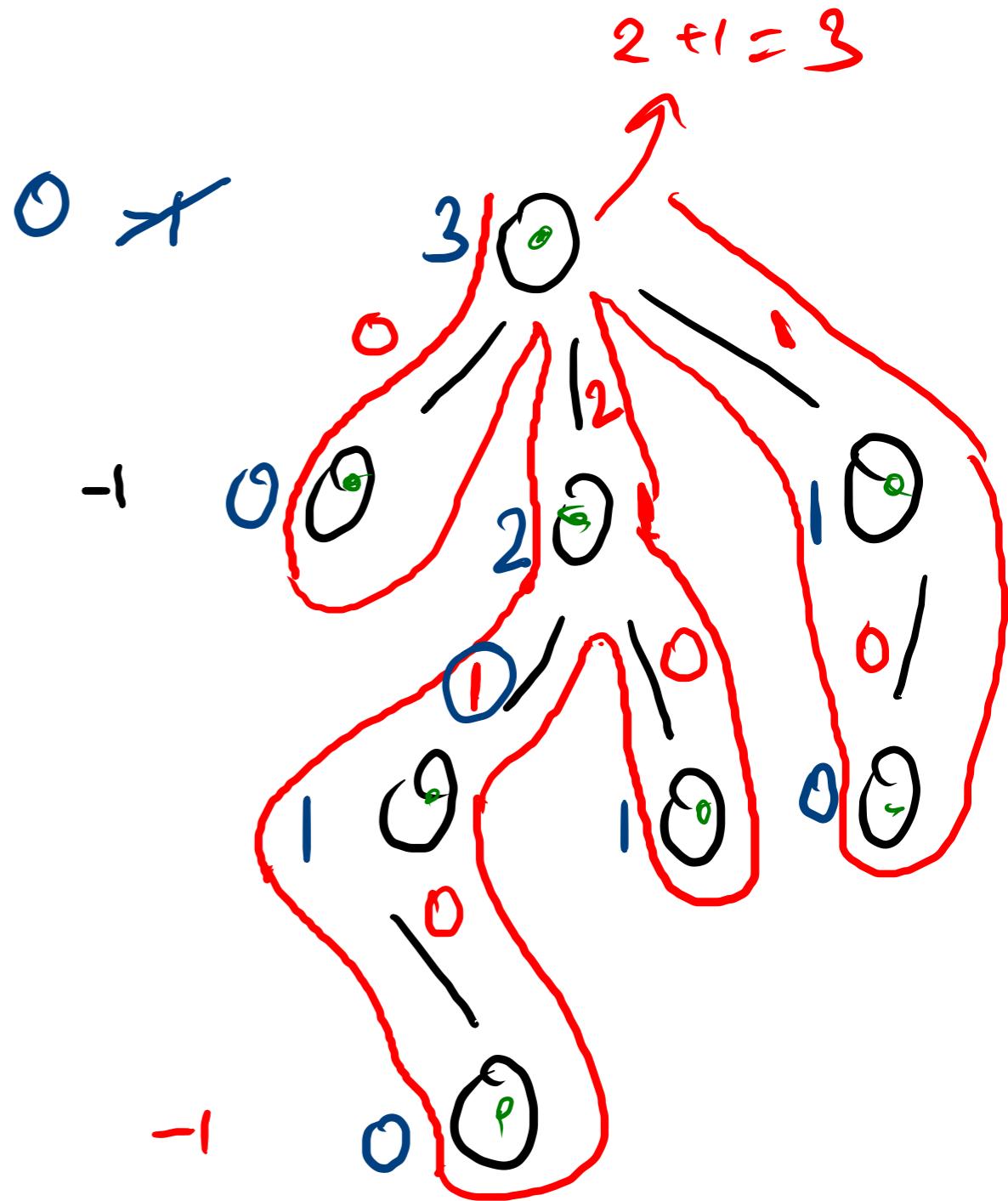


```
public static int height(Node node) {  
    int h = 0; // Initialize height to 0  
  
    for (Node child : node.children) {  
        h = Math.max(h, height(child));  
    }  
    return h + 1; // Return height + 1  
}
```

$$h+1 = 0$$

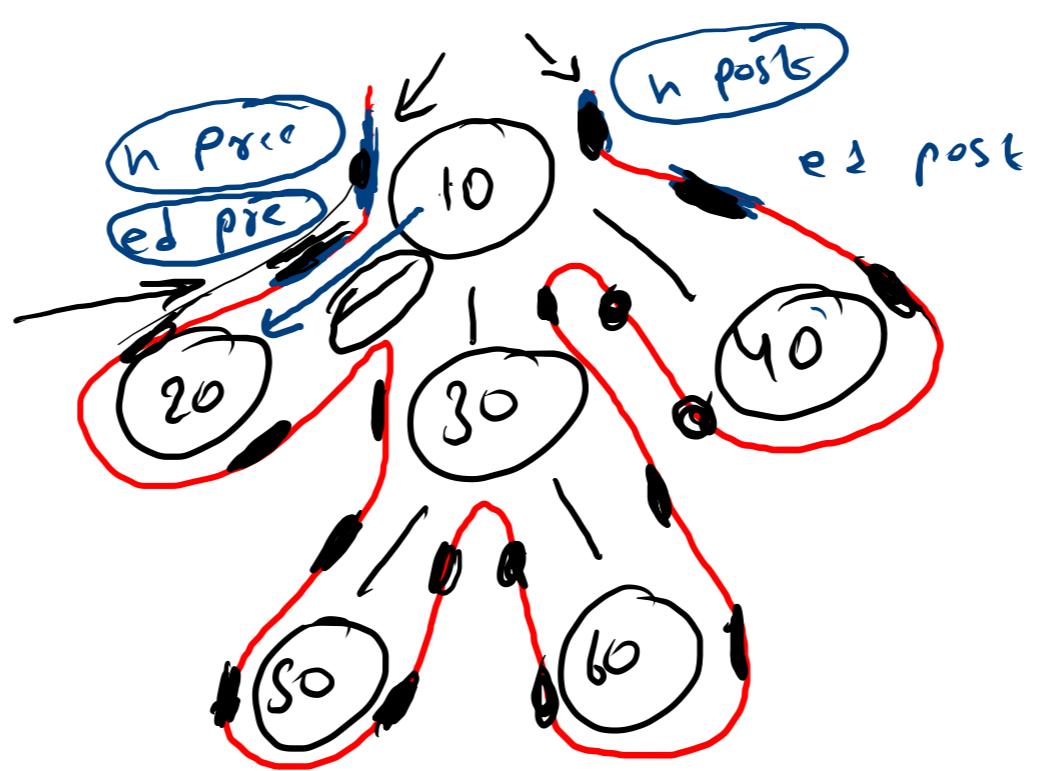
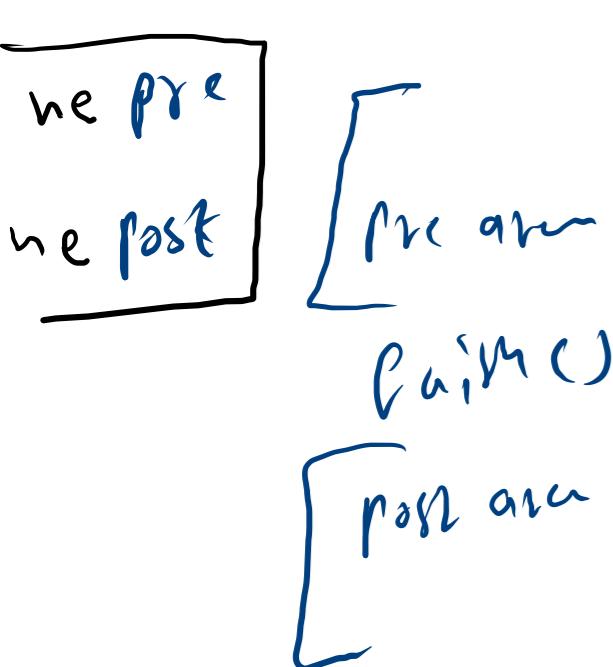
Time complexity $O(n)$



```

public static void traversals(Node node){
    node pre
    for (Node child : node.children) {
        edge pre
        traversals(child); edge post
    }
    node post
}

