1) We will traverse the bindry tree with Breadth - first search. We will push in the queue not just the modes, put pairs of numbers - the node and the level. The first in the greene will be (root, o). Whenever we push in the greene the children of the pront of the queue its level will be the level of the front of the greene+1.

Also, each time we pop something from the Queue we increment the position of the level in of binary trees is usually not huge). At the end we iterate over the direct table, starting st both ends and stopping the iteration when the 2 iterators meet in the middle. The values of the left iterator must increase, the walnes of the right italetor must slureare, and the values of the 2 iterators must be ignal.

Vlad Beydan-Trolo, 917 VladB

Node:

Node:

Value

left: 1 Node

right: 1 Node

Bindry Tree: Proot: Mode

3) function is Diamond (bt) is:

// pre: bt & Bindry Tree

// post: true

if bt. root = Nil then

if bt. root = NiL then
end-is Diamond & false // just an assumption, can be
max Level & 0

init (at, 1000) Il initialise the direct table with 1000 positions

while is Empty(2) = false execute:

front ~ 2. pop()

if [front. first]. left = Nil Ahen

2. push ([front. first]. left, front. suond+1)

end-if

Vlad Bogdon-Tuolon, 917 Klass

if [front first]. right = NIL then 2. push ([front.first]. right, front. recond+1) end-if alt [ front. second] = dt [ front. second] +1 if front second > max Level then und-if max Level a front second end - while presc-1 ito i comax Level of - time While i< j execute if prev 7-1 then if sttlile stlpren then Ok - false ic j+1 /1 to stop the loop end-if if sttli] + sttli] then AR - false end-if
end-if

Vlad Boyden-Tudor, 917 Vlado

prevering in it is biamond a poke end-function

of the tree (BFS) and the travelsal of the short table. Even tough the second traversal has best/worst rase, the first me slown't and rince the first one is  $\Theta(m)$  and the second the second the second the second the second the algorithm will be  $\Theta(m)$  (without leest/worst rases).