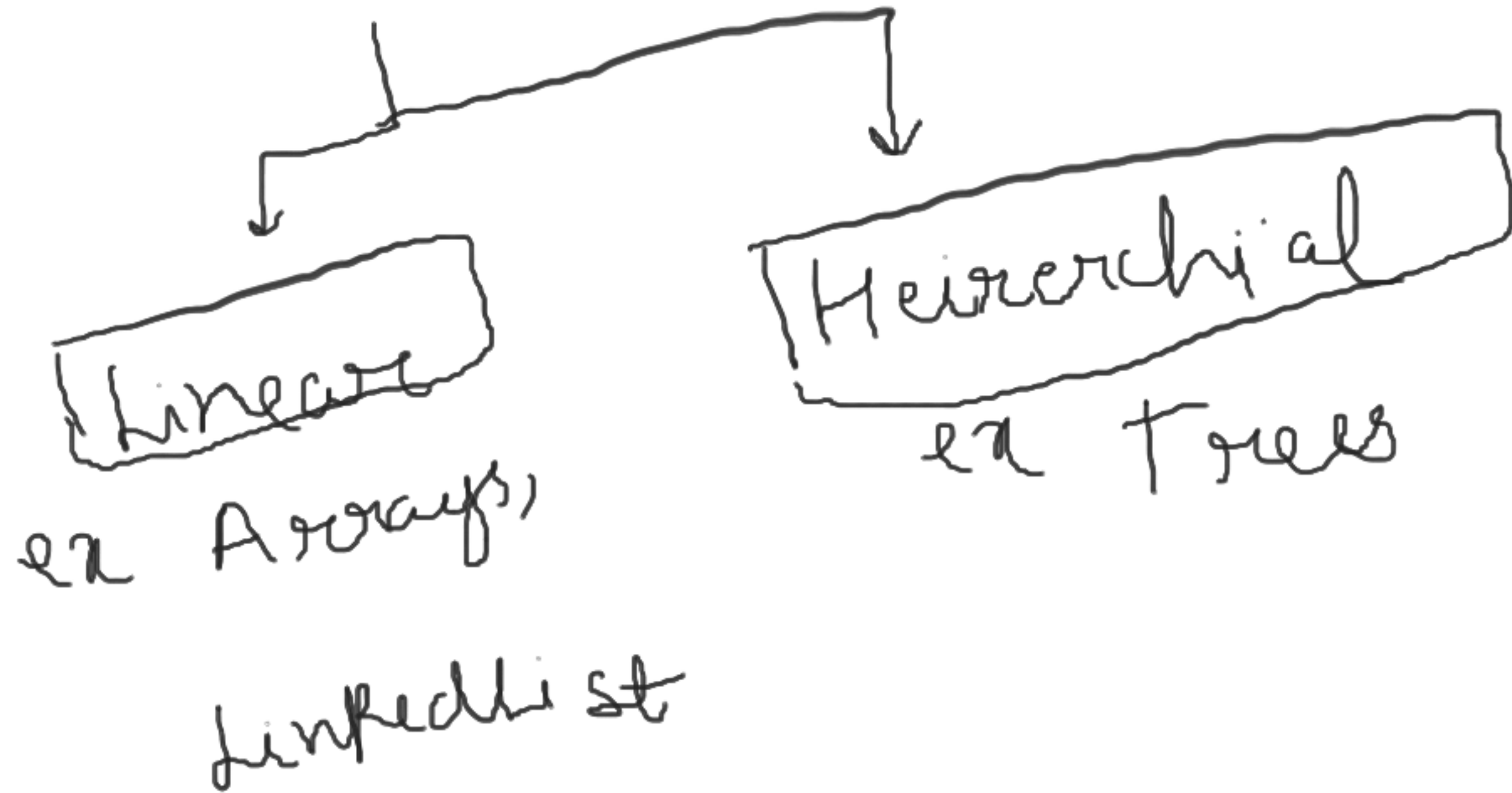
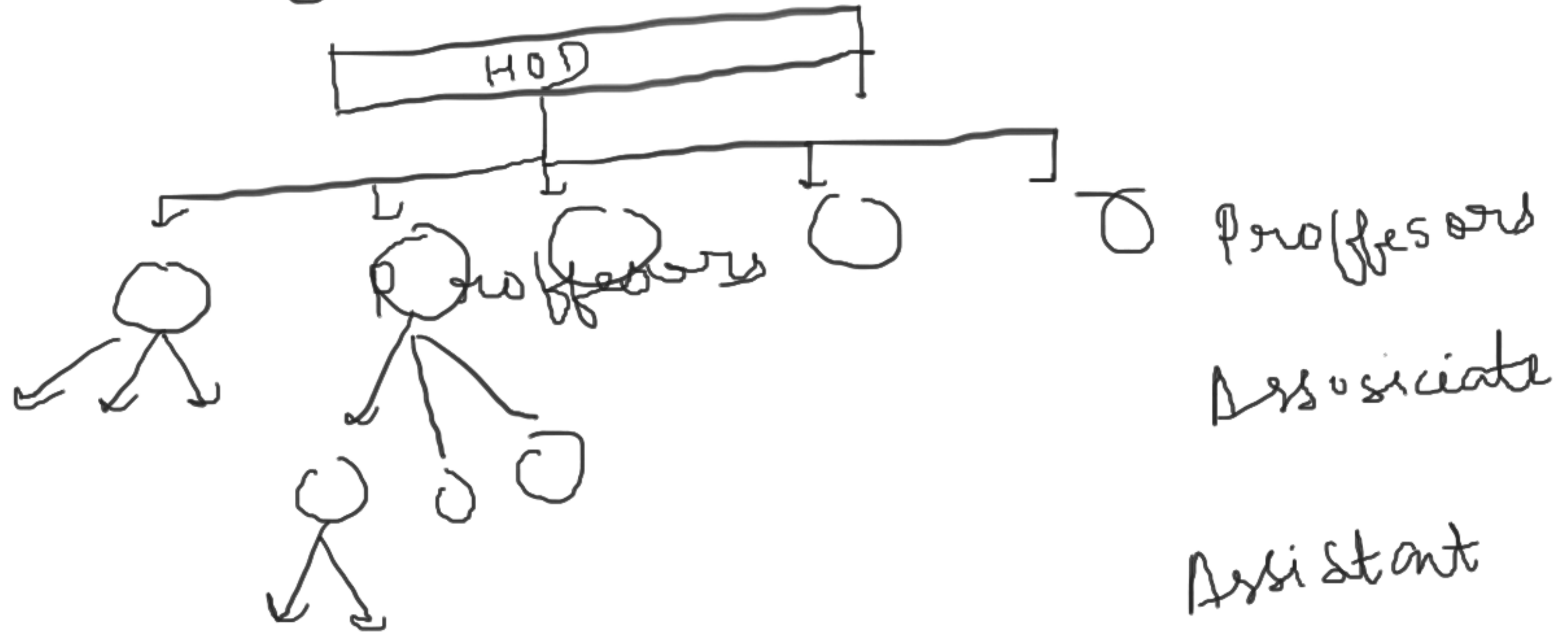


