To read Before #ToBeReady

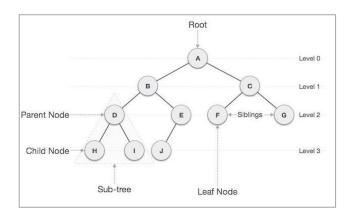
https://github.com/aish21/Algorithms-and-Data-Structures



✓ Introduction to Trees



✓ Different types of trees



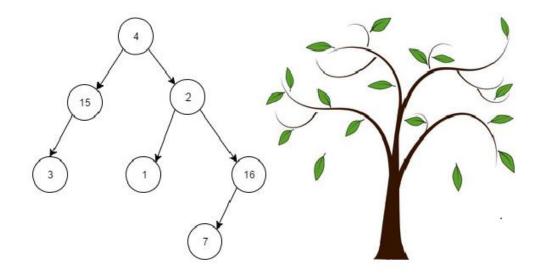
✓ Binary Trees

Binary Trees and Binary Search Trees (BST)

William Fiset

ADVANCED ALGORITHM

W8-S1 - Trees







- **Understand the concept of the Tree**
- Explore Tree terminology
- Identify the type of the Tree
- Navigation in the Binary Tree

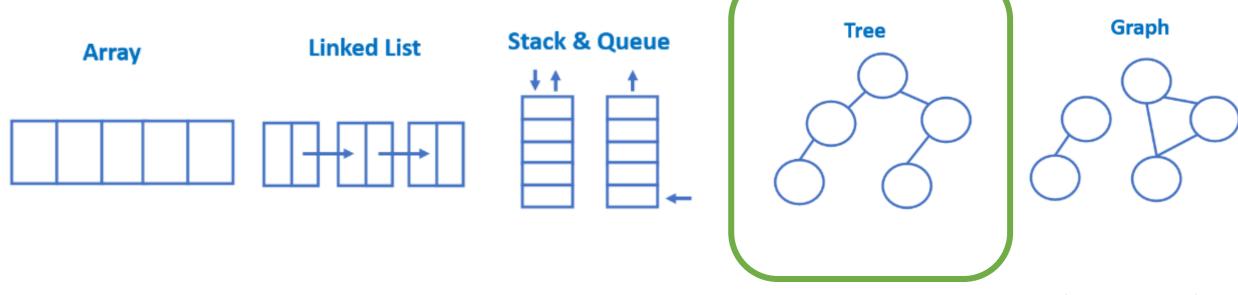
Abstract Data Structures

Linear

Data elements are arranged sequentially

Non Linear

Data elements are **not** arranged sequentially

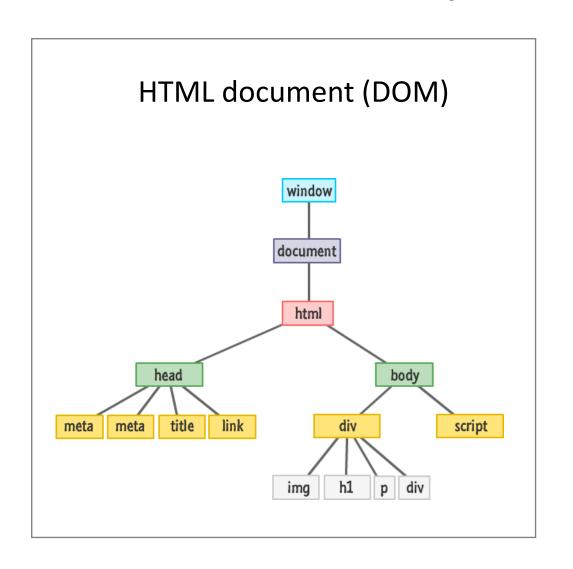


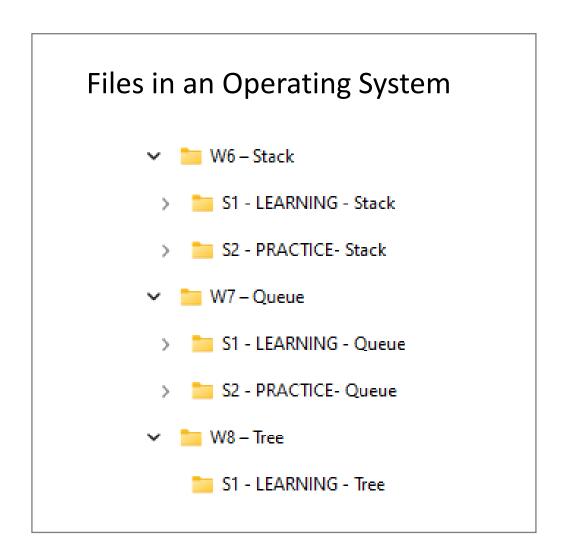
Every node can have 1 parent only

