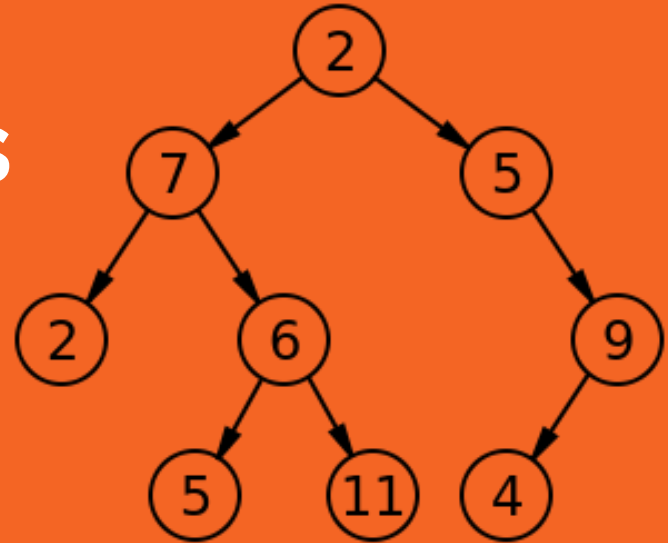


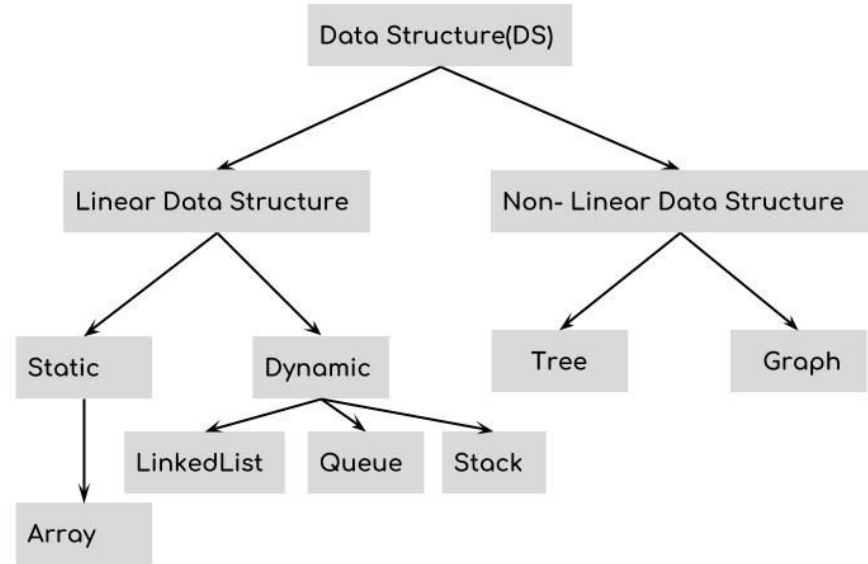
---

# [...Knowledge]: Trees & Binary Trees





# What is a data structure?

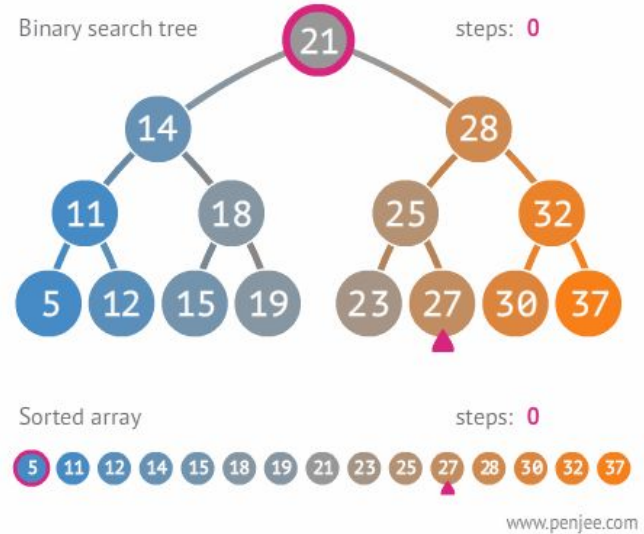
A particular way of organizing data.



# What is Tree ?

A hierarchical / recursive data structure.