```



edge post 10--30
 ed pre 10--40
 node pre 40
 node post 40
 edge post 10--40
 node post 10

node pre	10
edge pre	10--20
node pre	20
node post	20
edge post	10--20
node pre	30
edge pre	30--50
node pre	50
node post	50
edge post	50--60
node pre	60
node post	60
edge post	50--60

```

public static void traversals(Node node){
    System.out.println("Node Pre "+ node.data);

    for (Node child : node.children) {
        System.out.println("Edge Pre "+ node.data+"--"+child.data);
        traversals(child);
        System.out.println("Edge Post "+ node.data+"--"+child.data);
    }

    System.out.println("Node Post "+ node.data);
}

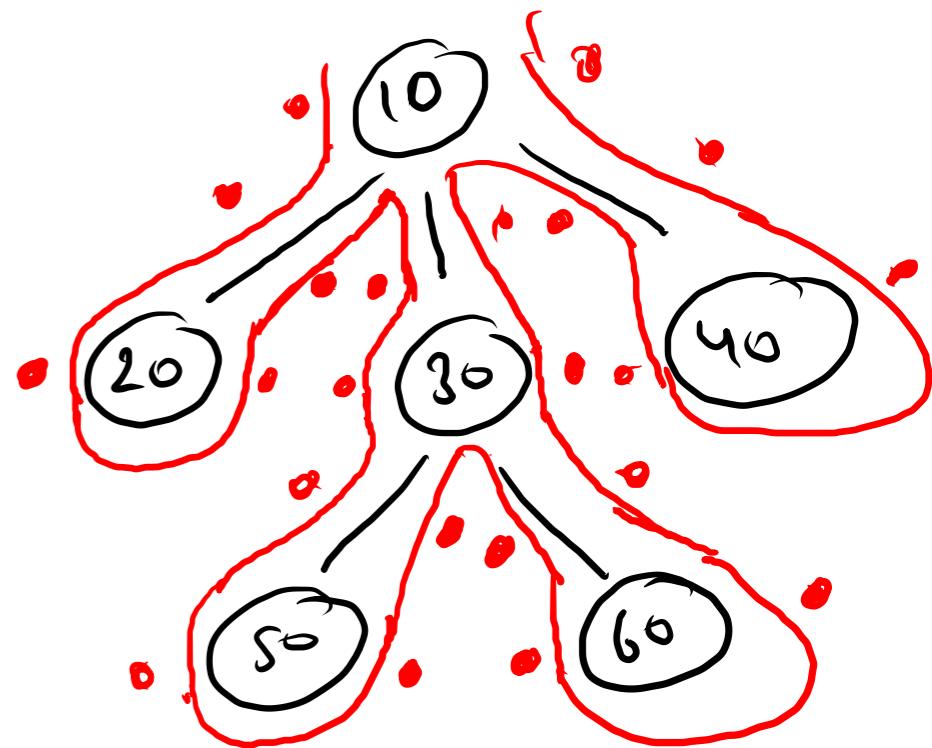
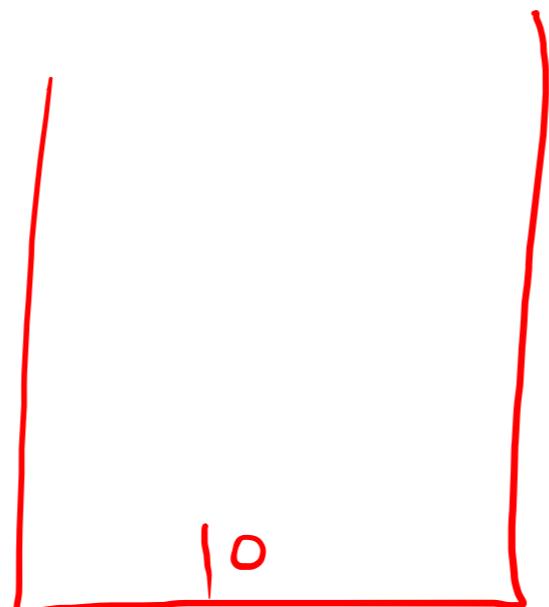
```

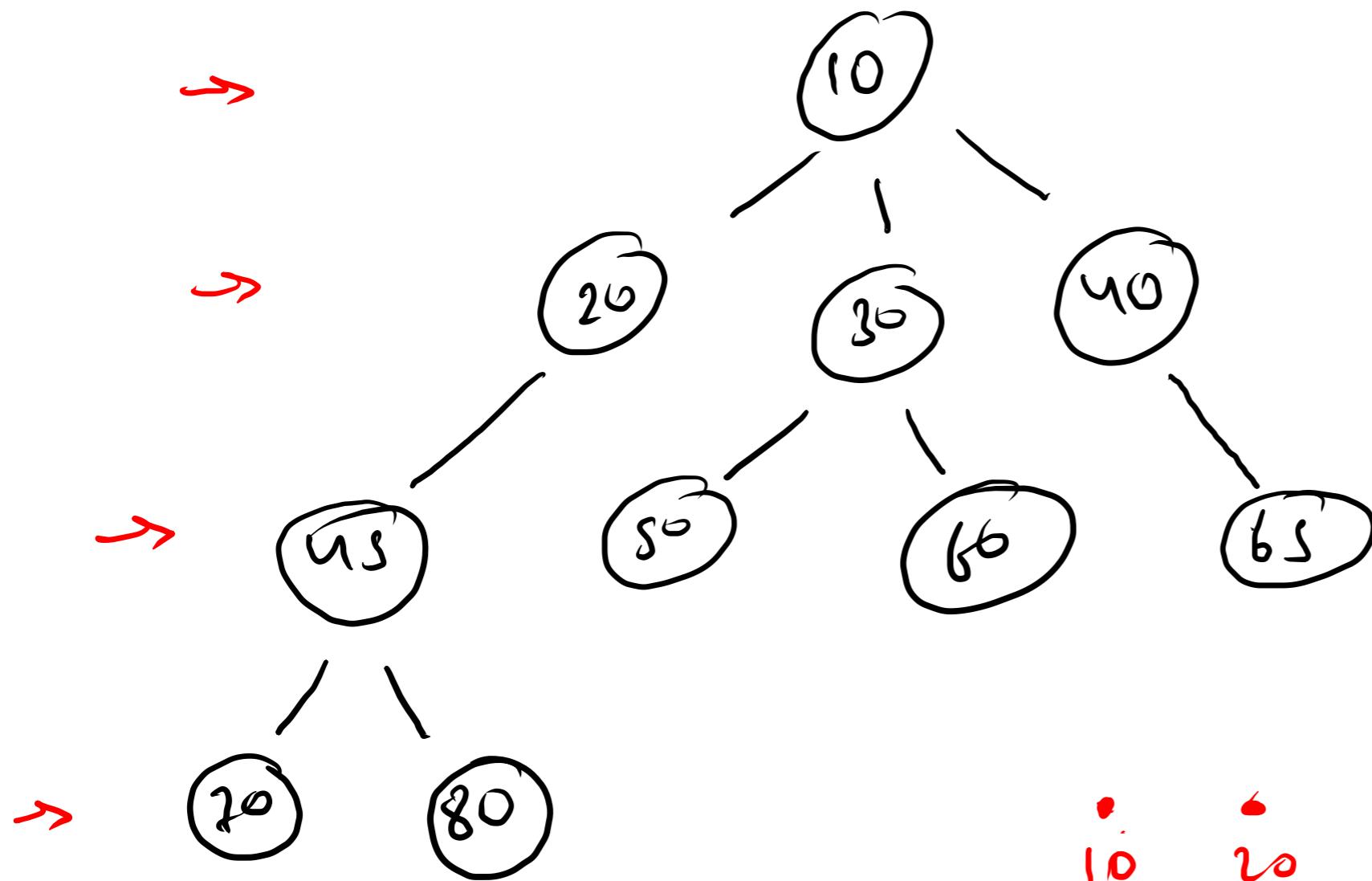
h p 10

e pre 10 -- 20

h pre 20

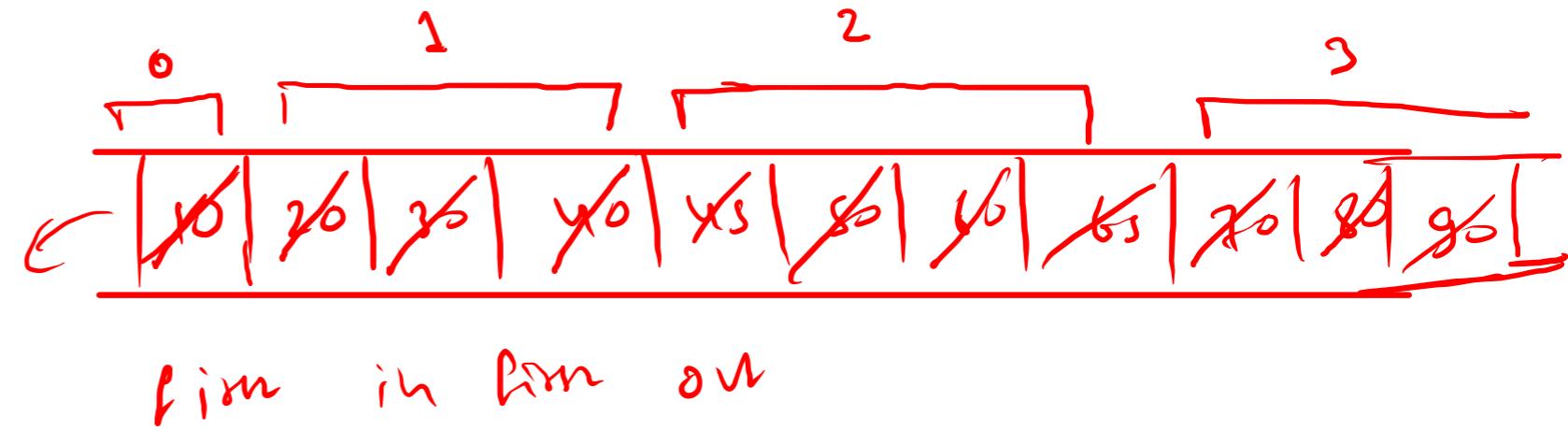
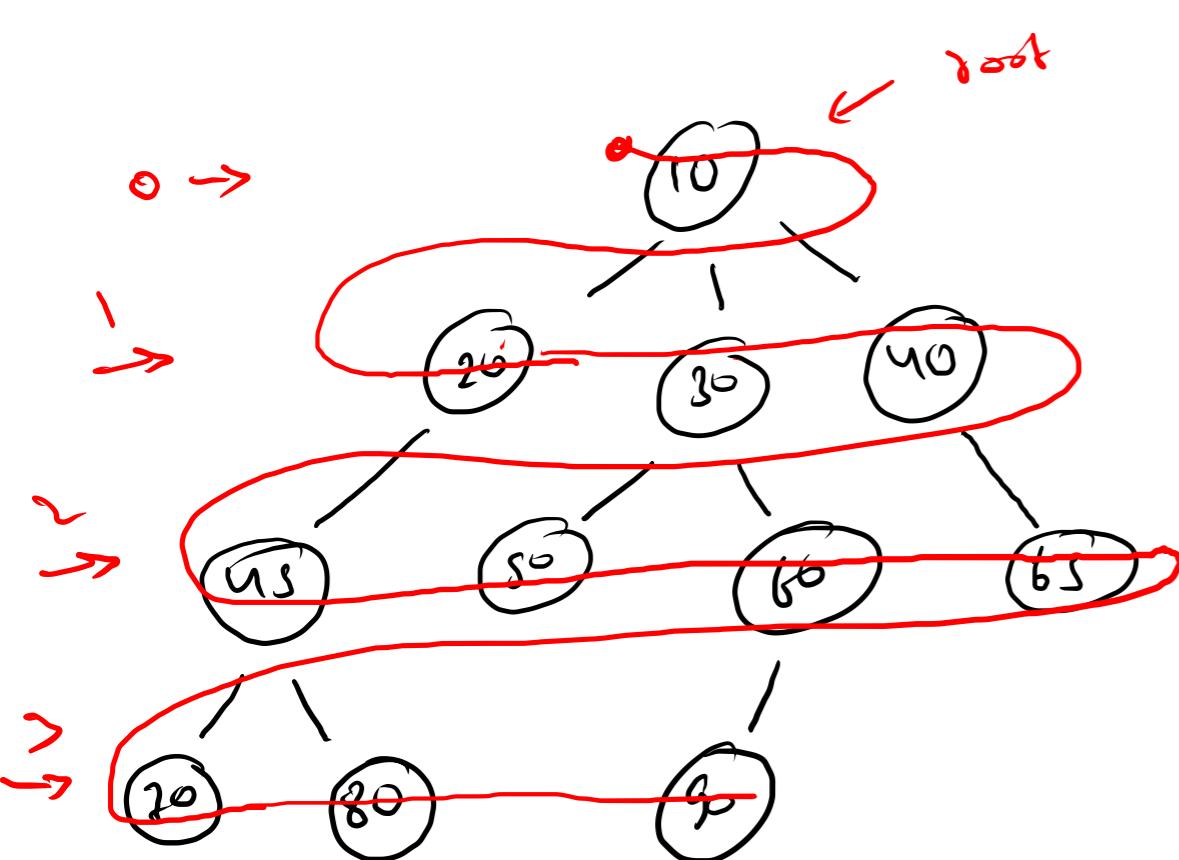
h pos 20