There is not rules for the connection of nodes

Why trees?

A tree can store information that naturally forms a hierarchy.



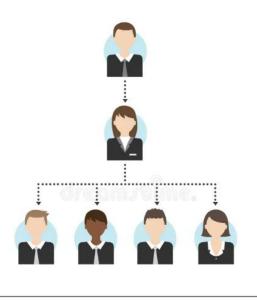


Why trees?

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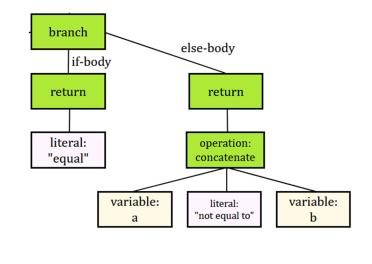
Organization Trees

Nodes represent employees or sub-departments.



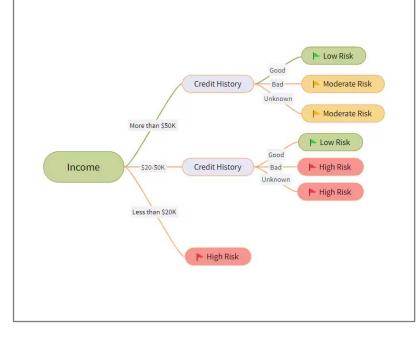
Compiler Syntax Trees

Nodes represent programming language constructs (e.g., expressions, statements).



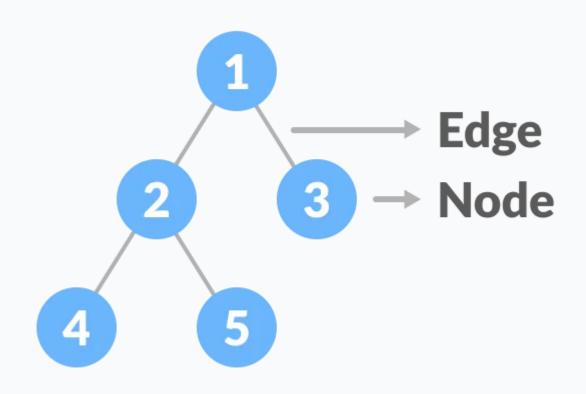
Decision-Making Trees

Nodes represent a condition or decision point.



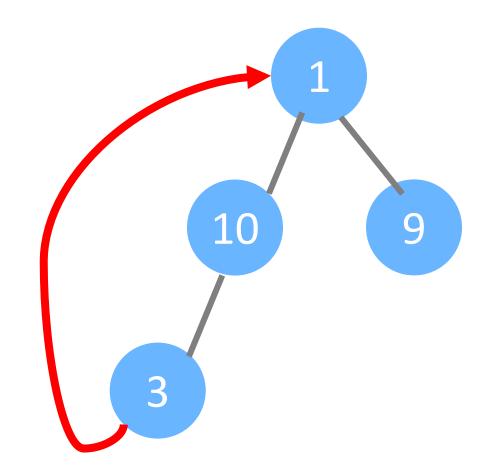
Tree **Definition**

A tree is a non-linear hierarchical data structure that consists of nodes connected via edges.