# Data Structures



## ② Hierarchical



# TREES

- ① Binary Tree
- ② Binary Search Tree
- ③ AVL Tree
- ④ B-Tree

# BINARY TREE

Number 0, 1

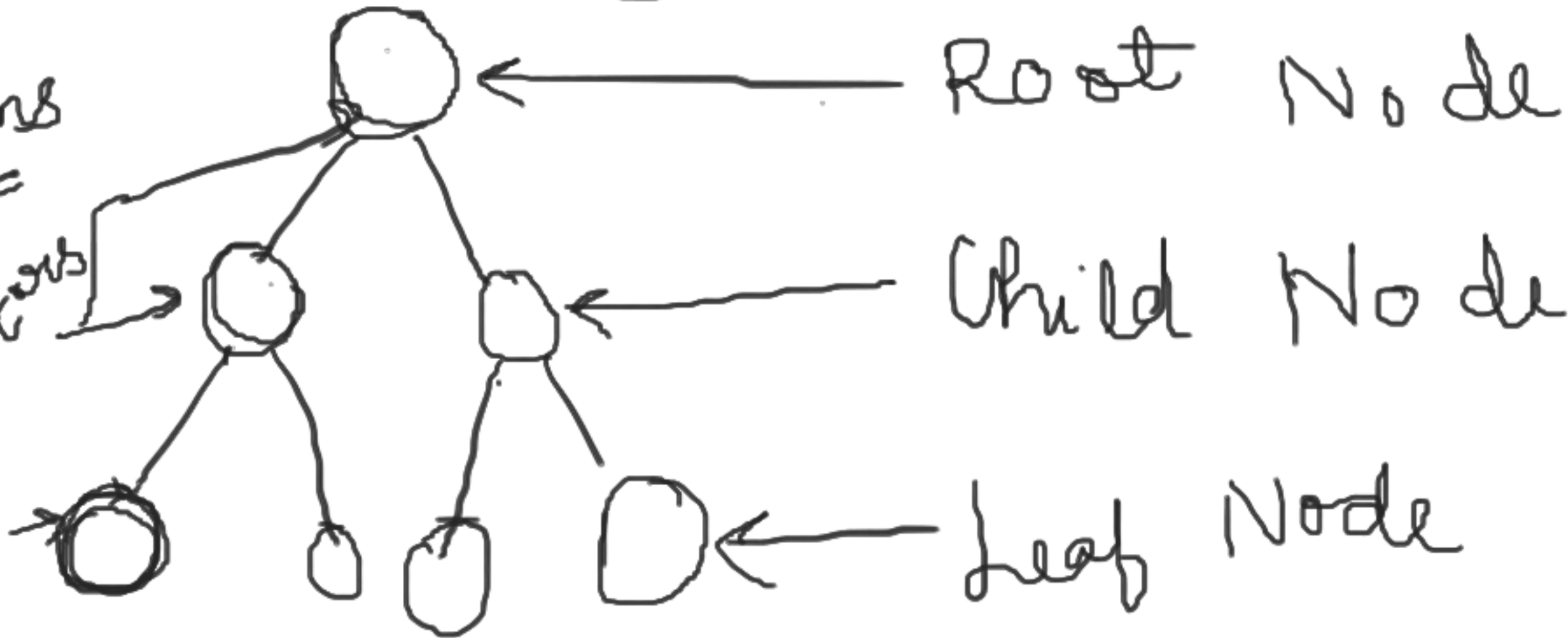
