

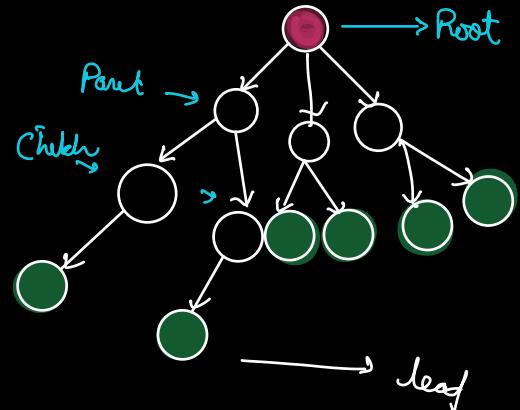
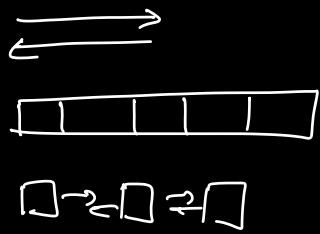
XML  
HTML  
YAML  
JSON  
DOM  
Directory Structure

Map/Set  
✓ Heap (Priority Queue)  
✓ Trie

Segment Tree

B-Tree (DB Index)

Amazon, MS, Google, Facebook, Adobe, Experian, ...



Root → No parent

Leaf → No children

Edges → Connections b/w the nodes

No of edges in a tree with N nodes ?  
→  $(N-1)$

## Height of a Node

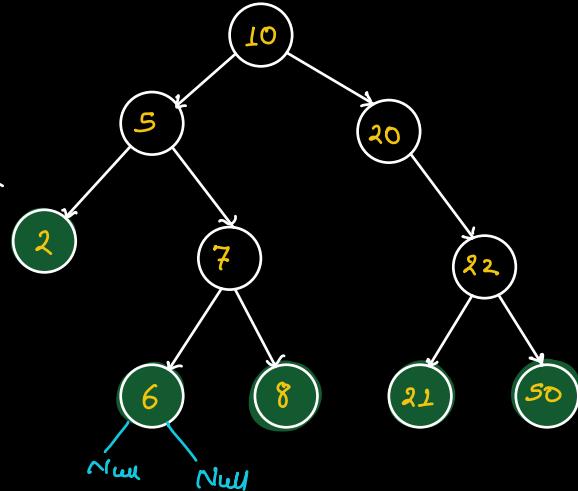
Distance from that node  
to the furthest reachable  
leaf node.  
(No of edges)

$$Ht(5) = 2$$

$$Ht(7) = 1$$

$$Ht(6) = 0$$

$$Ht(\text{Null}) = -1$$



Binary Tree  
class TreeNode {

int val;

TreeNode left;

TreeNode right;

