Tree. Tree: value children. ITree.] root. ceaf: no children internal noele: Ech: ldeen height: (node height): 4 longest path length: depth: Grel. def count (t)= acc= | for c in t. children: acc t = count (c). heturn acc

count- (serves (t): if t.children == T): heturn 1 for c in t.children: acc + = count-leanes(c) beturn acc. def height (t): : f (on (t-ch: (oben) 2=0: return 1 for c in t. dis(dren : acc. append (height (c)). heturn max (acc) +1 max (Theight (c) for (in t.ch:ldler)) + 1

det gather-odd (t): acc= [) if t. value % 2 == 1: acc - append (t. value). for c in t. children: acc. extend (gather-odd (c)). return acc. $\begin{array}{c} 3 \\ 3 \end{array} \rightarrow \begin{bmatrix} 5 \\ 7,4 \end{bmatrix}$ def get-longest-path (t): if not t.children: neturn Tt. value] else. for c in t.children: path = get-longest-path (c) it len (poth) >= len (ace): acc = Path It.value] + acc. heturn

def get-all-path (t): if not t.children: Leturn [[t.value]] (=) . A else: acc= 2] for cin t-children: paths = get_all-path(c) for path in paths: acc.append (It.value] + path) hetum acc yet-path-to(t, value):

f t.value == value:

petum [t-value]

2 3

petum [t-value] det get-path-to(t, value): if not t.children: netum [] for c'in t. ch: (chen: result = get-phth-to(c, value) if len(result) > 0; heturn [t.value] + result return I]

def count - at - depth (t, d): if d==0: 5 - - · Olepth 3 heturn 1 if bot t. children. return 0 else: acc = 0 tor c in t. children: acc += count_at_depth (c, d-1) Letum acc. Traversal. pre order root til tons Voot tets. past order. 5 13 pre 5 7 2. 3 56 poet. 2 7 & 6 3 5 Level 573286

0 6

queue. 2.86 57.3286 1. Subtree tors to?

22. Cortains. T).