Tree **Definition**

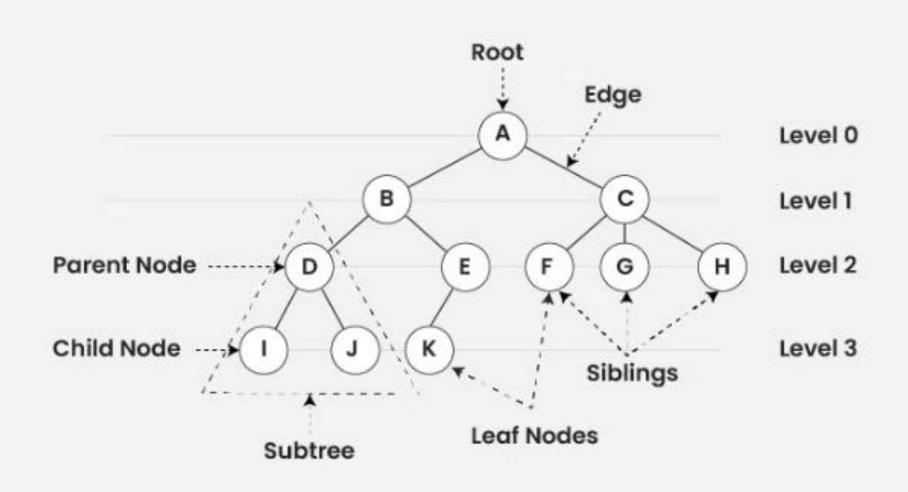
A node cannot be both the child and the parent of another node



In this situation, we would need a graph data structure

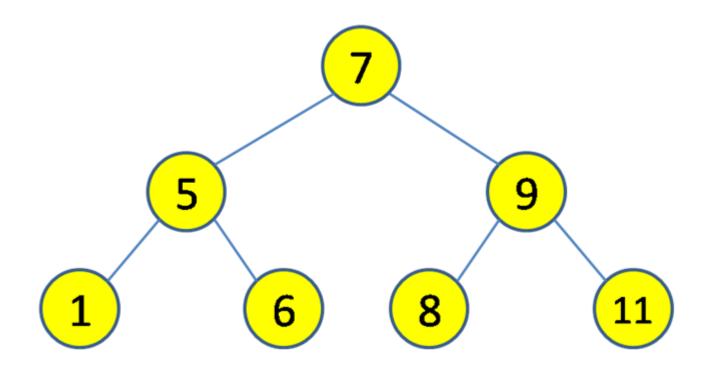
Tree **Terminology**

Parent Node, Child Node, Root Node, Leaf Node, Sibling, Edge, Level



Tree **Terminology**

Look at this tree and answer the questions



Q1 - What is the root node?

Q2 - What is the parent of node 1?

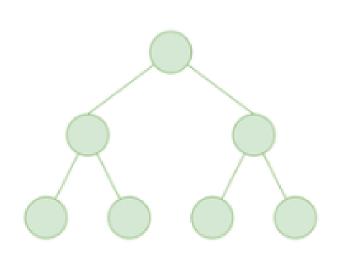
Q3 - What are the sibling of 5?

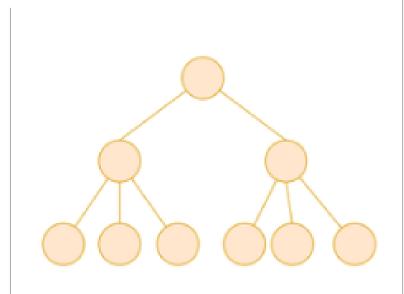
Q4 - What are the leaves nodes?

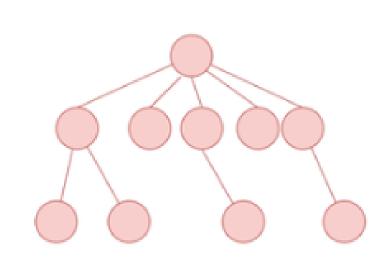
Q5 – What is the **level** of node 8?

