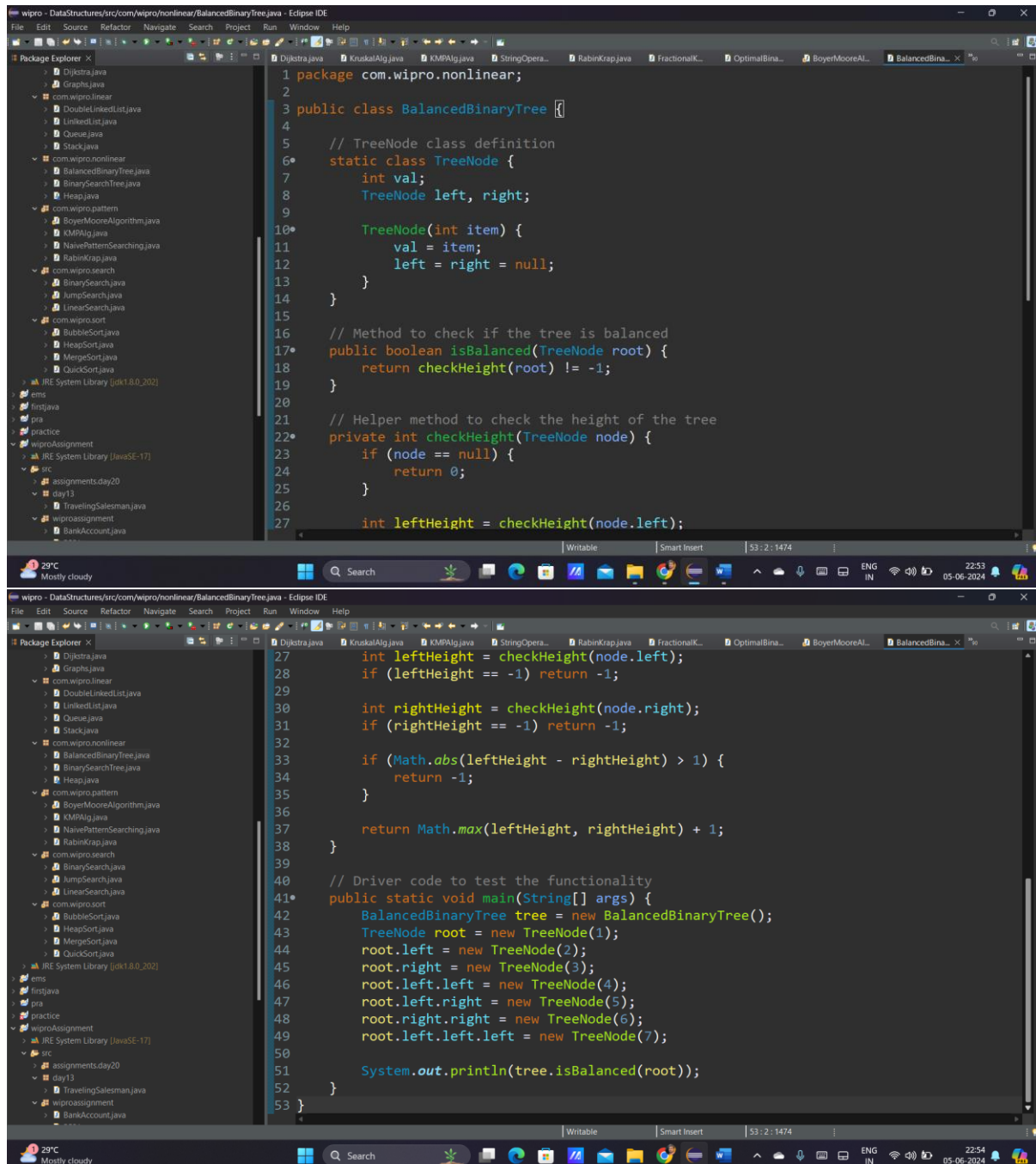


Assignment-Day 7 and 8

Day 7 and 8:

