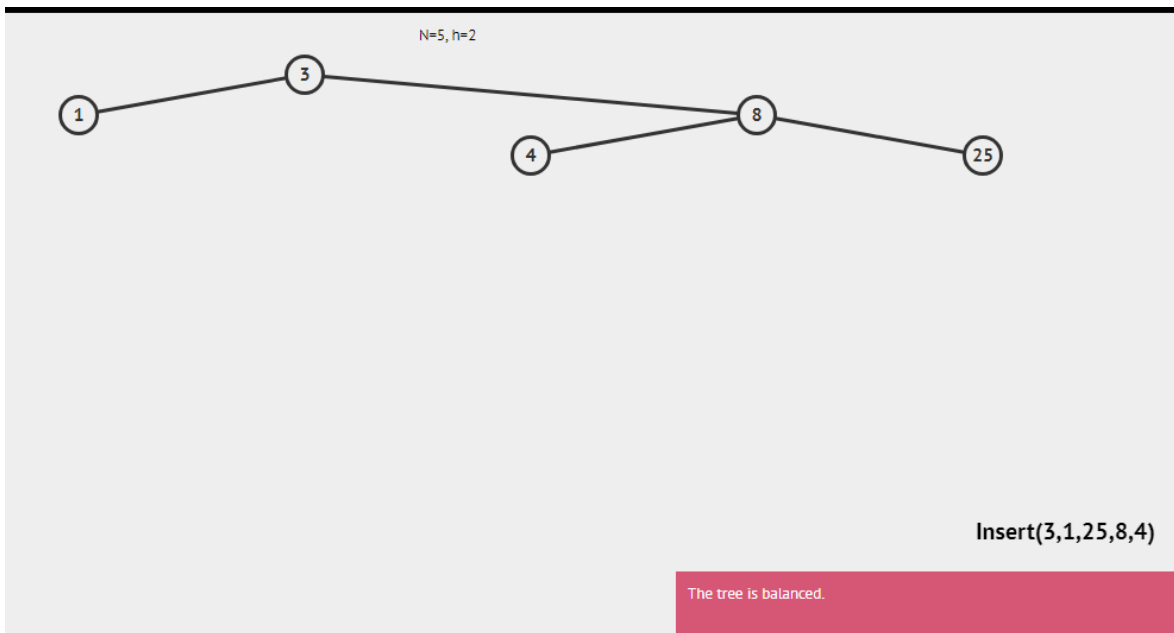
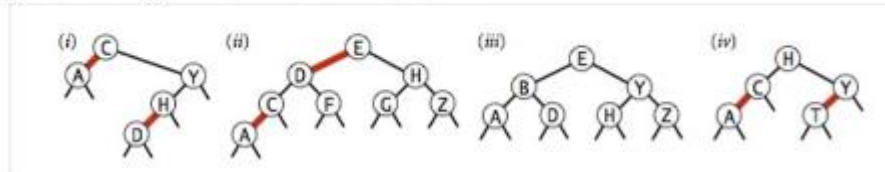