Types of Trees









Binary Tree

Each node can have only **2** children
We call them **left** and **right**

Ternary Tree

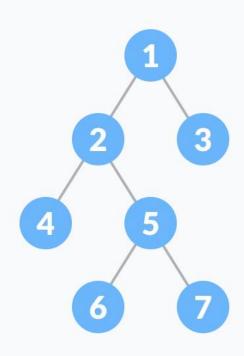
Each node has **3** children: **left child**, **middle child**, and **right child**.

N-Ary Tree

Each node can have a list of children

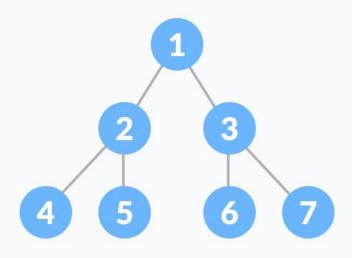
Some specific **Binary** Tree Types





Full Binary Tree

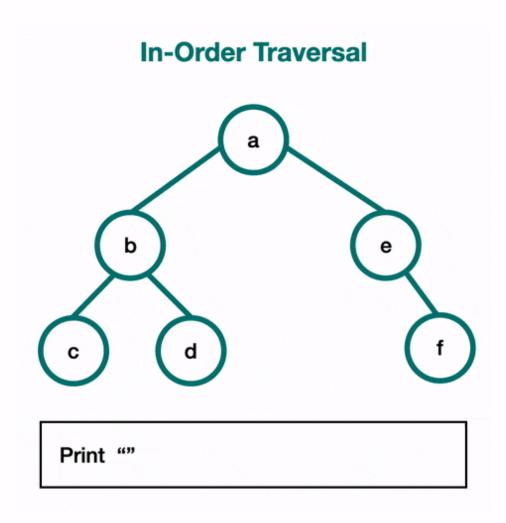
Every node has either 2 or no children nodes.



Perfect Binary Tree

Every internal node has **exactly** 2 child nodes All the leaf nodes are at the same level.

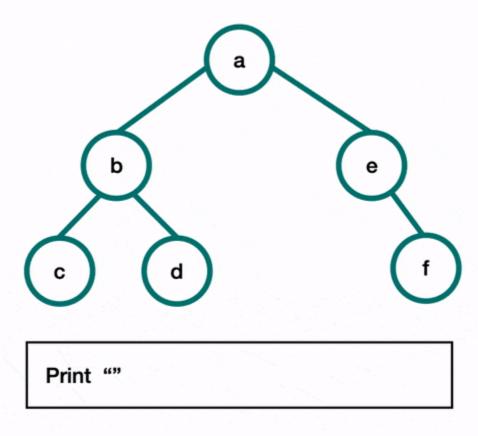
Binary Trees - Navigation



Visit all the nodes in the left subtree → Visit root node → Visit all the nodes in the right subtree

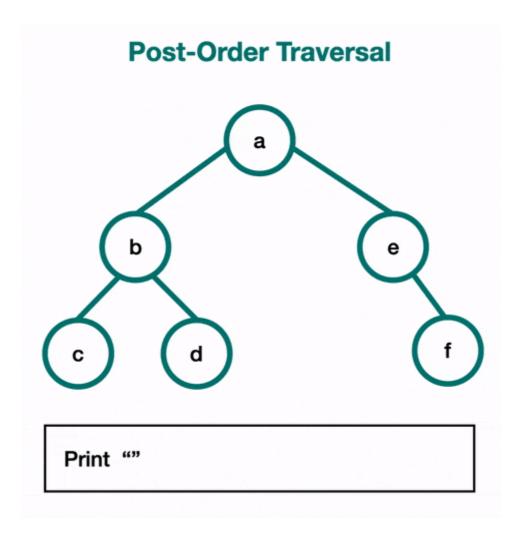
Binary Trees - Navigation

Pre-Order Traversal



Visit root node → Visit all the nodes in the left subtree → Visit all the nodes in the right subtree

