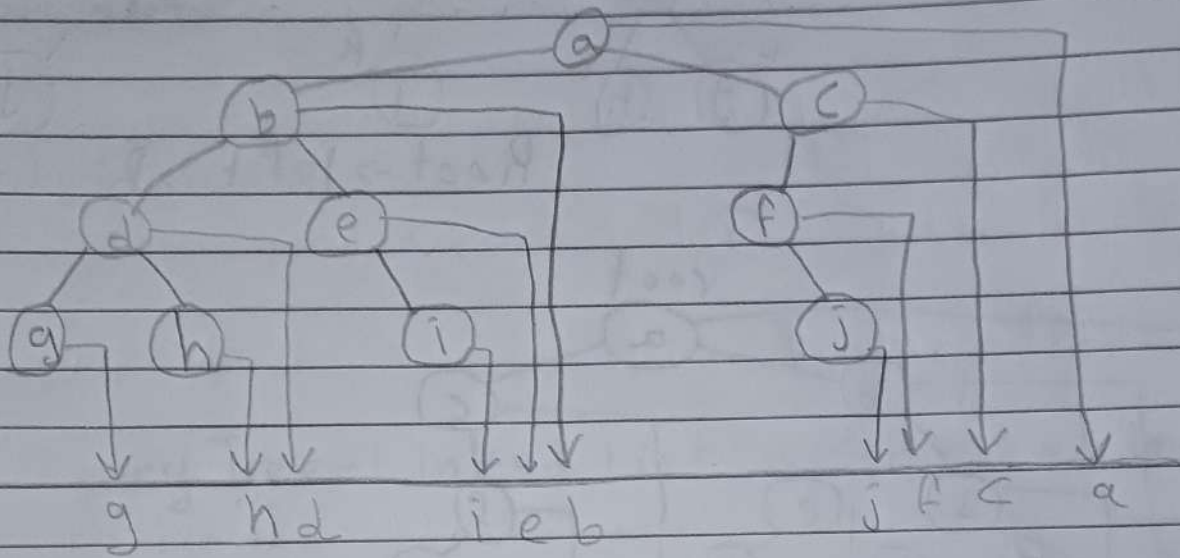
if I searching 1 I searching in the Left.

we always have a hint.

insertion and deletion operations are faster in BST.

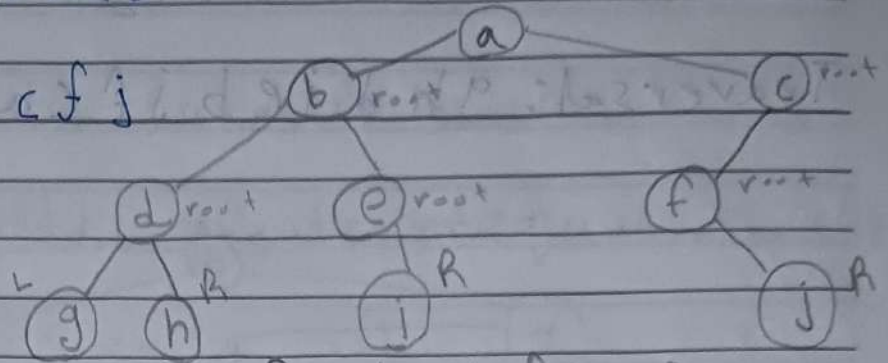
Post Order Left \rightarrow Right \rightarrow Root

Traversal: g h d i e b j f c a

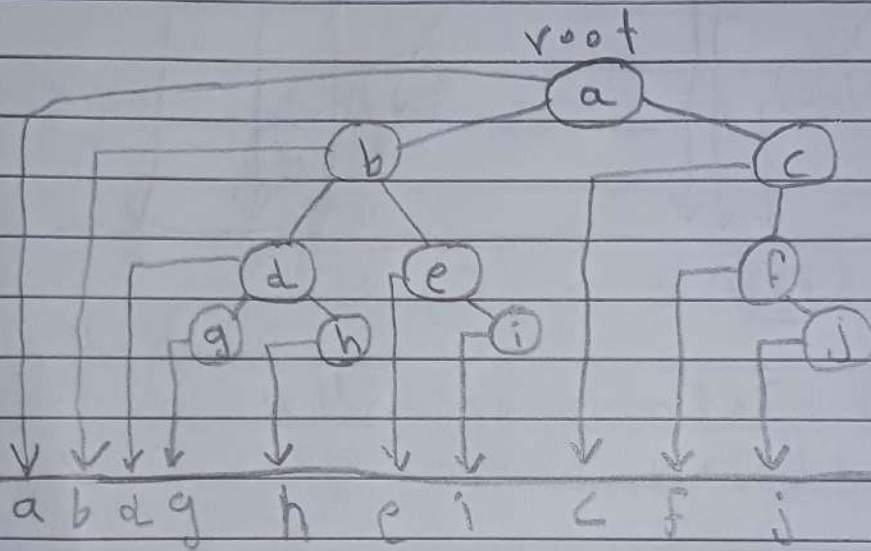


Pre Order Traversal:

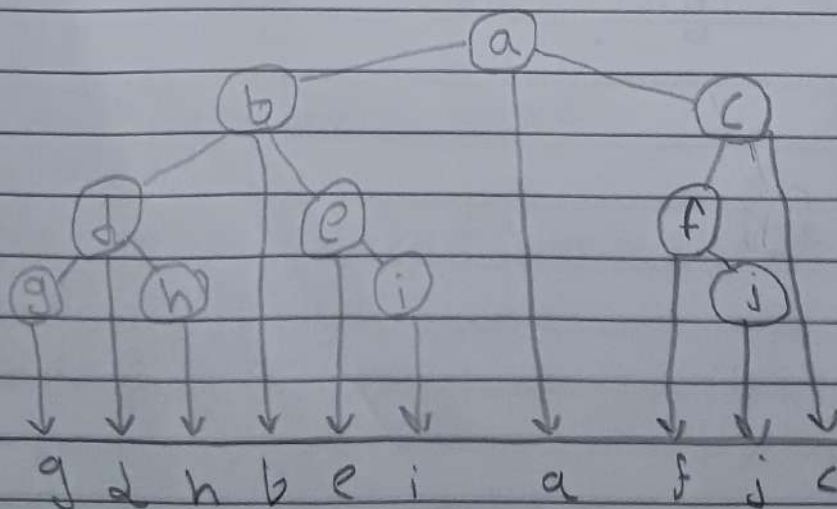
a b d g h e i c f j



Root \rightarrow Left \rightarrow Right



In Order Traversal: g d h b e i a f j c



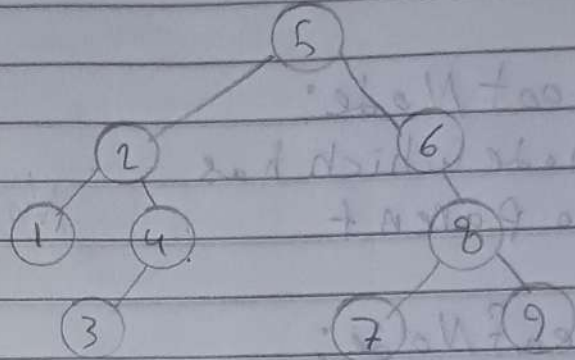
Left \rightarrow Root \rightarrow Right

Binary Tree:

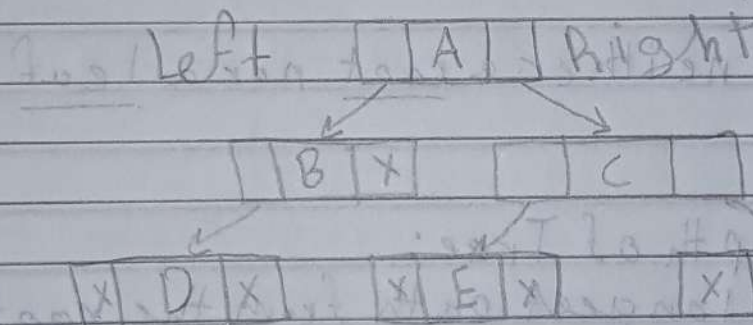
only one root

Maximum children per node

Each node can have 0 child, one child or two children

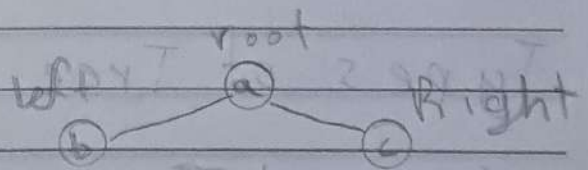


Binary Tree - Linked List Implementation



Binary Tree Traversal

3-variants



• Pre order: Root - Left - Right (a - b - c)

• In Order: Left - Root - Right (b - a - c)

• Post Order: Left - Right - Root (b - c - a)

Tree

Date / / Subject _____

A tree is a hierarchical data structure that organizes data elements, called nodes, by connecting them with links, called edges.

Root Node:

A node which has no parent

Leaf Node:

A node which has no child

Interior Node:

A node which is neither a root nor a leaf

Height or Depth of Tree:

of edges along longest path from the root to a leaf in that tree

Types of Tree

General Tree:

Any number of roots

Any number of children per node