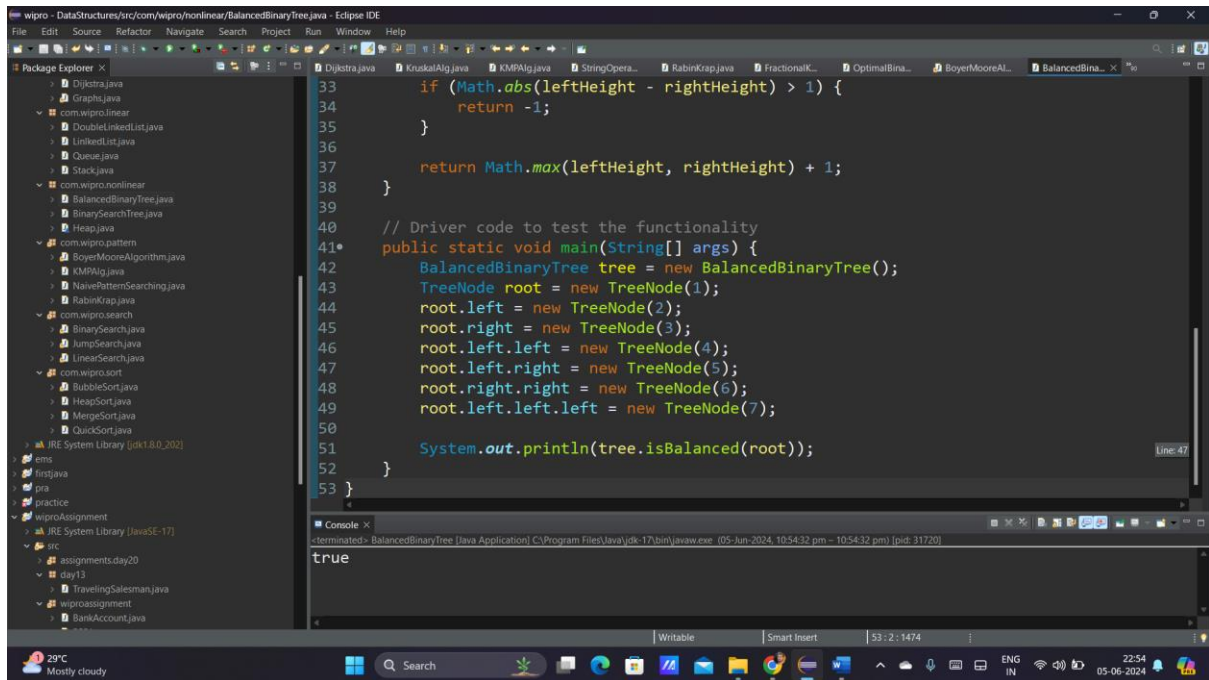
Task 1: Balanced Binary Tree Check

Write a function to check if a given binary tree is balanced. A balanced tree is one where the height of two subtrees of any node never differs by more than one.