}

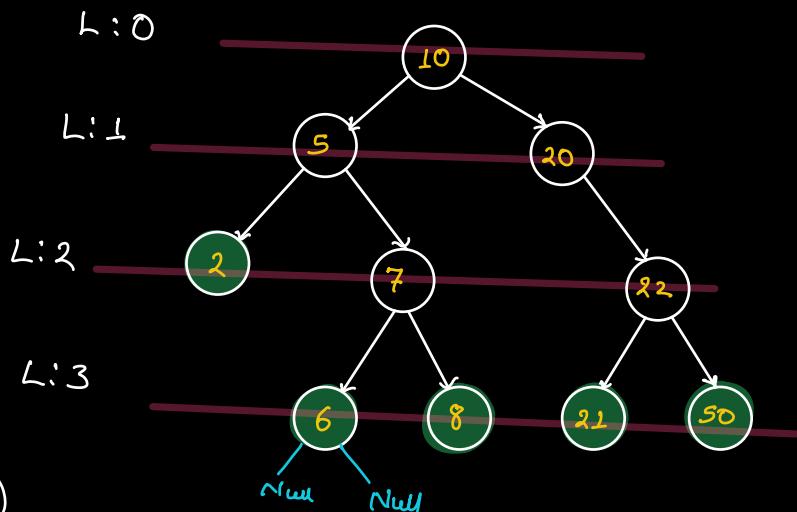
## Depth of a Node

Distance from the root node

$$\text{depth}(7) = 2$$

$$\text{depth}(10) = 0$$

$$\text{depth}(6) = 3$$



Height of BT  $\rightarrow$   
 $Ht(\text{root})$

## Tree Traversals

Pre Order

Root left right

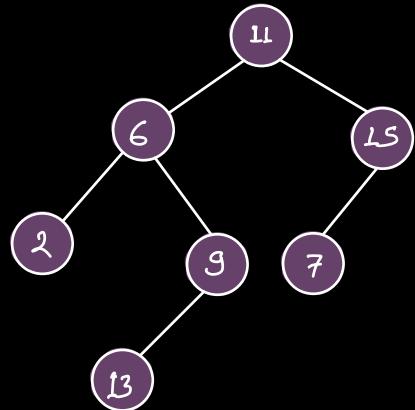
In Order

left Root right

Post Order

left right Root

left before right

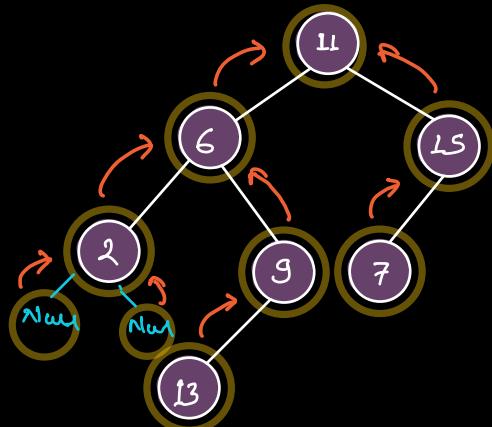


Pre Order

```

void preOrder( TreeNode root) {
    if (root == null) return;
    print( root.val);
    preOrder( root.left);
    preOrder( root.right);
}
  
```

DFS

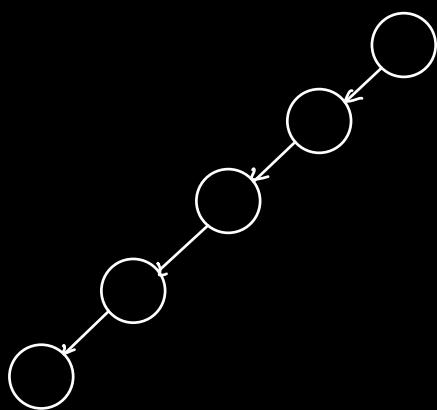


11, 6, 2, 9, 13, LS, 7

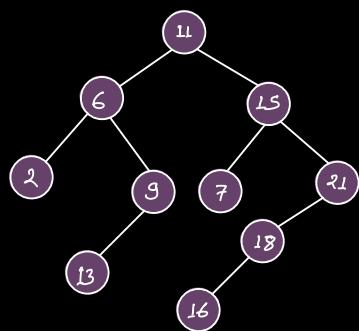
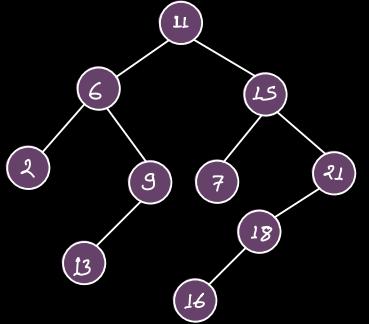
Fast Fast Approach