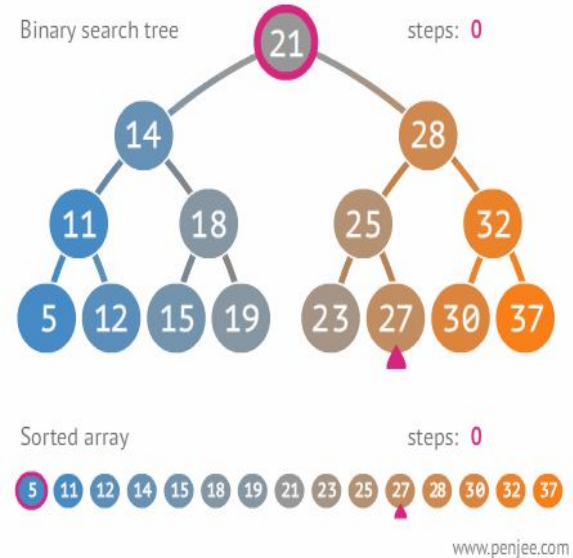
- Binary Trees 
- Binary Search Trees 
- AVL Tree
- Red-Black Tree
- and more



# What are Binary Trees?



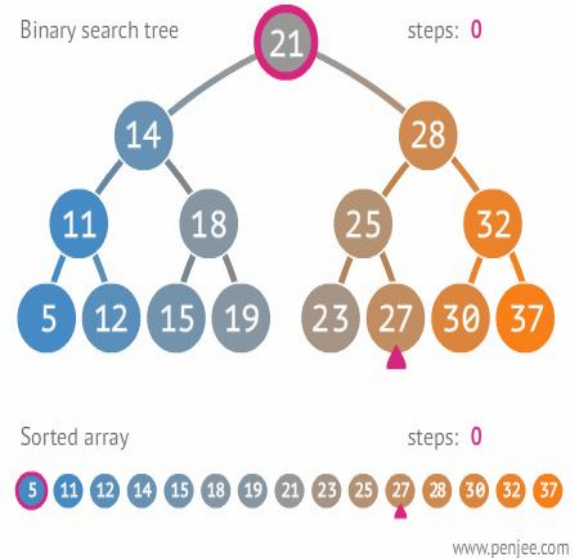
- It's a type of tree.
- Binary Trees can have at most 2 children or none.



# What are Binary Search Trees



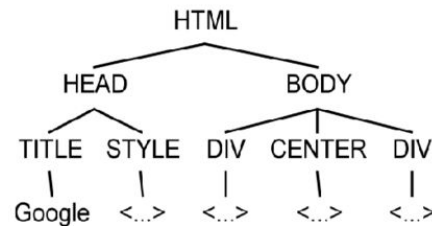
- It's a particular application of Binary Tree.
- Binary Search Trees can have at most 2 children or none.
- Left < Node > Right.



# Why do they matter?

- **Allows to organize hierarchical data**
- **Allows faster search**
- **Allows ordering**

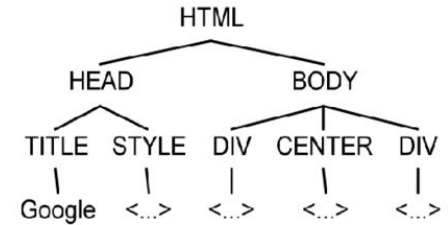
```
<html>
  <head>
    <title>Google</title>
    <style>...</style>
  </head>
  <body>
    <div>...</div>
    <center>...</center>
    <div>...</div>
  </body>
</html>
```



# Real-life implementations

- XML, HTML
- Sort
- Network Routing
- Search
- Decision making applications
- Databases
- Compilers

```
<html>
  <head>
    <title>Google</title>
    <style>...</style>
  </head>
  <body>
    <div>...</div>
    <center>...</center>
    <div>...</div>
  </body>
</html>
```



—

# Live Code

# Traversing a Tree



# Traversing a BST

- InOrder (left, root, right)
- PreOrder (root, left, right)
- PostOrder (left, right, root)

InOrder(root) visits nodes in the following order:

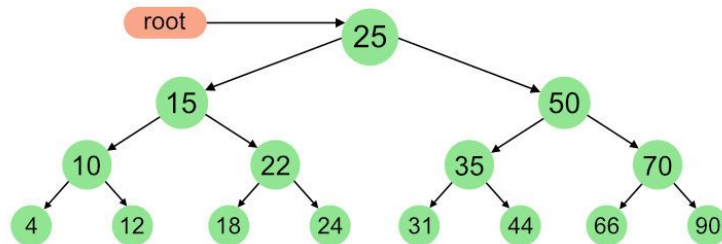
4, 10, 12, 15, 18, 22, 24, 25, 31, 35, 44, 50, 66, 70, 90