The screenshot displays the Eclipse IDE with a Java project named 'wipro'. The Package Explorer on the left shows the project structure, including a package 'com.wipro.nonlinear' containing a 'BalancedBinaryTree.java' file. The main editor shows the code for this class. The code defines a 'TreeNode' class with 'val', 'left', and 'right' attributes. It implements a 'checkHeight' method to calculate the height of a subtree and an 'isBalanced' method to check if the entire tree is balanced. A driver code in the 'main' method creates a binary tree structure and tests the 'isBalanced' function.

```
1 package com.wipro.nonlinear;
2
3 public class BalancedBinaryTree {
4
5     // TreeNode class definition
6     static class TreeNode {
7         int val;
8         TreeNode left, right;
9     }
10    TreeNode(int item) {
11        val = item;
12        left = right = null;
13    }
14
15    // Method to check if the tree is balanced
16    public boolean isBalanced(TreeNode root) {
17        return checkHeight(root) != -1;
18    }
19
20    // Helper method to check the height of the tree
21    private int checkHeight(TreeNode node) {
22        if (node == null) {
23            return 0;
24        }
25
26        int leftHeight = checkHeight(node.left);
27        int leftHeight = checkHeight(node.left);
28        if (leftHeight == -1) return -1;
29
30        int rightHeight = checkHeight(node.right);
31        if (rightHeight == -1) return -1;
32
33        if (Math.abs(leftHeight - rightHeight) > 1) {
34            return -1;
35        }
36
37        return Math.max(leftHeight, rightHeight) + 1;
38    }
39
40    // Driver code to test the functionality
41    public static void main(String[] args) {
42        BalancedBinaryTree tree = new BalancedBinaryTree();
43        TreeNode root = new TreeNode(1);
44        root.left = new TreeNode(2);
45        root.right = new TreeNode(3);
46        root.left.left = new TreeNode(4);
47        root.left.right = new TreeNode(5);
48        root.right.right = new TreeNode(6);
49        root.left.left.left = new TreeNode(7);
50
51        System.out.println(tree.isBalanced(root));
52    }
53 }
```

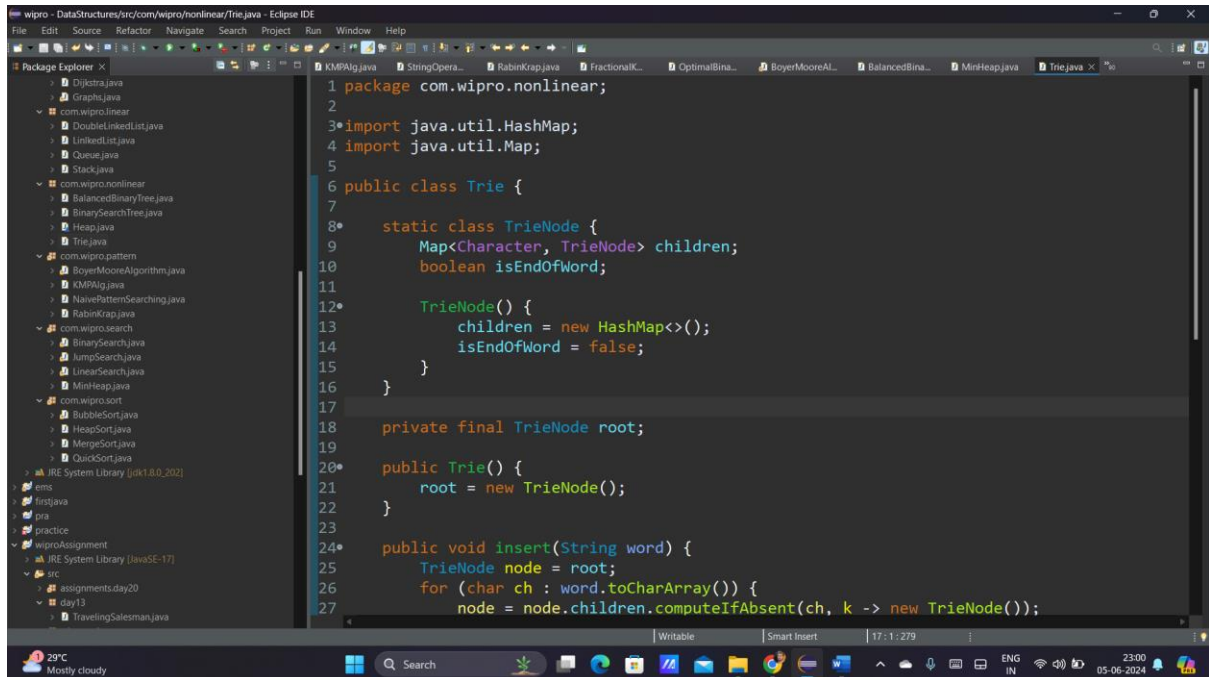


```
33     if (Math.abs(leftHeight - rightHeight) > 1) {
34         return -1;
35     }
36
37     return Math.max(leftHeight, rightHeight) + 1;
38 }
39
40 // Driver code to test the functionality
41 public static void main(String[] args) {
42     BalancedBinaryTree tree = new BalancedBinaryTree();
43     TreeNode root = new TreeNode(1);
44     root.left = new TreeNode(2);
45     root.right = new TreeNode(3);
46     root.left.left = new TreeNode(4);
47     root.left.right = new TreeNode(5);
48     root.right.right = new TreeNode(6);
49     root.left.left.left = new TreeNode(7);
50
51     System.out.println(tree.isBalanced(root));
52 }
53 }
```