10 20 30 40 50 60 65
 10 20 30 40 50 60 65
 10 20 30 40 50 60 65
 10 20 30 40 50 60 65

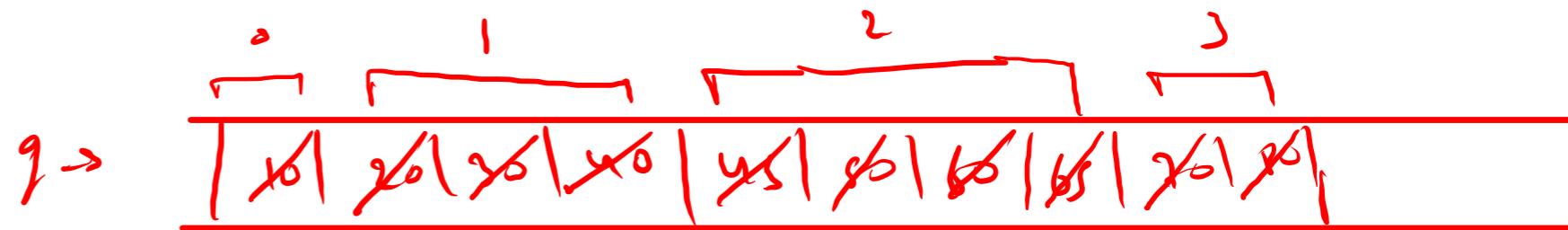
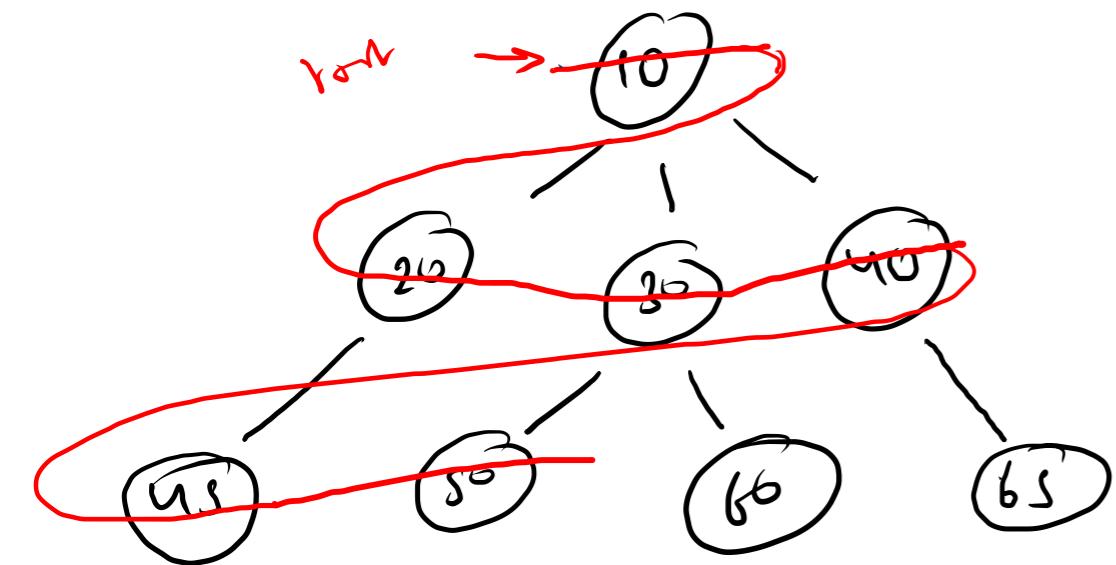
10
 10
~~20 30 40~~
~~40 / 50 / 60 / 65~~
~~20 80~~



```

remove
print ←
child ←
  
```

10 20 30 40 null 50 60 70 80 90



```

10 20 30 40 45 50
    |   |   |
    20 30 40
    |   |
    45 50
    |
    60
    |
    65
    |
    70
    |
    80
}

public static void levelOrder(Node node){
    Queue<Node> q = new LinkedList<>();
    q.add(node);

    while(q.size() > 0){
        Node n = q.remove();
        System.out.print(n.data + " ");
        for(Node child: n.children){
            q.add(child);
        }
    }
    System.out.println(".");
}
  