A Pre-order traversal visits nodes in the following order:

25, 15, 10, 4, 12, 22, 18, 24, 50, 35, 31, 44, 70, 66, 90

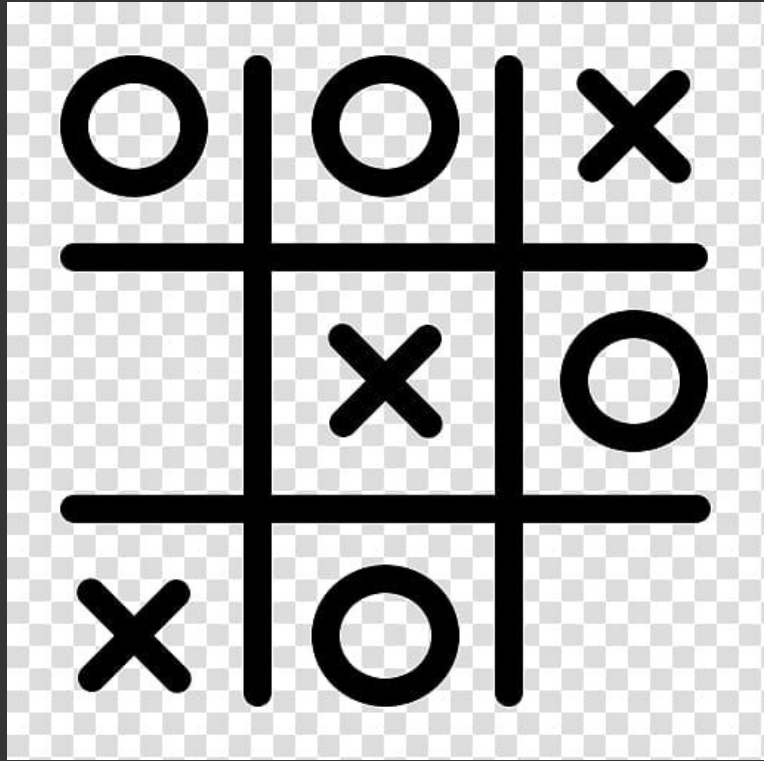
A Post-order traversal visits nodes in the following order:

4, 12, 10, 18, 24, 22, 15, 31, 44, 35, 66, 90, 70, 50, 25



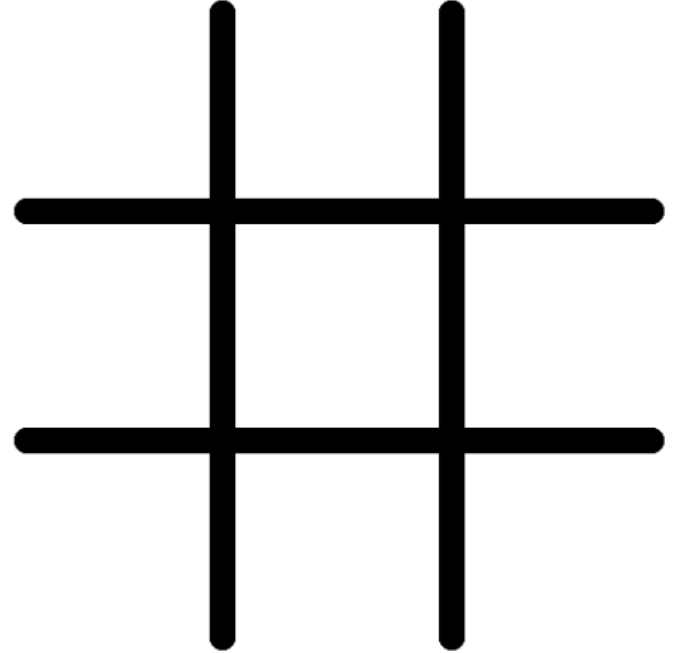
# Live Code

## Tic Tac Toe



# Tic Tac Toe: Rules

- Each player has its turn.
- In order to win, player must place its mark in a horizontal, vertical or diagonal row.



# Tic Tac Toe: As a Tree