Console Output: true

Task 2: Trie for Prefix Checking

Implement a trie data structure in C# that supports insertion of strings and provides a method to check if a given string is a prefix of any word in the trie.



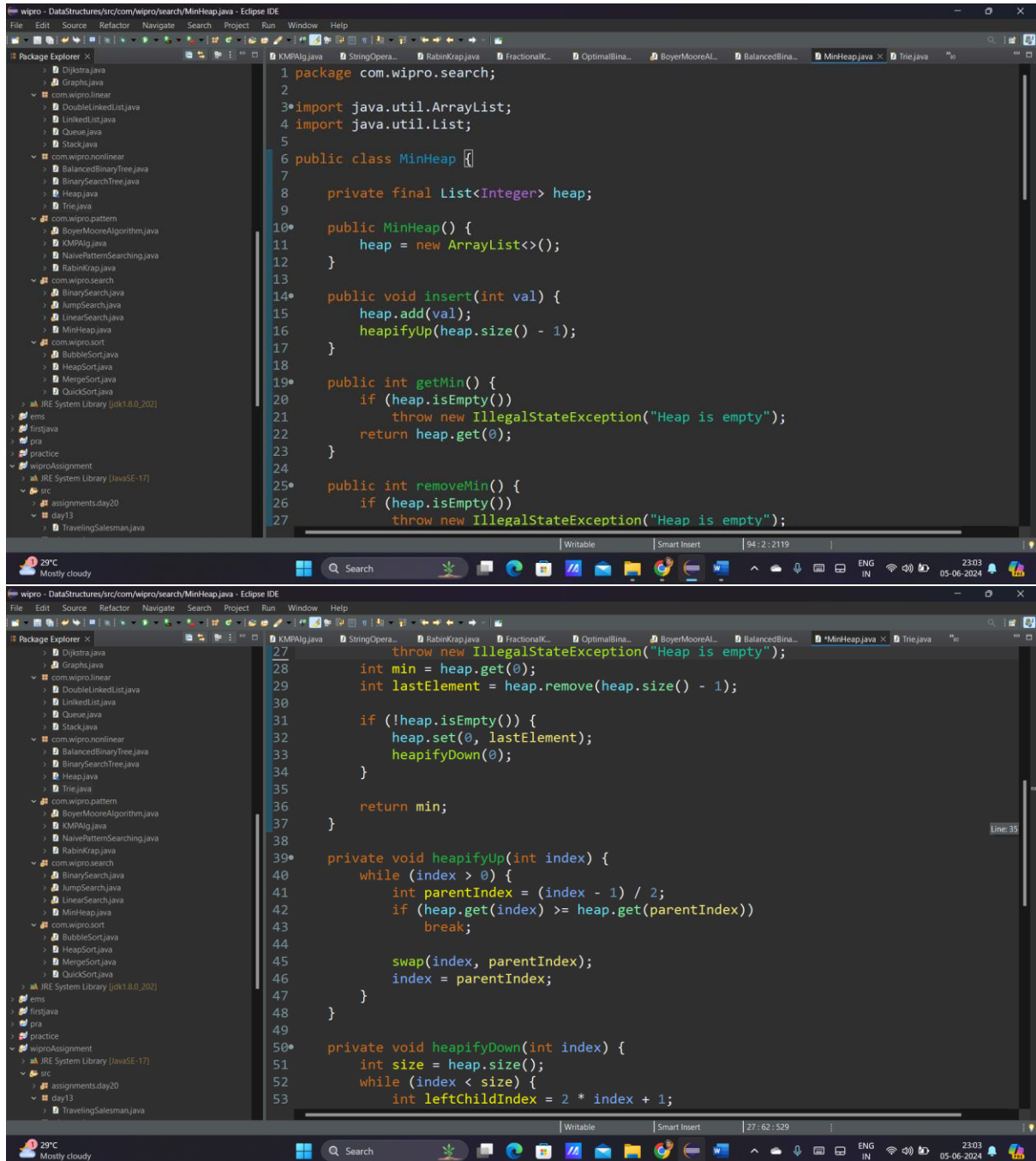
```
1 package com.wipro.nonlinear;
2
3 import java.util.HashMap;
4 import java.util.Map;
5
6 public class Trie {
7
8     static class TrieNode {
9         Map<Character, TrieNode> children;
10        boolean isEndOfWord;
11
12        TrieNode() {
13            children = new HashMap<>();
14            isEndOfWord = false;
15        }
16    }
17
18    private final TrieNode root;
19
20    public Trie() {
21        root = new TrieNode();
22    }
23
24    public void insert(String word) {
25        TrieNode node = root;
26        for (char ch : word.toCharArray()) {
27            node = node.children.computeIfAbsent(ch, k -> new TrieNode());
```

```
27      node = node.children.computeIfAbsent(ch, k -> new TrieNode());
28    }
29    node.isEndOfWord = true;
30  }
31  public boolean isPrefix(String prefix) {
32    TrieNode node = root;
33    for (char ch : prefix.toCharArray()) {
34      node = node.children.get(ch);
35      if (node == null) {
36        return false;
37      }
38    }
39    return true;
40  }
41  // Driver code to test the Trie
42  public static void main(String[] args) {
43    Trie trie = new Trie();
44    trie.insert("apple");
45    trie.insert("app");
46    trie.insert("banana");
47  }
48  System.out.println(trie.isPrefix("app")); // Output: true
49  System.out.println(trie.isPrefix("ban")); // Output: true
50  System.out.println(trie.isPrefix("bat")); // Output: false
51  }
52 }
53 }
```

```
terminated> Trie [Java Application] C:\Program Files\Java\jdk-17\bin\javaw.exe (05-Jun-2024 11:01:27 pm - 11:01:31 pm) [pid: 11440]
true
true
false
```