TC :  $O(N)$

SC :  $O(\text{ht of tree}) \Rightarrow O(N)$

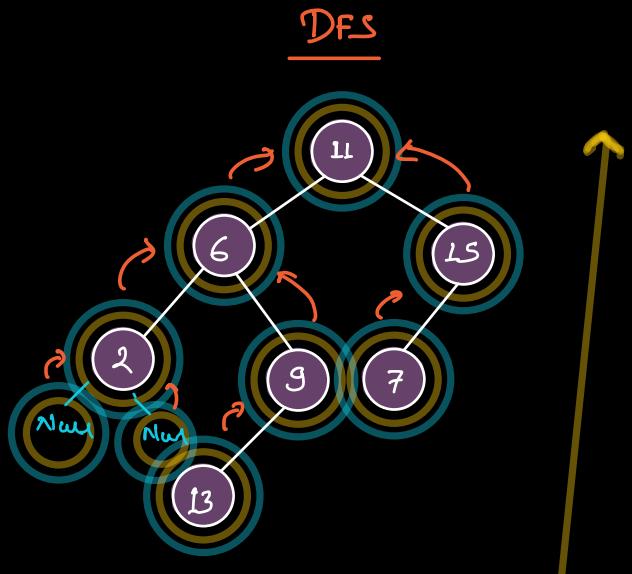


Given 2 trees. Check if they are identical.



### PostOrder

```
void postOrder( root ) {  
    if( root == null )  
        ret;  
    postOrder( root.left );  
    postOrder( root.right );  
    print( root.val );  
}
```



2, 13, 9, 6, 7, 15, 11

Q Given a tree. Return the ht.

$$ht(\text{tree}) \Rightarrow ht(\text{root})$$

$$\Rightarrow \max(ht(\text{left}), ht(\text{right})) + 1$$

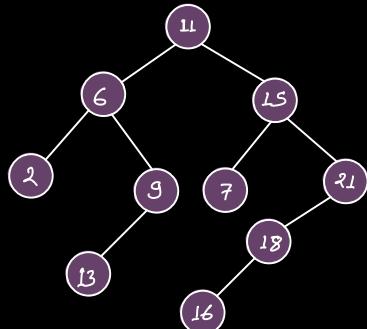
```
int height (root){  
    if (root == null)  
        ret -1;  
    int l = height (root.left);  
    int r = height (root.right);  
    ret max (l, r) + 1;  
}
```

Q Count no of nodes in a tree.

$$\text{No of nodes} = \# \text{nodes}(\text{left}) + \# \text{nodes}(\text{right}) + 1$$

Q Given a BT. search a val K in it.

```
boolean search (root, K) {  
    if (root == null)  
        return false;  
    if (root.val == K)  
        return true;  
    }
```



Pre

```
return search (root.left, K)  
||
```

```
Search (root.right, K),
```

}

— || —  
↑      ↑  
true    Not be executed .

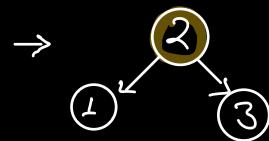
— && —  
↑      ↑  
false   Not be executed .

Armanon  
MS

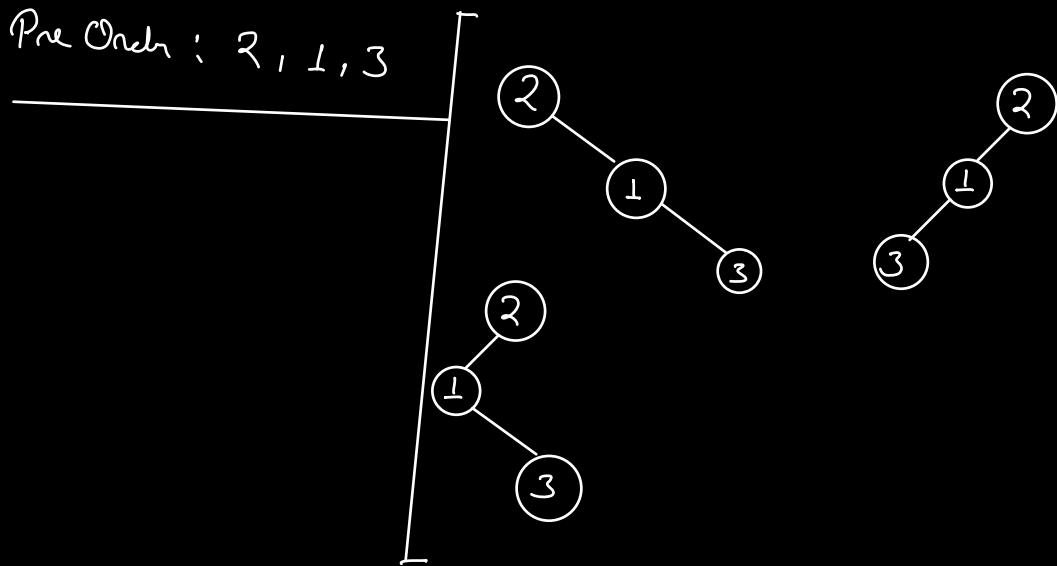
Q Given the pre-order & in-order traversal of a tree.  
Construct the tree. (No duplicates)