```

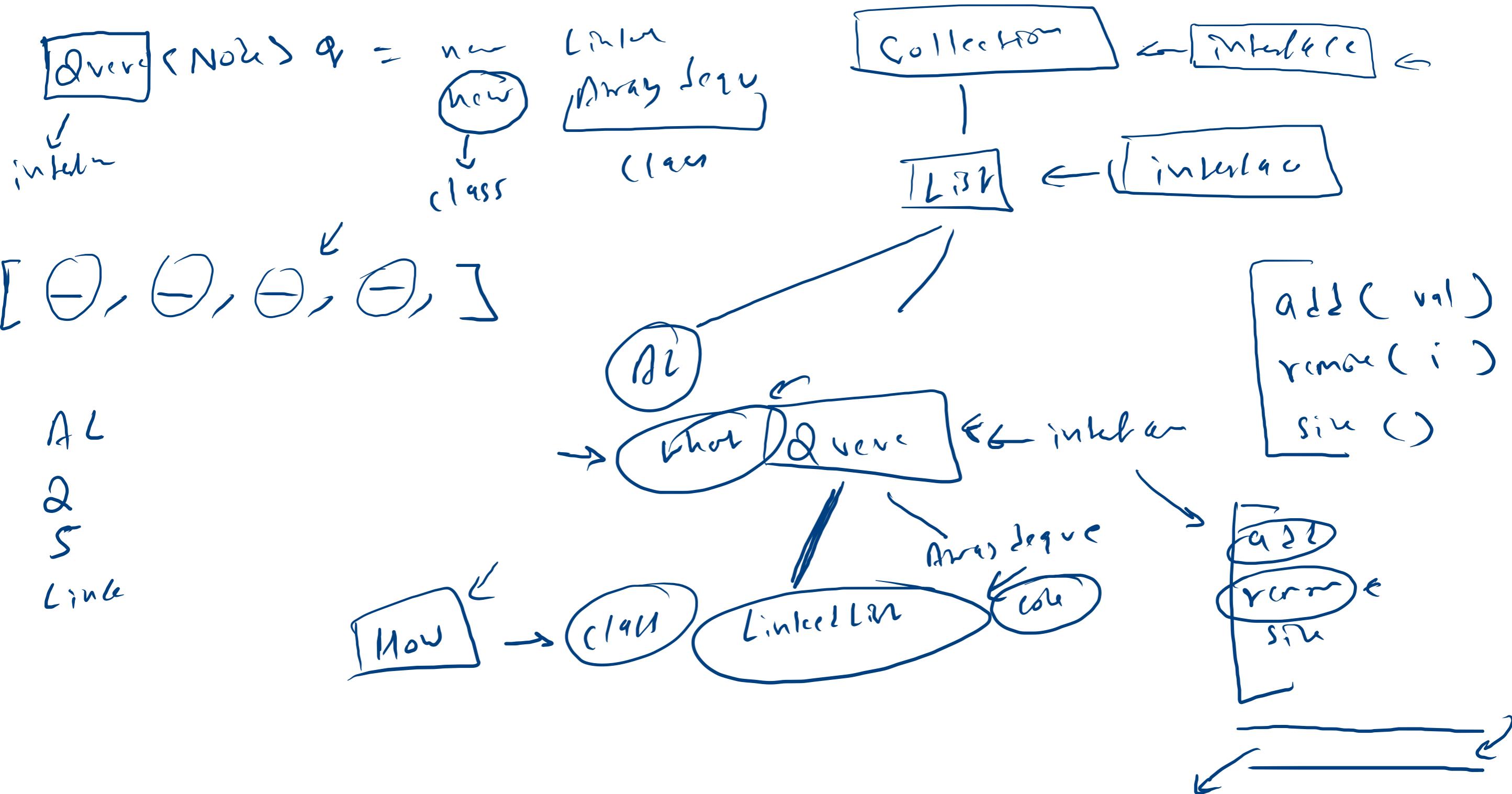
10 20 30 40 45 50

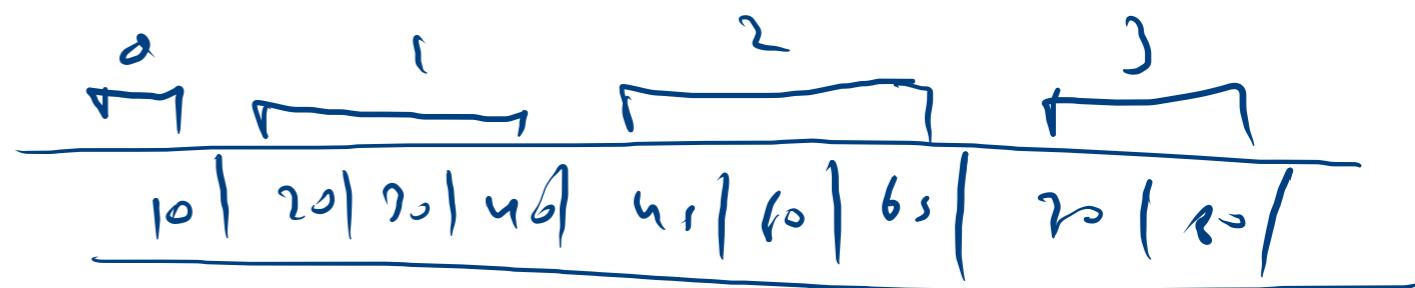
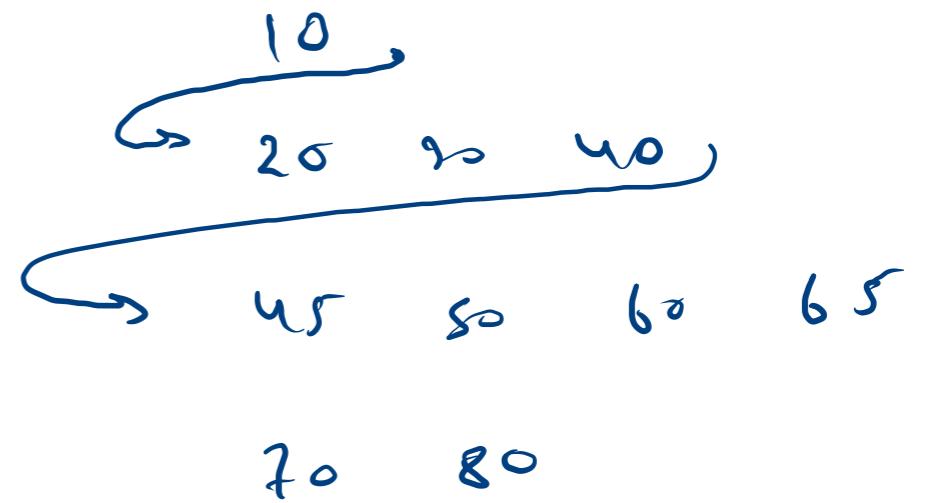
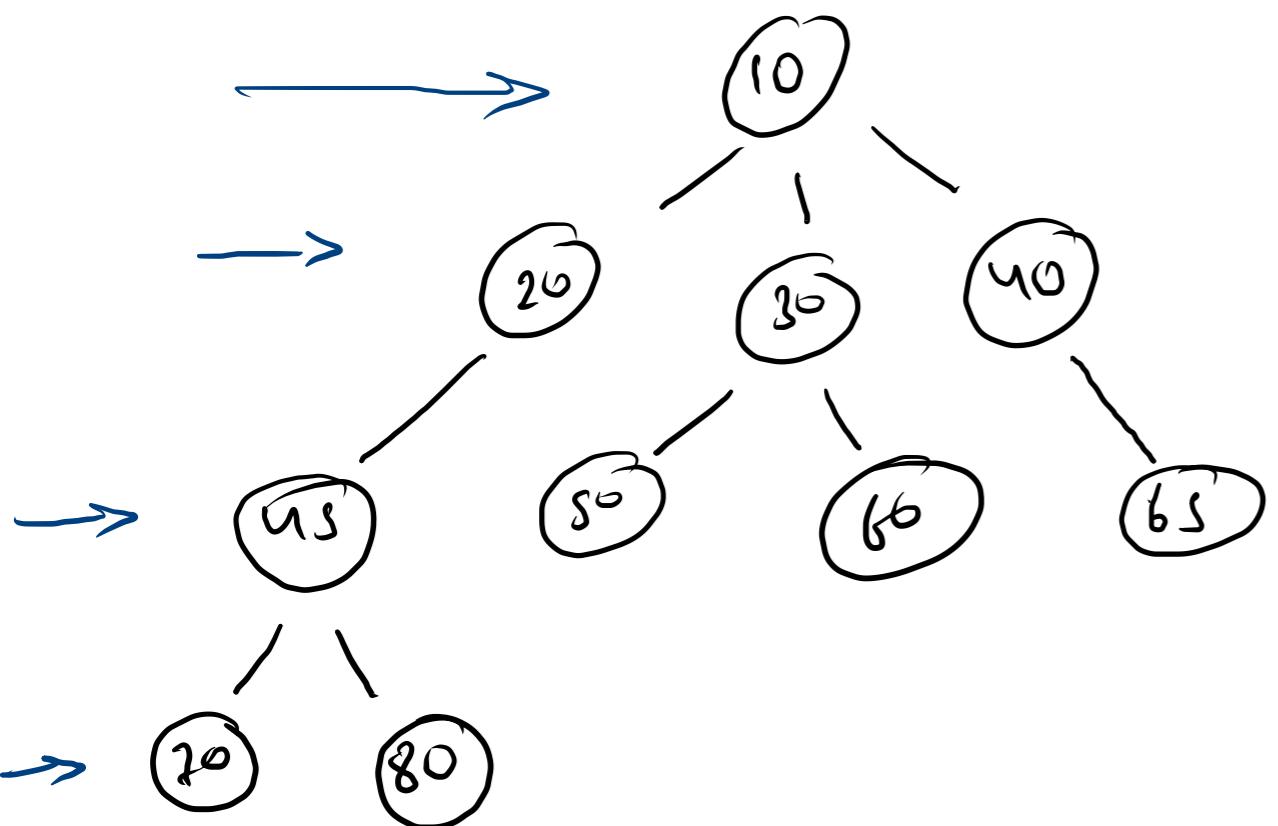
10