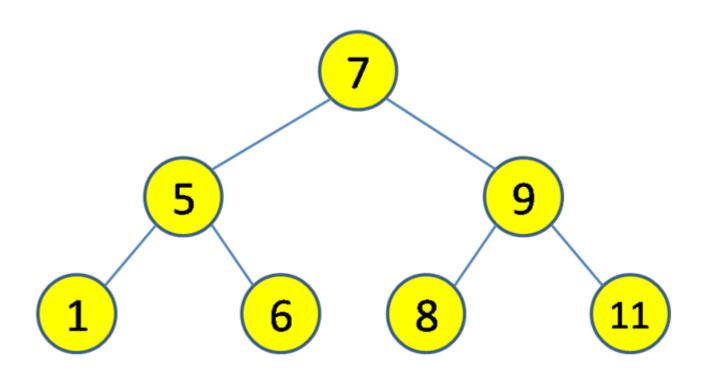
Binary Trees - Navigation



Visit all the nodes in the left subtree → Visit all the nodes in the right subtree → Visit root node

In-Order traversal

Write the list of nodes visited, in case of a IN ORDER transversal

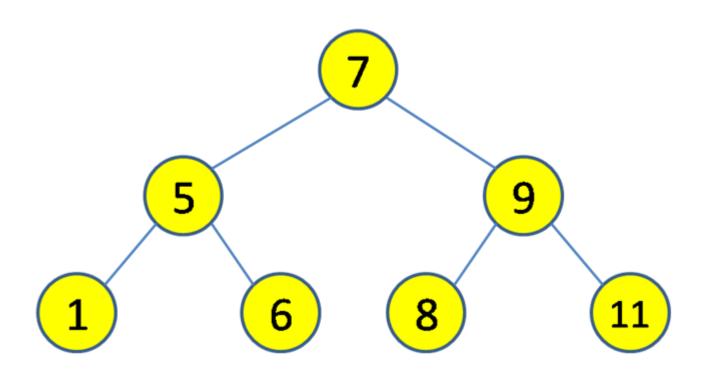


AS REMINDER:

- 1. Visit all the nodes in the left subtree
- 2. Visit root node
- 3. Visit all the nodes in the right subtree

Pre-Order traversal

Write the list of nodes visited, in case of a PRE ORDER transversal

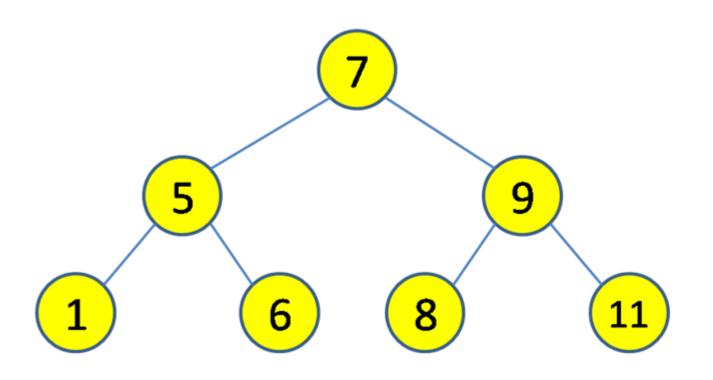


AS REMINDER:

- 1. Visit root node
- 2. Visit all the nodes in the left subtree
- 3. Visit all the nodes in the **right subtree**

Post-Order traversal

Write the list of nodes visited, in case of a **POST ORDER** transversal



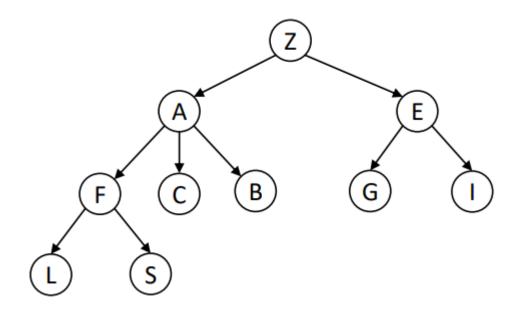
AS REMINDER:

- 1. Visit all the nodes in the **left subtree**
- 2. Visit all the nodes in the **right subtree**
- 3. Visit root node