Pre-Order : 2, 1, 3

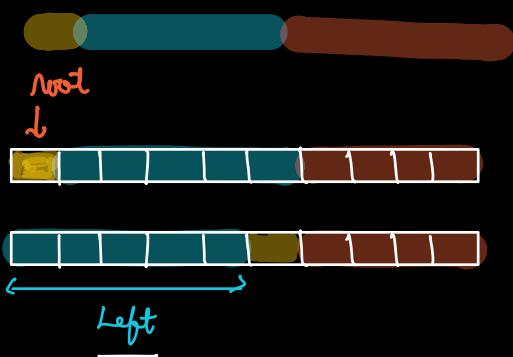
In-Order : 1, 2, 3

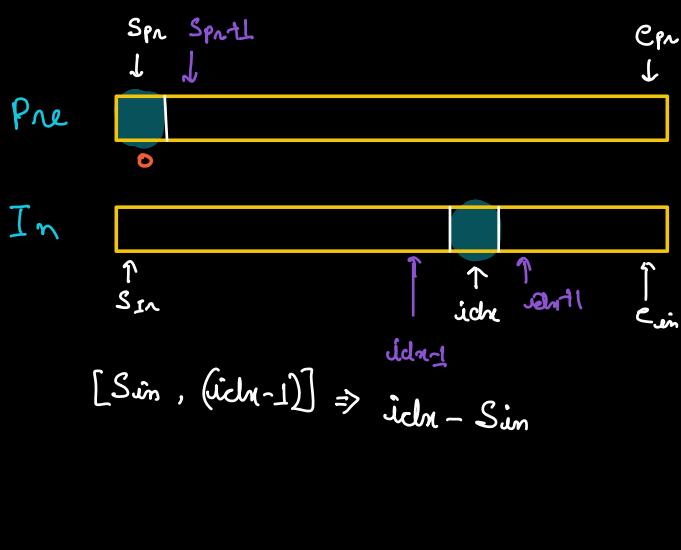
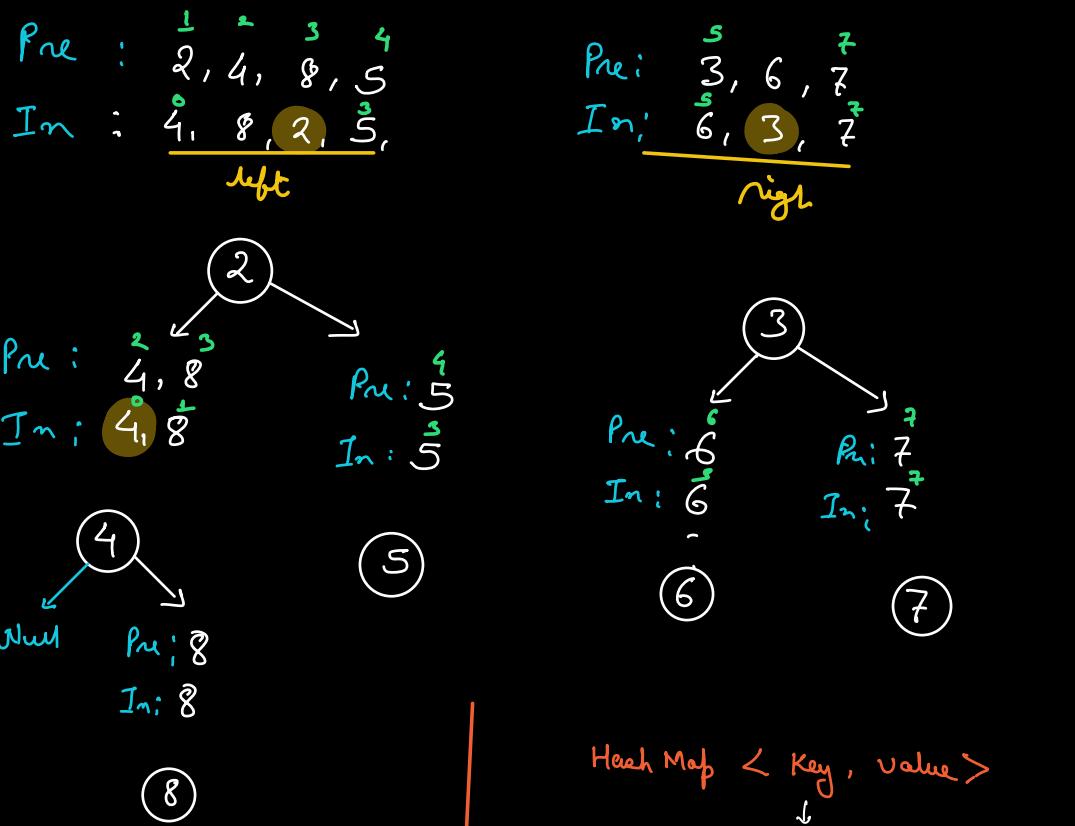
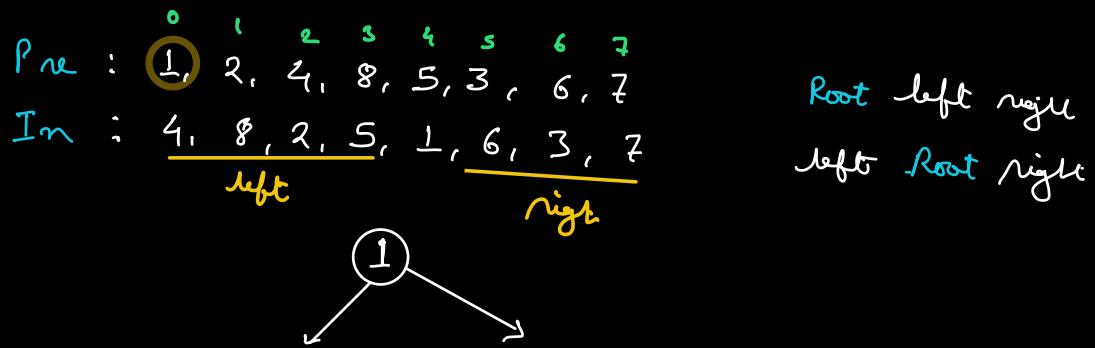