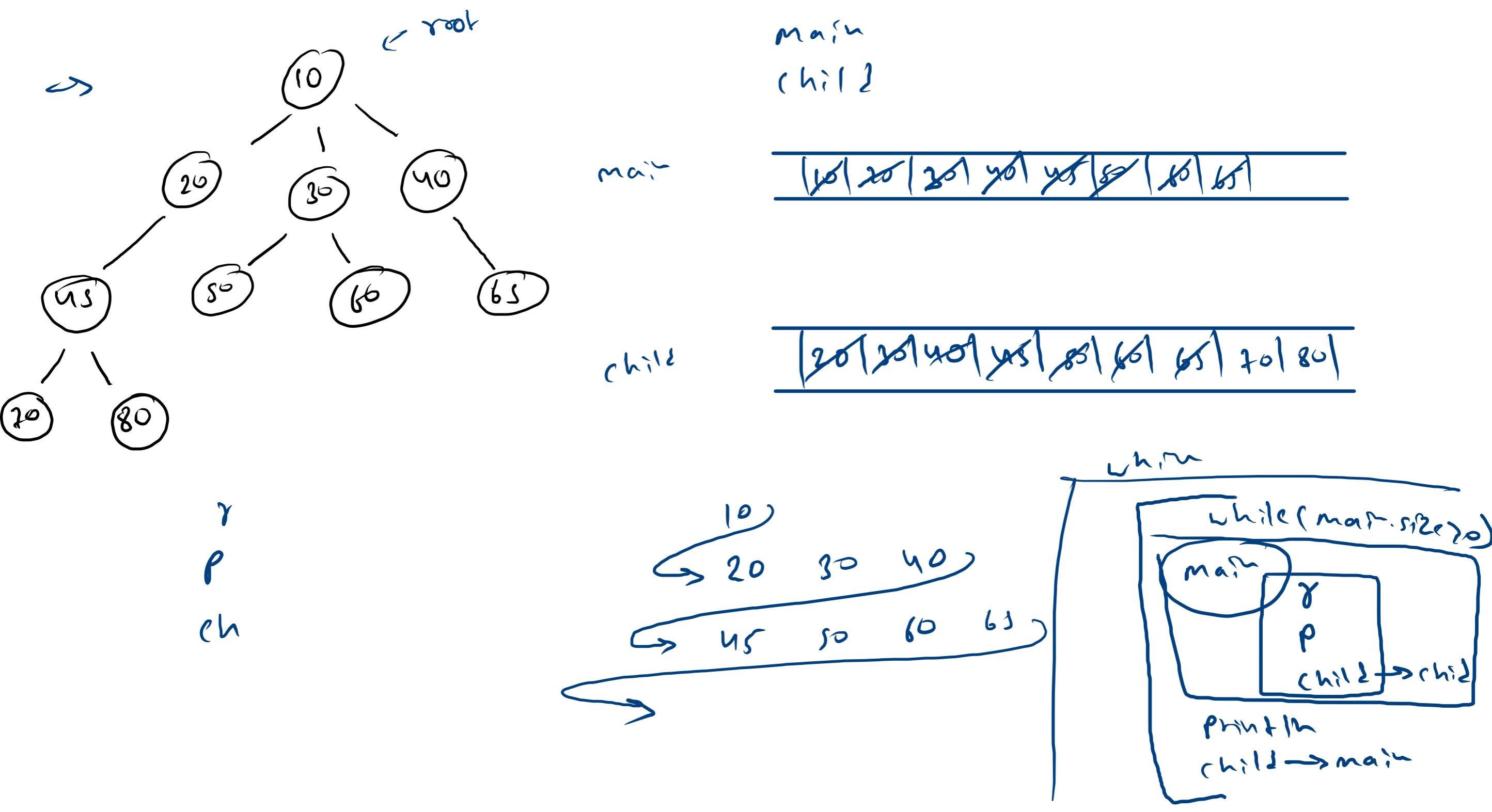
20 20 40

45 50 60 65

-2







```

Queue<Node> main = new LinkedList<>();
Queue<Node> child = new LinkedList<>();
main.add(node);

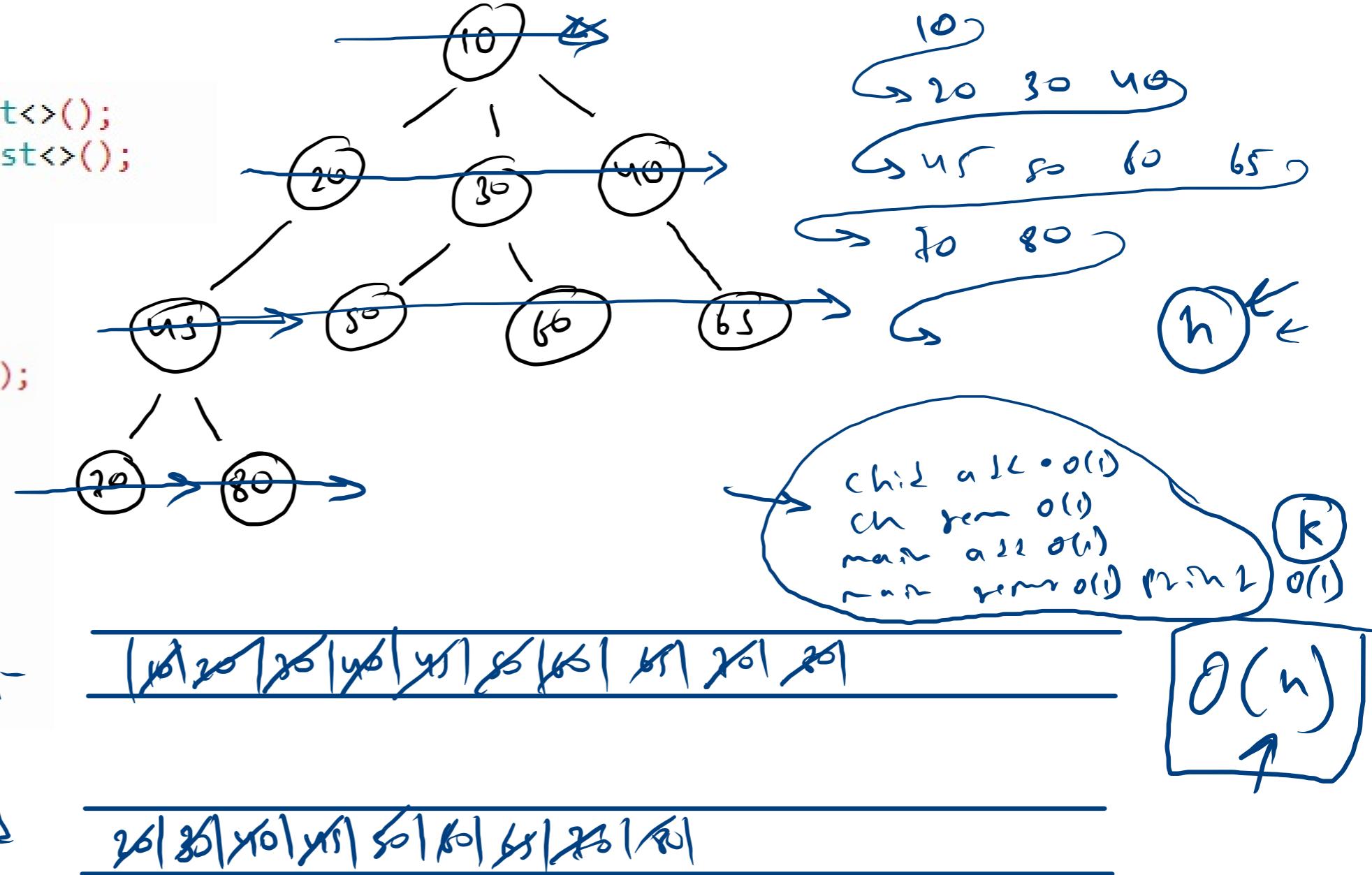
while(main.size() > 0){
    while(main.size() > 0){
        Node n = main.remove();
        System.out.print(n.data+ " ");
        for(Node c: n.children){
            child.add(c);
        }
    }
    System.out.println();
    while(child.size() > 0){
        main.add(child.remove());
    }
}