Tree Implementation- With Array 2D

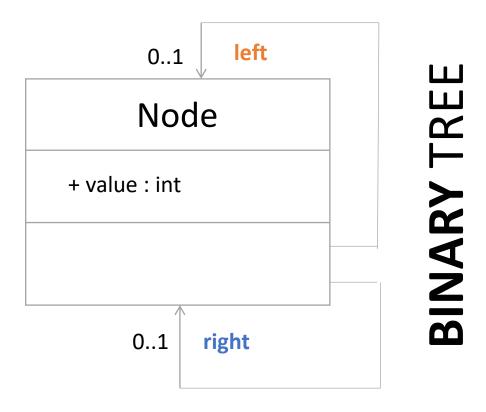
Each columns of the array represent a potential **children** of each node

	Α	В	С	E	F	G	Τ	L	S	Z
Α	0	1	1	0	1	0	0	0	0	0
В	0	0	0	0	0	0	0	0	0	0
С	0	0	0	0	0	0	0	0	0	0
E	0	0	0	0	0	1	1	0	0	0
F	0	0	0	0	0	0	0	1	1	0
G	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0
L	0	0	0	0	0	0	0	0	0	0
S	0	0	0	0	0	0	0	0	0	0
Z	1	0	0	1	0	0	0	0	0	0



Tree Implementation- With Pointers

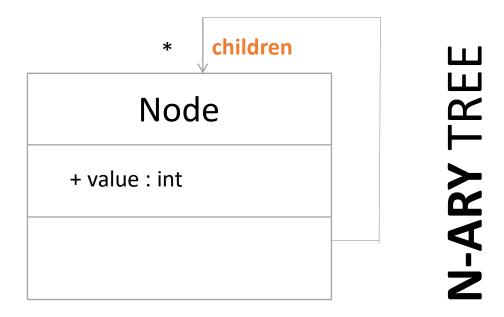
Pointers are responsible for connecting one node of the tree to another.



- one pointer pointing to the left child of the node
- another pointer pointing to the **right node** of the tree

Tree Implementation- With Pointers

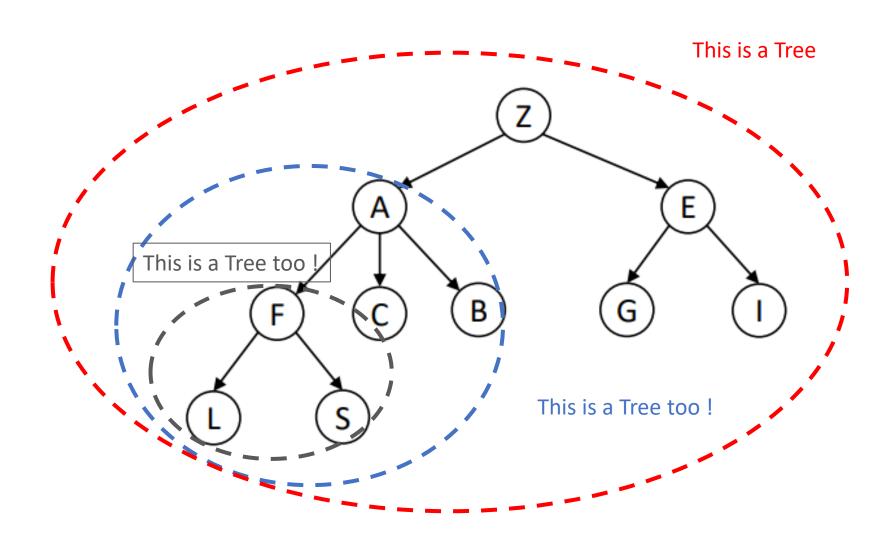
Pointers are responsible for connecting one node of the tree to another.