Pre Order : 2, 1, 3



The first element of pre-order  $\text{pre}[0] \rightarrow \text{root}$





Hash Map  $\langle \text{Key}, \text{Value} \rangle$   
 $\downarrow$   
 $\text{in}[i] \quad i$

In :  $\overset{0}{4}, \overset{1}{8}, \overset{2}{2}, \overset{3}{5}, \overset{4}{1}, \overset{5}{6}, \overset{6}{3}, \overset{7}{7}$

Key $\downarrow$	Value
4	0
8	1
2	2
5	3
1	4
6	5
3	6
7	7

Tree Node buildTree (pre[], in[], sim, e\_in, s\_pn, e\_pn) {

// Assumption: buildTree (pre, in, sim, e\_in, s\_pn, e\_pn)

returns the root of subtree which can be created  
using in[] → sim to e\_in

↳ pre() → s\_pn to e\_pn

if ( $s_{pn} > e_{pn}$ )

    ret null;

TreeNode root = new TreeNode (pre[s\_pn]);

// Fenkel ändern von Pre[s\_pn] in in[],

int idk = map.get (pre[s\_pn]);

int x = idk - sim;

root.left = buildTree (pre, in, sim, idk - 1,

$s_{pn+1}, s_{pn+x}$ );

root.right = buildTree (pre, in, idk + 1, se,

$s_{pn+x+1}, e_{pn}$ );

return root;

}

TC: O(N)

SC: O(N) → HashMap + Recursiv