```

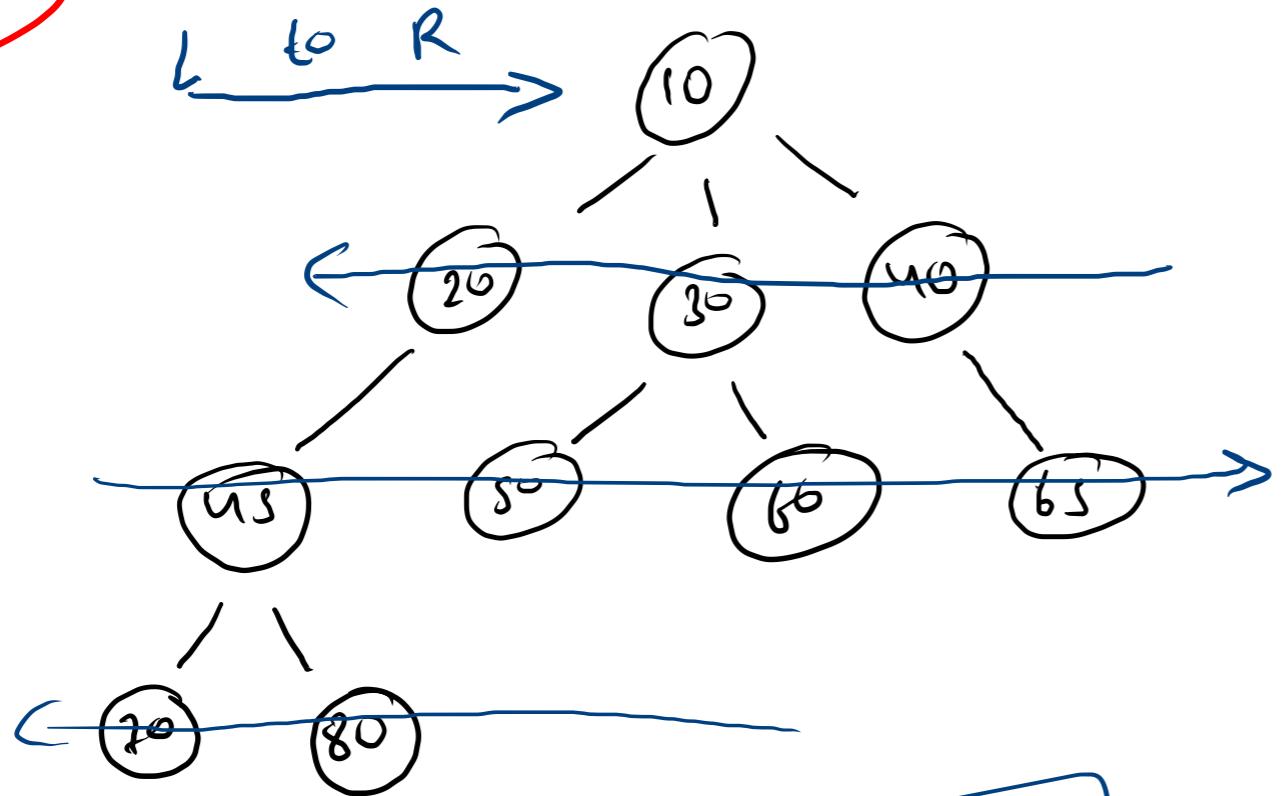
global
recursion

child

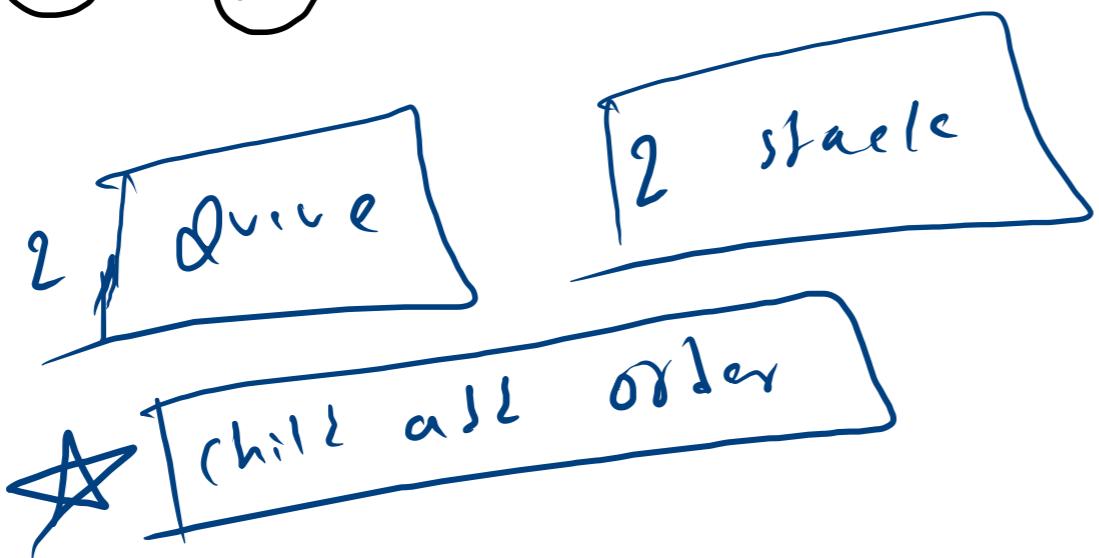
main

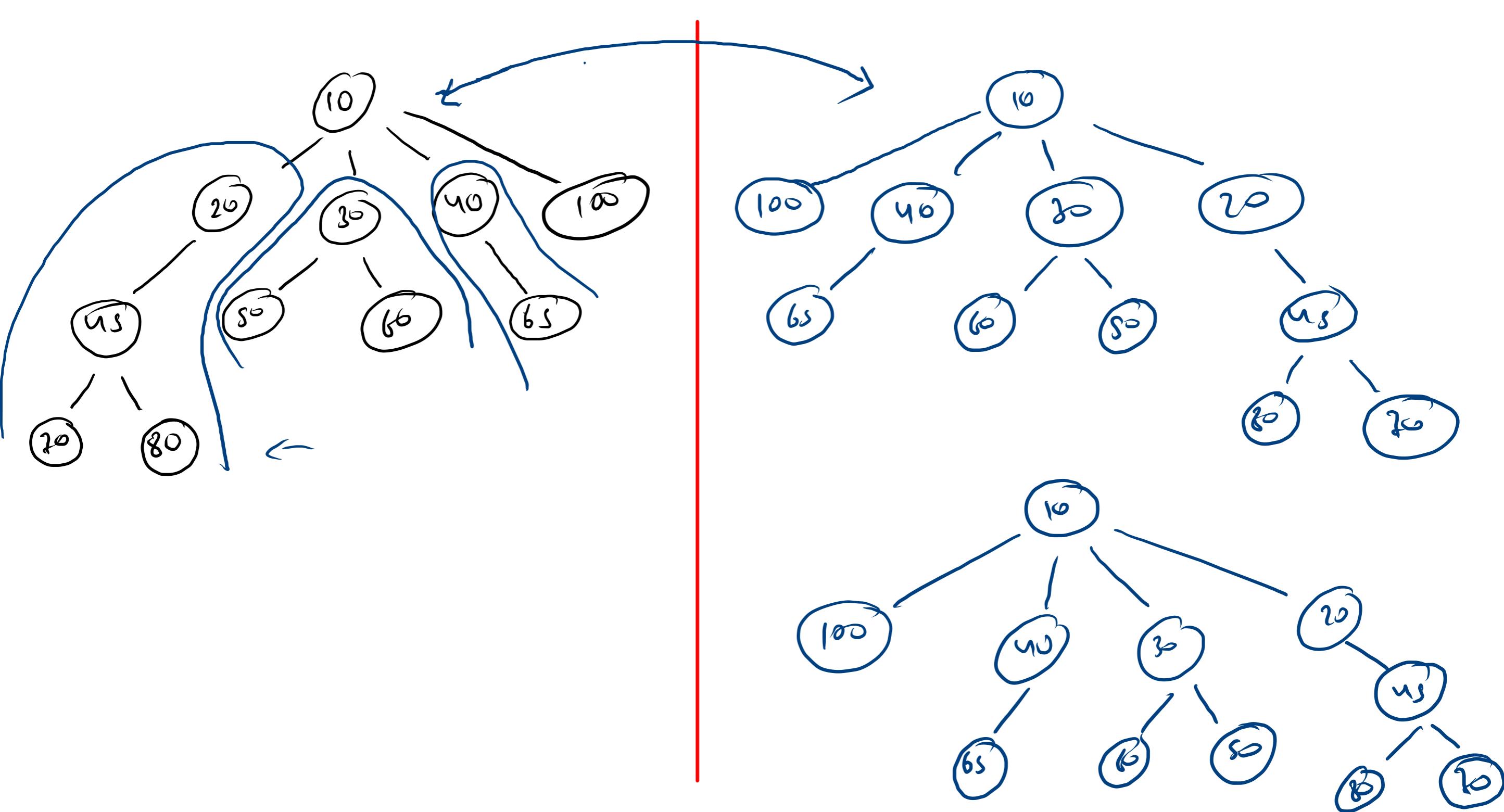


H.W.
2.5.2a)

