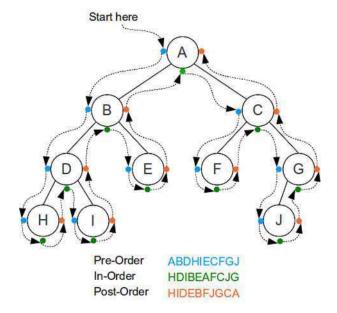
1 (Arbre Binaire : Construction - 2 points)



2 (Arbre Binaire de Recherche - 4 points)

```
PRECONDITIONS
aucune

AXIOMES

recherche(x,arbre-vide) = faux

x = contenu(racine(B)) => recherche(x,B) = vrai

x < contenu(racine(B)) => recherche(x,B) = recherche(x, g(B))

x > contenu(racine(B)) => recherche(x,B) = recherche(x, d(B))

([88, 65, 64, 11, 59, 54, 13, 33, 51, 34, 46, 39, 40, 45, 44, 42], True)

([17, 89, 19, 57, 54, 26, 32, 36, 41, 46, 47, 93, 48, 60, 74, 88], False)

([94, 76, 74, 17, 63, 57, 52, 41, 39, 19, 35, 22, 31, 27, 26, 23], True)

([92, 32, 91, 36, 55, 56, 59, 79, 76, 73, 61, 10, 44, 11, 22, 31], False)
```

3 (Matrices : Symmétrique - 4 points)

```
def isSymmetric(A):
    l,c = len(A),len(A[0])
    if l != c:
        return False
    i,sym = 0,True
    while i < l and sym:
        j = 0
        while j < l and sym:
            sym = A[i][j] == A[j][i]
            j += 1
            i += 1
        return sym</pre>
```

4 (Arbre Binaire : Similarités - 5 points)

```
def postorder(B,1):
      if B != None:
          postorder(B.left, 1)
          postorder(B.right, 1)
          1.append(B.key)
  def checkPostOrder(A, B):
      1A,1B = [],[]
      postorder (A, 1A)
      postorder(B,1B)
      sA, sB = len(1A), len(1B)
      if sA != sB:
          return False
      i,c = 0,True
      while i < sA and c:
15
          c = sA[i] == sB[i]
16
          i += 1
17
      return c
```

5 (Arbre Binaire : PME - 6 points)

```
def pme(B):
      q = newQueue()
      enqueue(B, q)
      enqueue(None, q)
      (h, lce, nbe) = (0, 0, 0)
      while not isEmpty(q):
          B = dequeue(q)
          if B == None:
              h += 1
               if not isEmpty(q):
                   enqueue(None, q)
          else:
              if B.left == B.right:
                   lce += h
                   nbe += 1
               else:
                   if B.left != None:
                       enqueue(B.left, q)
                   if B.right != None:
19
                       enqueue(B.right, q)
20
      return (lce/nbe)
```