A list of pointer pointing to every children

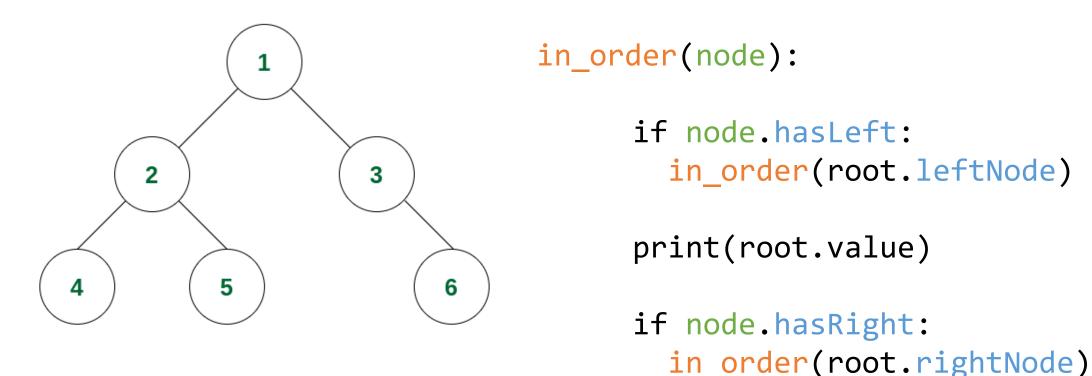
Tree & Recursion

We can use **recursion** to iterate on tree elements, as **everything is a node**



In-Order Traversal

We define the following pseudo code for in-order traversal

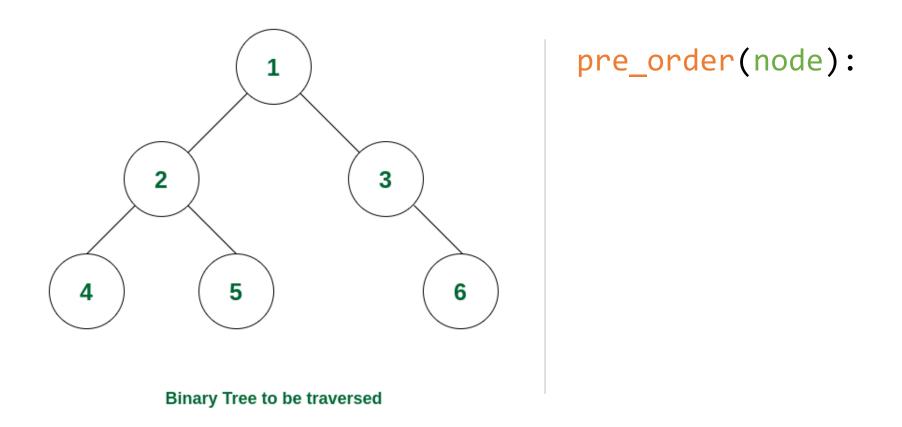


Binary Tree to be traversed

✓ Execute the code to check and write the output : - - - - -

Pre-Order Traversal

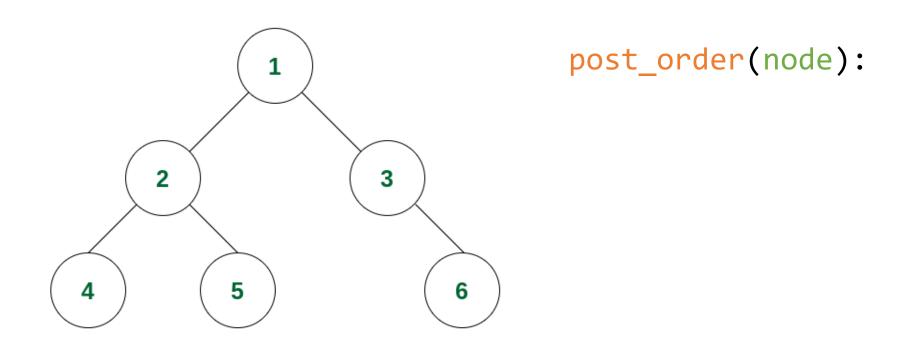
Define the pseudo code for a pre-order traversal



✓ Execute the code to check and write the output : - - - - -

Post-Order Traversal

Define the pseudo code for a post-order traversal



Binary Tree to be traversed

✓ Execute the code to check and write the output : - - - - -

3-2-1 Challenge

- ✓ List three things you **learned** today.
- ✓ List two **questions** you still have.
- ✓ List one aspect of the lesson or topic you **enjoyed**.