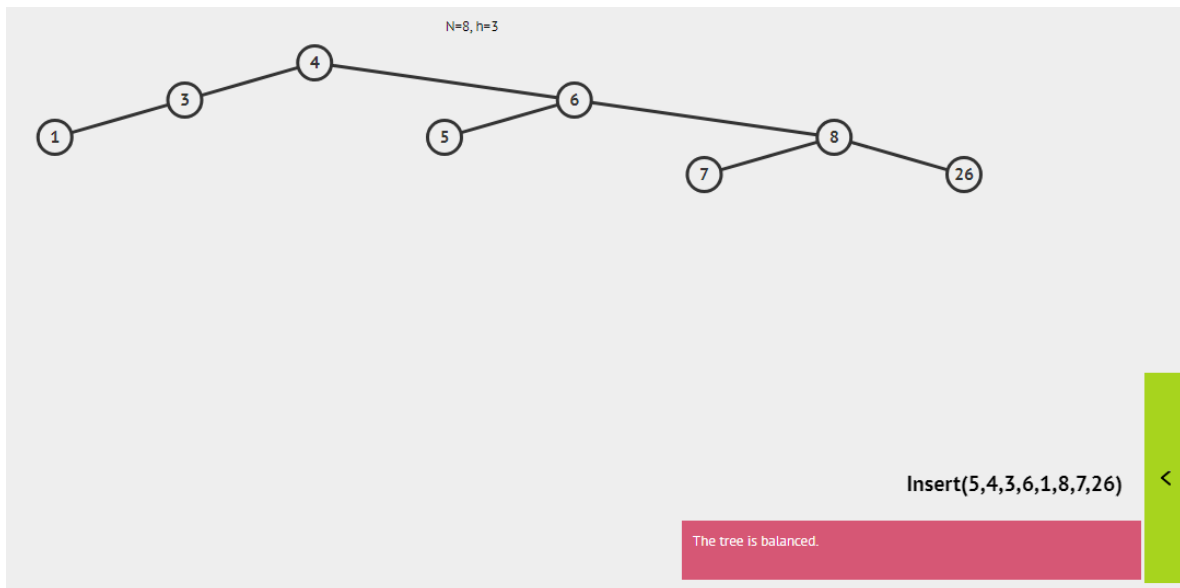
ANDERSSON DAVID SÁNCHEZ MÉNDEZ

CONTROL LECTURA ÁRBOLES BINARIOS

1. ¿Cuál de los siguientes árboles son red-black BSTs?