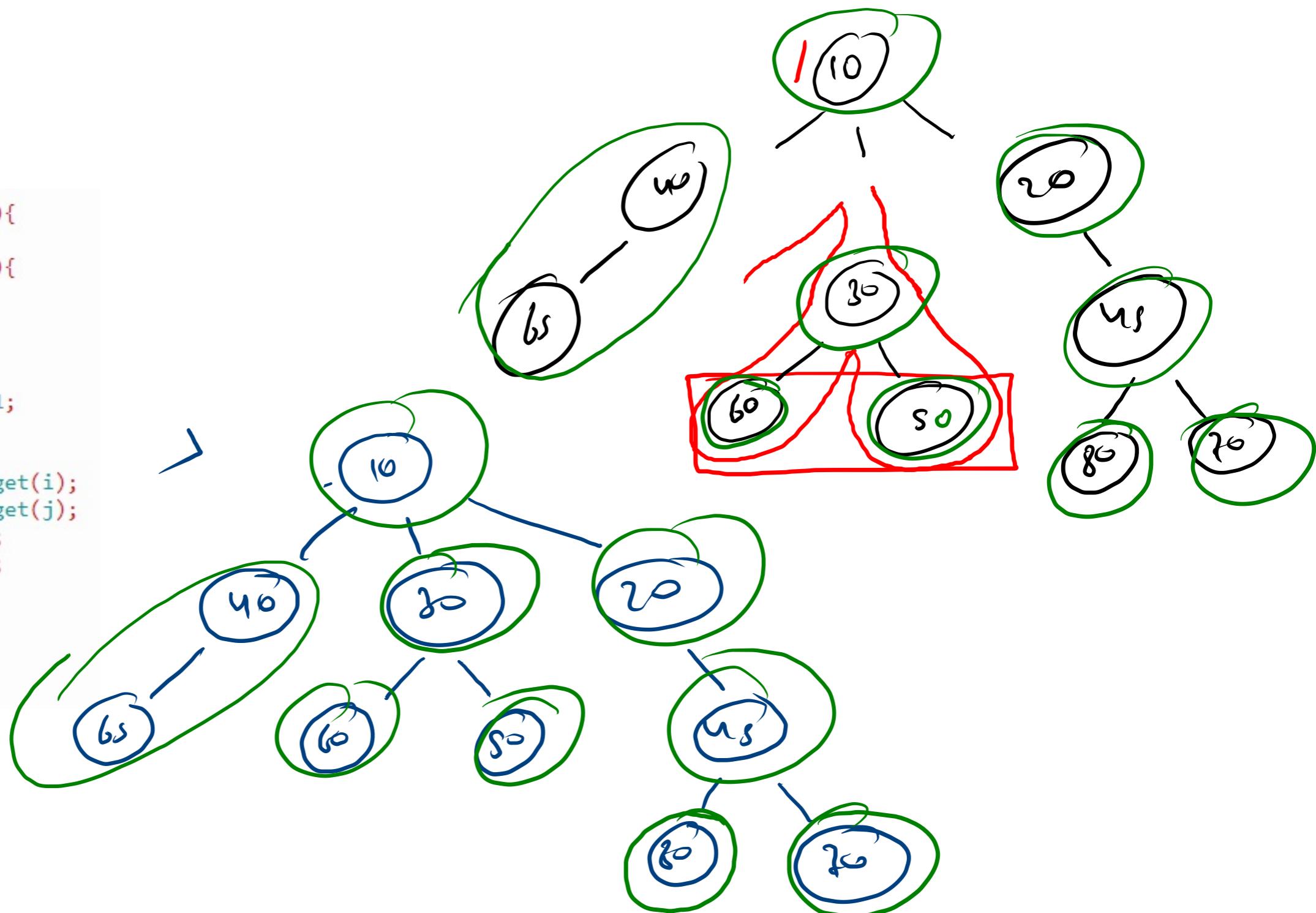


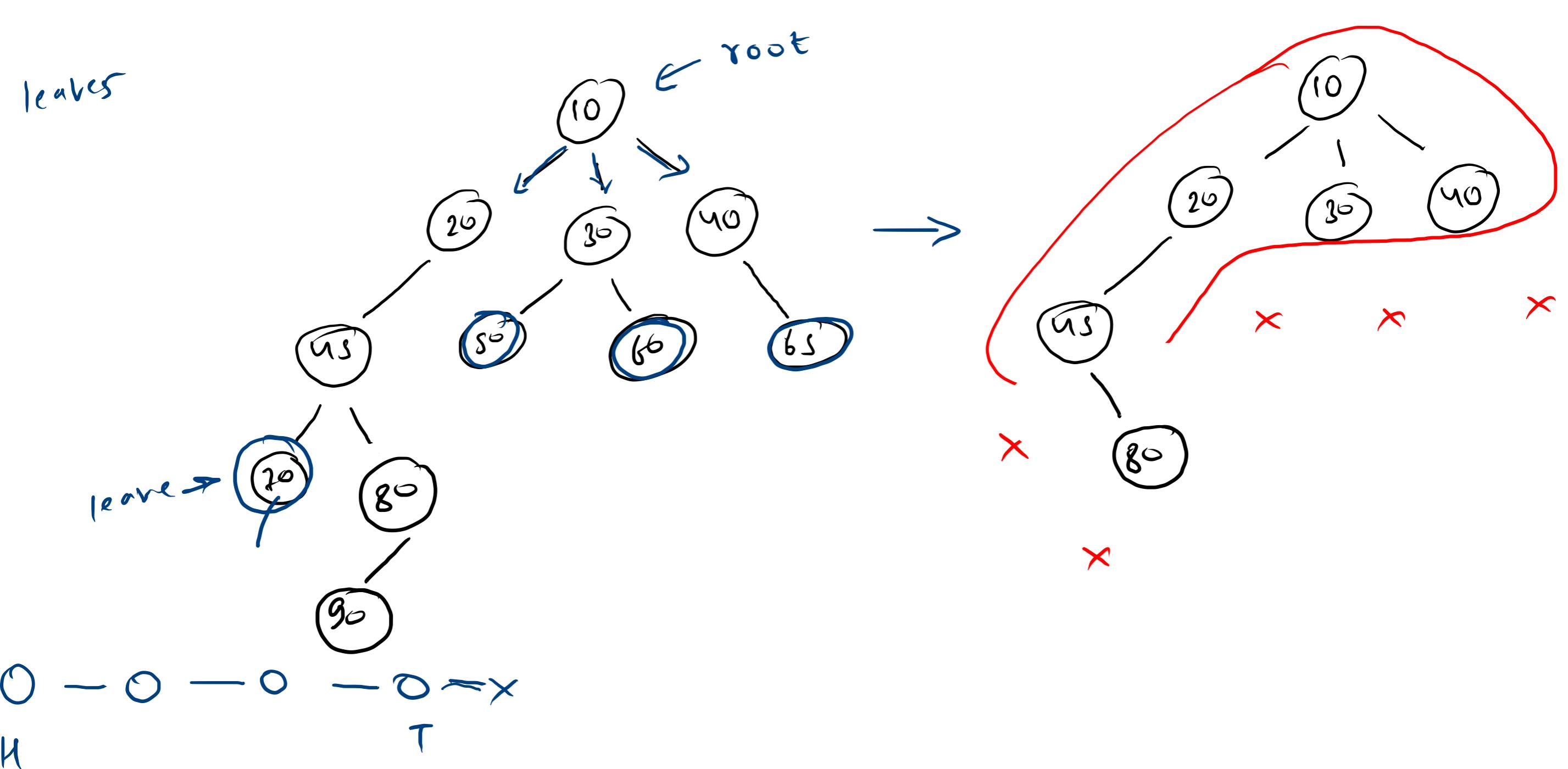
10
40 30 20
45 50 60 65
80 70

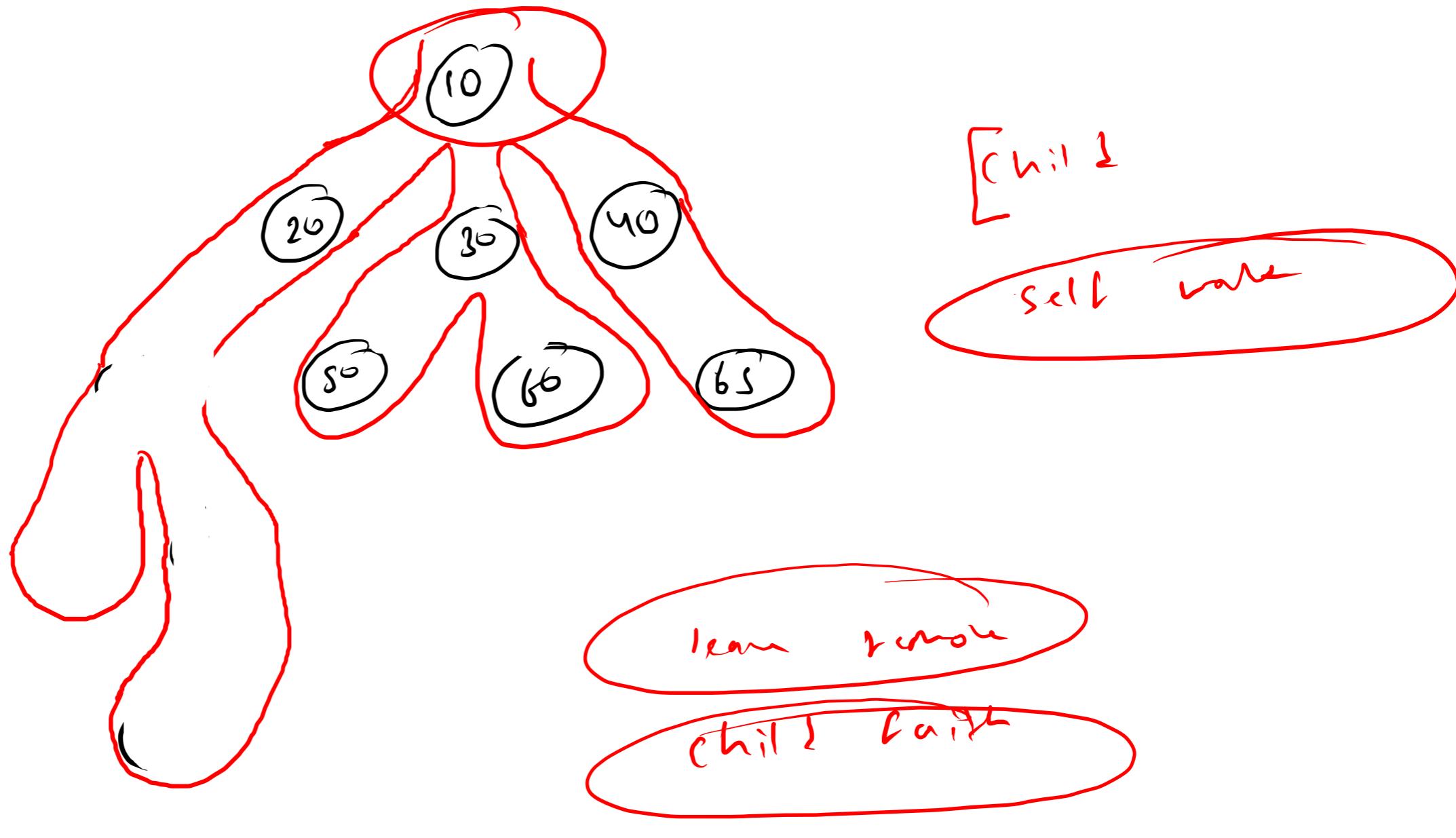




```
public static void mirror(Node node){  
    for(Node child: node.children){  
        mirror(child);  
  
    }  
  
    int i=0;  
    int j = node.children.size()-1;  
  
    while(i<j){  
        Node ith = node.children.get(i);  
        Node jth = node.children.get(j);  
        node.children.set(i, jth);  
        node.children.set(j, ith);  
        i++;  
        j--;  
    }  
}
```