Task 3: Implementing Heap Operations

Code a min-heap in C# with methods for insertion, deletion, and fetching the minimum element. Ensure that the heap property is maintained after each operation.



```
1 package com.wipro.search;
2
3 import java.util.ArrayList;
4 import java.util.List;
5
6 public class MinHeap {
7
8     private final List<Integer> heap;
9
10    public MinHeap() {
11        heap = new ArrayList<>();
12    }
13
14    public void insert(int val) {
15        heap.add(val);
16        heapifyUp(heap.size() - 1);
17    }
18
19    public int getMin() {
20        if (heap.isEmpty())
21            throw new IllegalStateException("Heap is empty");
22        return heap.get(0);
23    }
24
25    public int removeMin() {
26        if (heap.isEmpty())
27            throw new IllegalStateException("Heap is empty");
28
29        int min = heap.get(0);
30        int lastElement = heap.remove(heap.size() - 1);
31
32        if (!heap.isEmpty()) {
33            heap.set(0, lastElement);
34            heapifyDown(0);
35        }
36
37        return min;
38    }
39
40    private void heapifyUp(int index) {
41        while (index > 0) {
42            int parentIndex = (index - 1) / 2;
43            if (heap.get(index) >= heap.get(parentIndex))
44                break;
45
46            swap(index, parentIndex);
47            index = parentIndex;
48        }
49    }
50
51    private void heapifyDown(int index) {
52        int size = heap.size();
53        while (index < size) {
54            int leftChildIndex = 2 * index + 1;
```