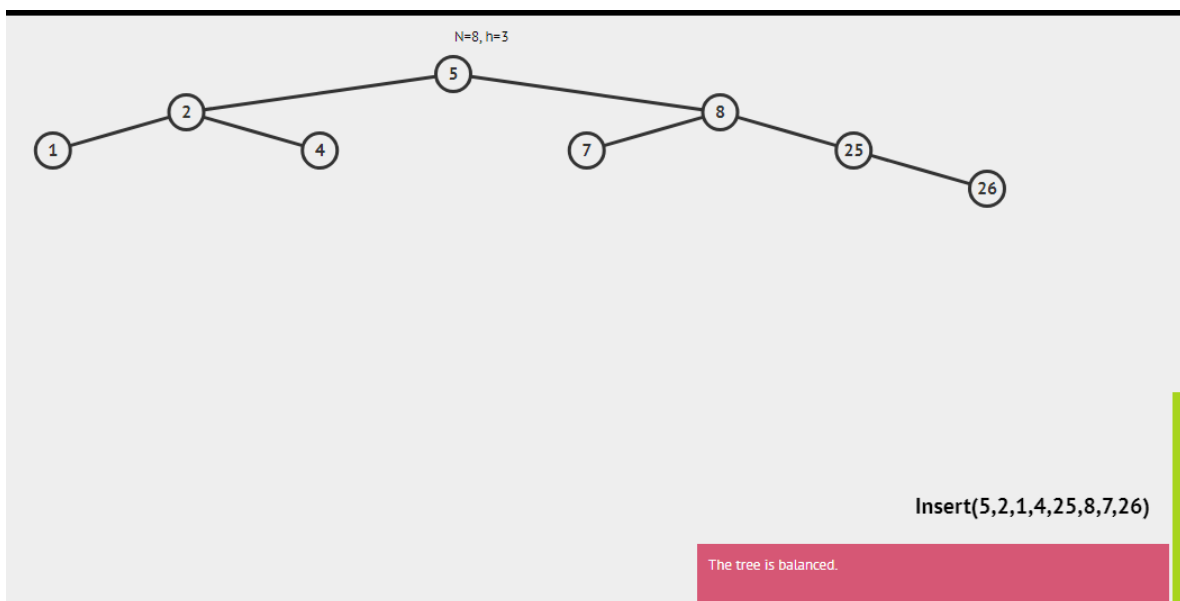


```
insert v
check balance factor of this and its children
case1: this.rotateRight
case2: this.left.rotateLeft, this.rotateRight
case3: this.rotateLeft
case4: this.right.rotateRight, this.rotateLeft
this is balanced
```



```

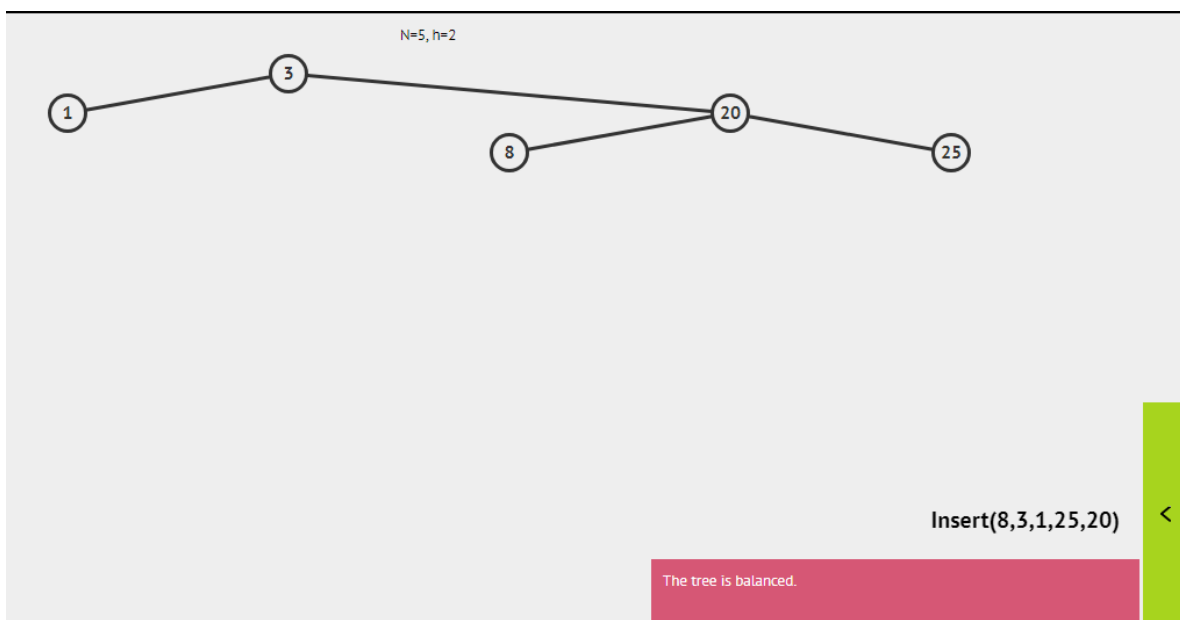
insert v
check balance factor of this and its children
case1: this.rotateRight
case2: this.left.rotateLeft, this.rotateRight
case3: this.rotateLeft
case4: this.right.rotateRight, this.rotateLeft
this is balanced
  
```



```

insert v
check balance factor of this and its children
  case1: this.rotateRight
  case2: this.left.rotateLeft, this.rotateRight
  case3: this.rotateLeft
  case4: this.right.rotateRight, this.rotateLeft
this is balanced

```



```

insert v
check balance factor of this and its children
  case1: this.rotateRight
  case2: this.left.rotateLeft, this.rotateRight
  case3: this.rotateLeft
  case4: this.right.rotateRight, this.rotateLeft
this is balanced

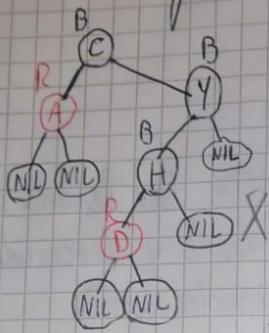
```



CONTROL LECTURA BINARY TREE

1) ¿Cuál de los siguientes árboles son red-black BSTs?