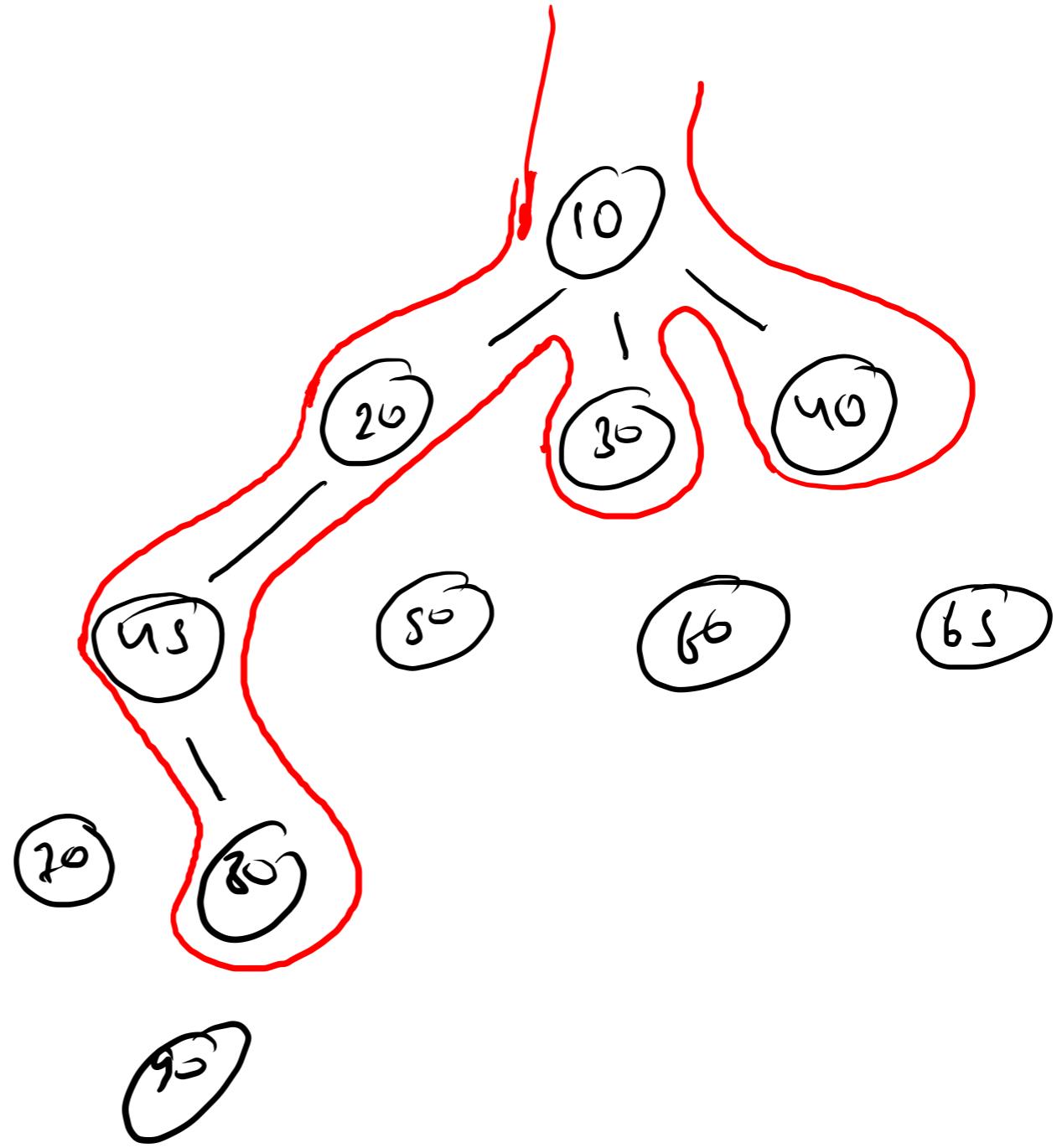
Pre Arc

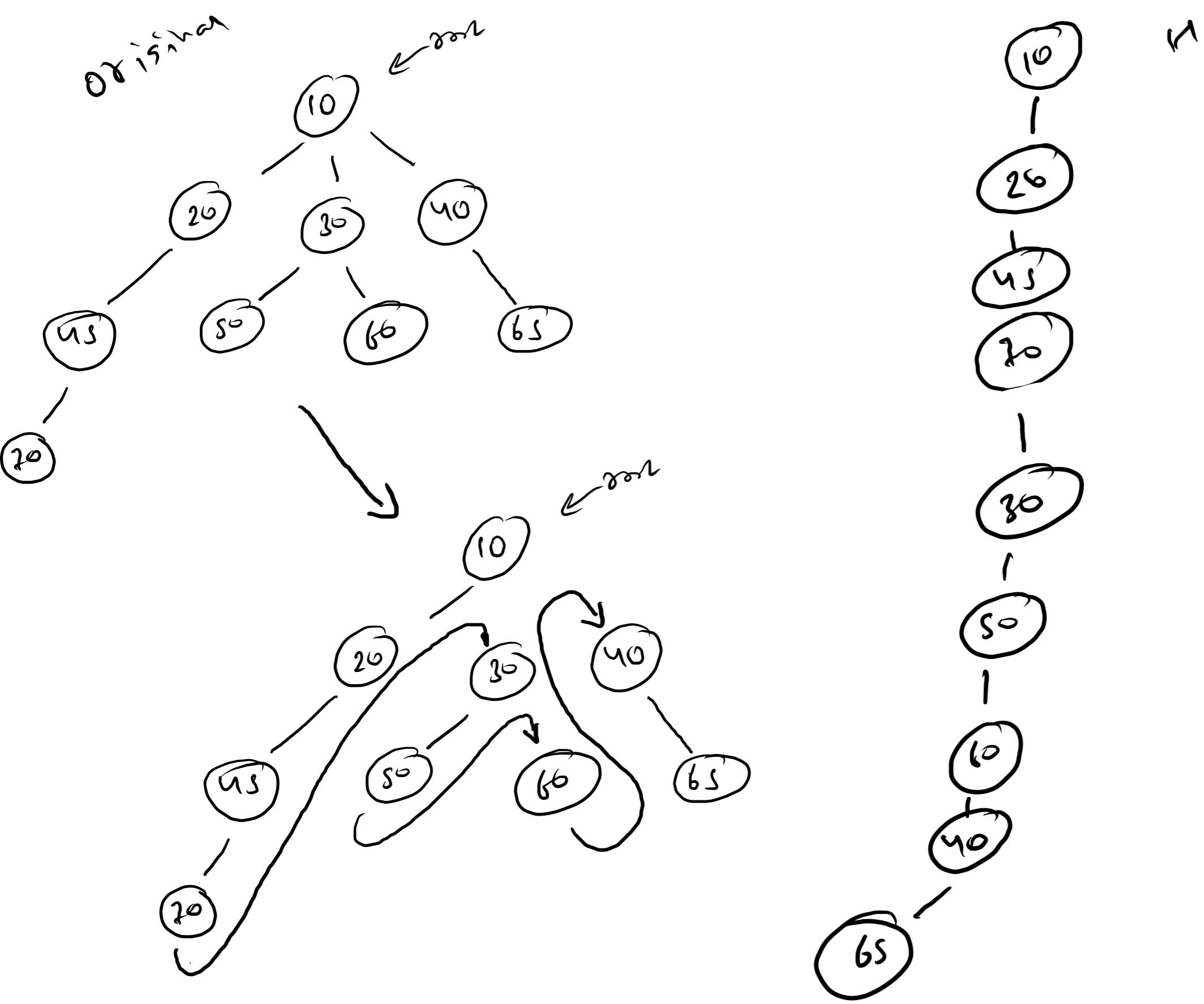
leaves green

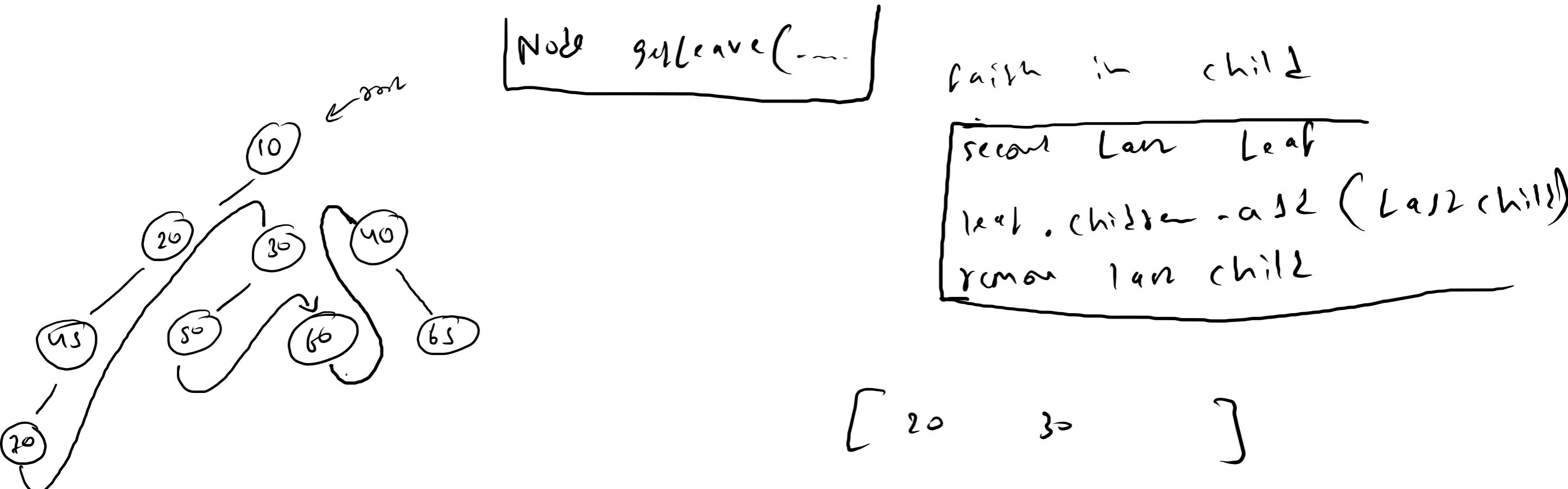
child labour

$$\left[\begin{matrix} 0 & 0 \\ 0 & 0 \end{matrix} \right] \xrightarrow{\text{Row 1} \leftrightarrow \text{Row 2}} \left[\begin{matrix} 0 & 0 \\ 0 & 0 \end{matrix} \right]$$

i 8 x 2 >







```

public static Node getLeaf(Node node){
    if(node.children.size() == 0) return node;
    return getLeaf(node.children.get(0));
}

public static void linearize(Node node){
    for(Node child: node.children){
        linearize(child);
    }
}

while(node.children.size() > 1){
    • Node sLNode = node.children.get(node.children.size()-2);
    • Node leaf = getLeaf(sLNode);
    • Node last = node.children.get(node.children.size()-1);
    • leaf.children.add(last);
    • node.children.remove(node.children.size() - 1);
}

```