(i)

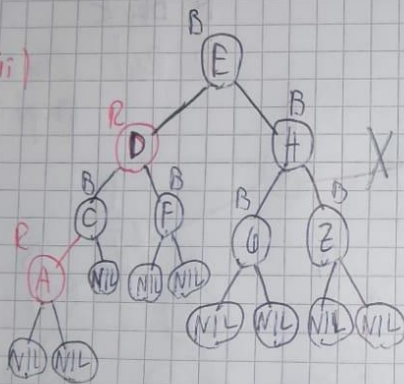


No cumple propiedad

4. Todas las rutas desde la raíz a las hojas vacías (NIL) debe pasar por el mismo número de nodos negros.

→ NO ES R-B BSTs

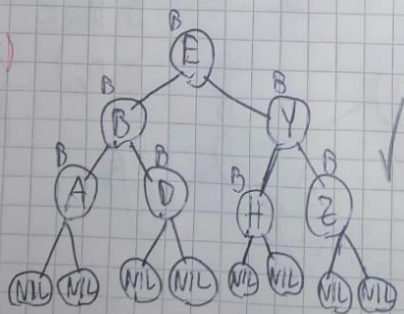
(ii)



No cumple propiedad 4.

Por lo tanto no es R-B BSTs

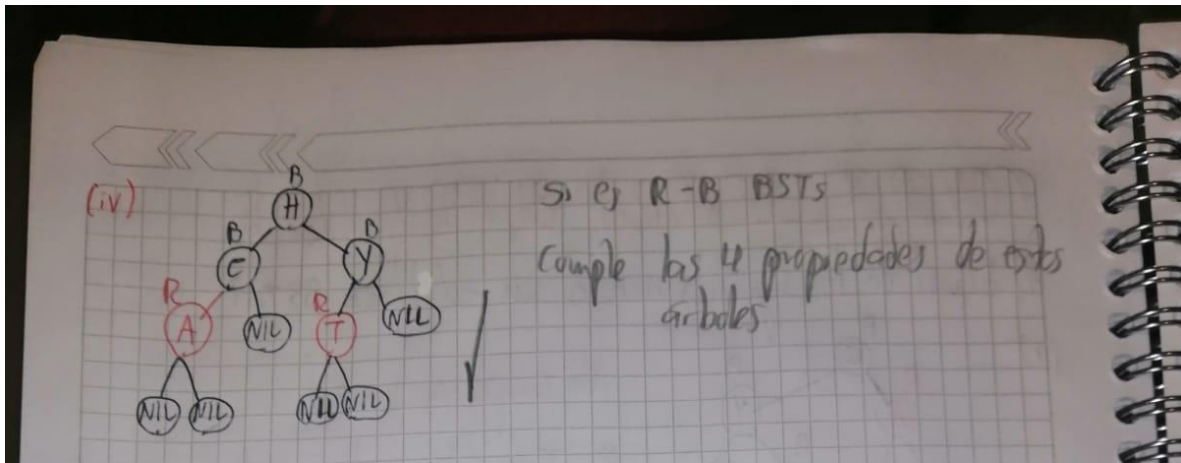
(iii)



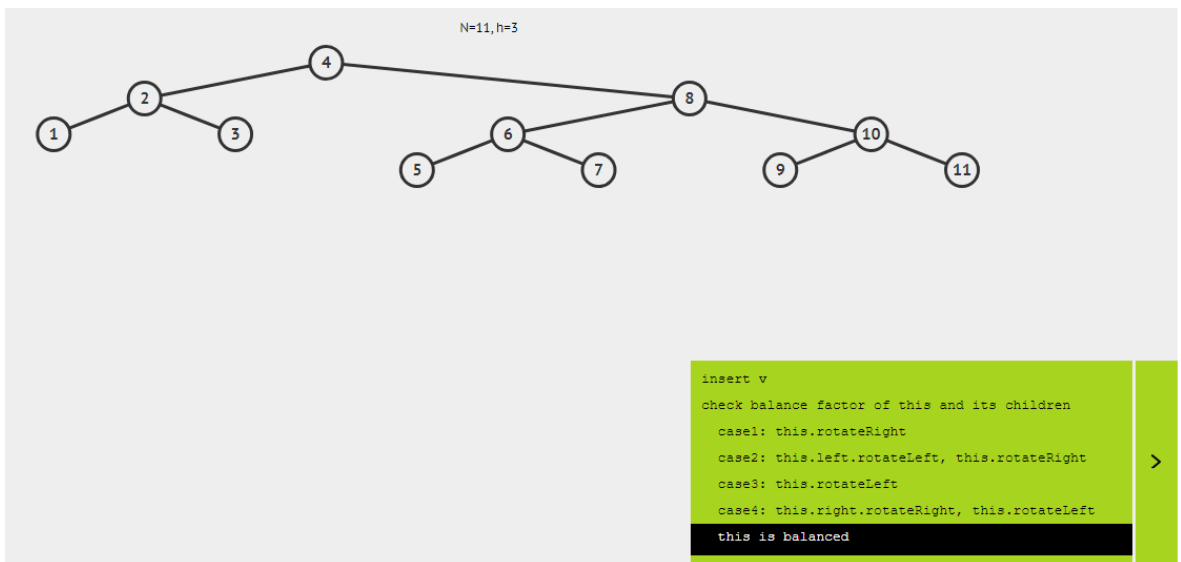
Si es R-B BSTs

Cumple las propiedades

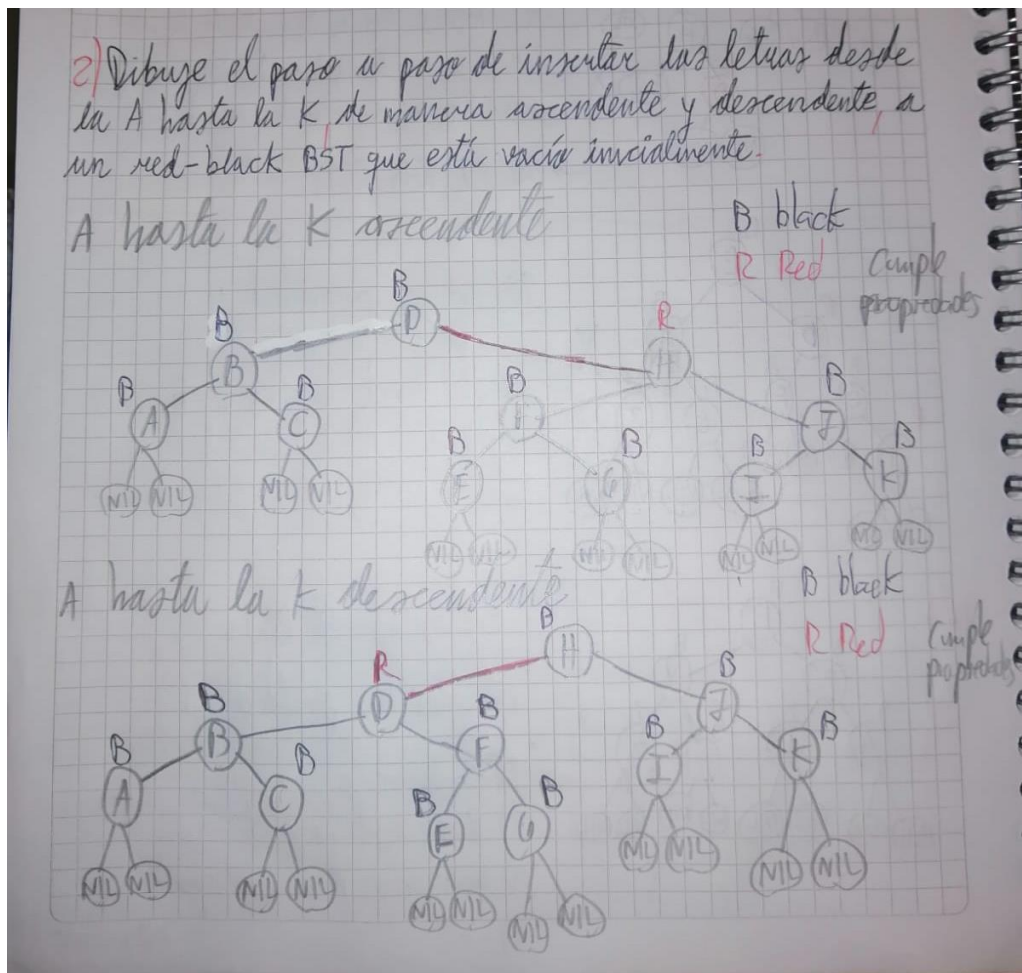
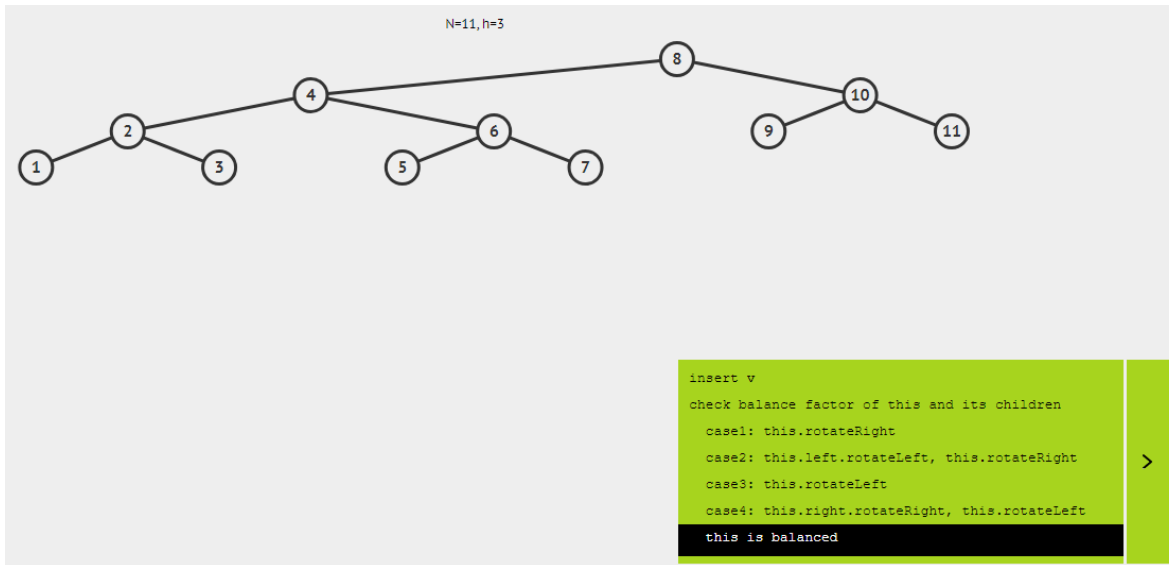
- 1) Nodo rojo o negro
- 2) Raíz color negro
- 3) Nodos rojos NO consecutivamente.
- 4) ...



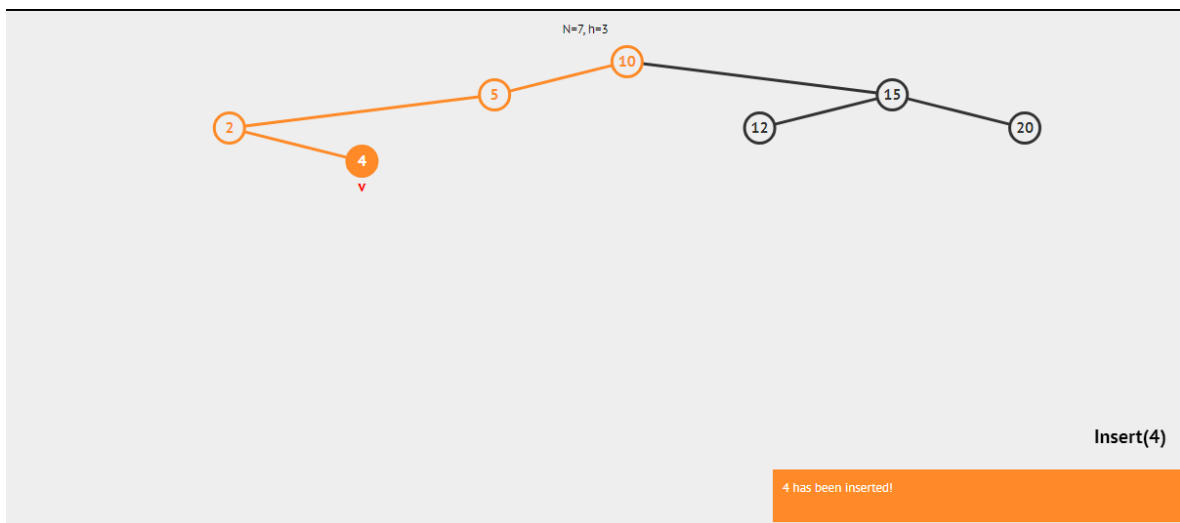
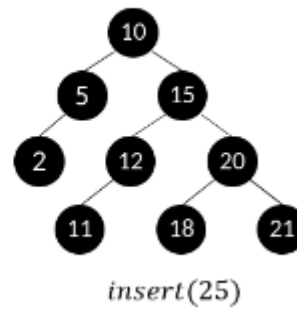
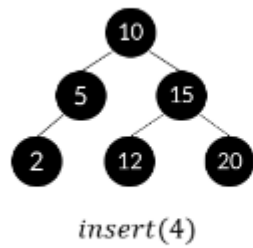
2. Dibuje el paso a paso de insertar las letras desde la A hasta la K, de manera ascendente y descendente, a un red-black BST que está vacío inicialmente.



Números representan letras

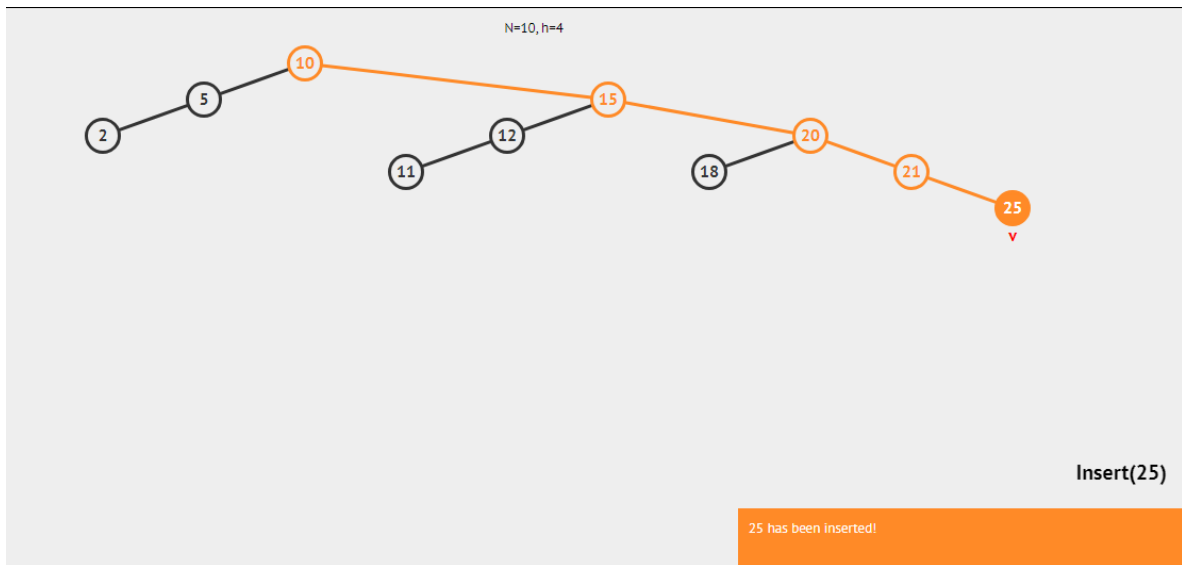


3. Dibuje el árbol AVL resultante al aplicar las siguientes operaciones:



```
if insertion point is found
  create new vertex
  if value to be inserted < this key
    go left
  else if value to be inserted > this key
    go right
  else increment frequency
```





```
if insertion point is found
  create new vertex
if value to be inserted < this key
  go left
else if value to be inserted > this key
  go right
else increment frequency
```

>