At most 2 digit 0, 1, 2

Tree

At most 2 children

Imp terms

Ancitors



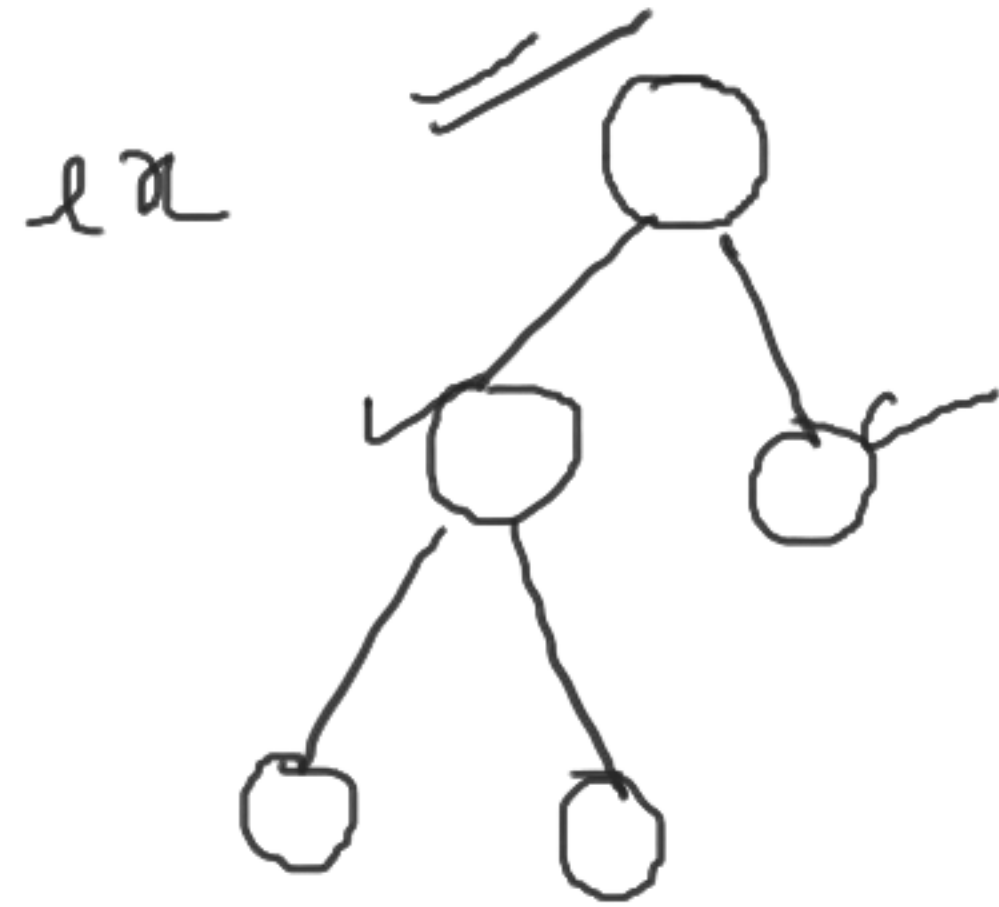
Root Node

Child Node

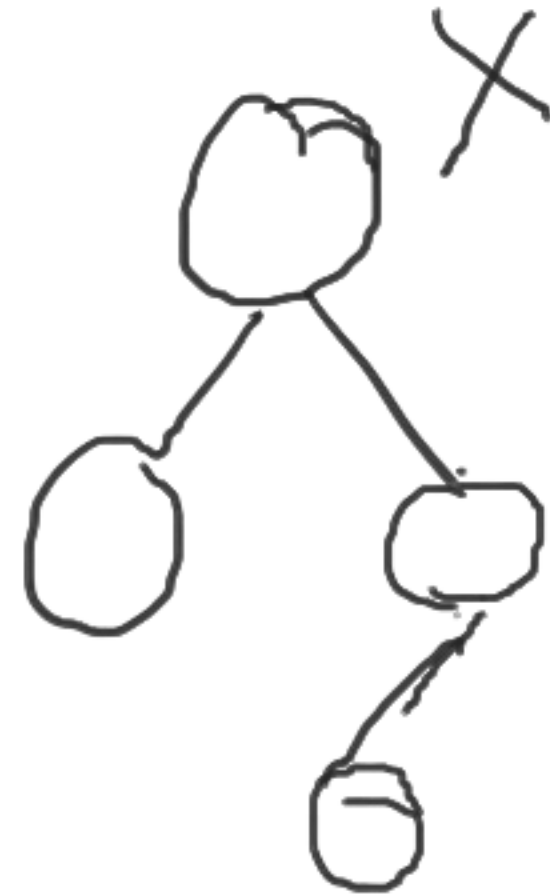
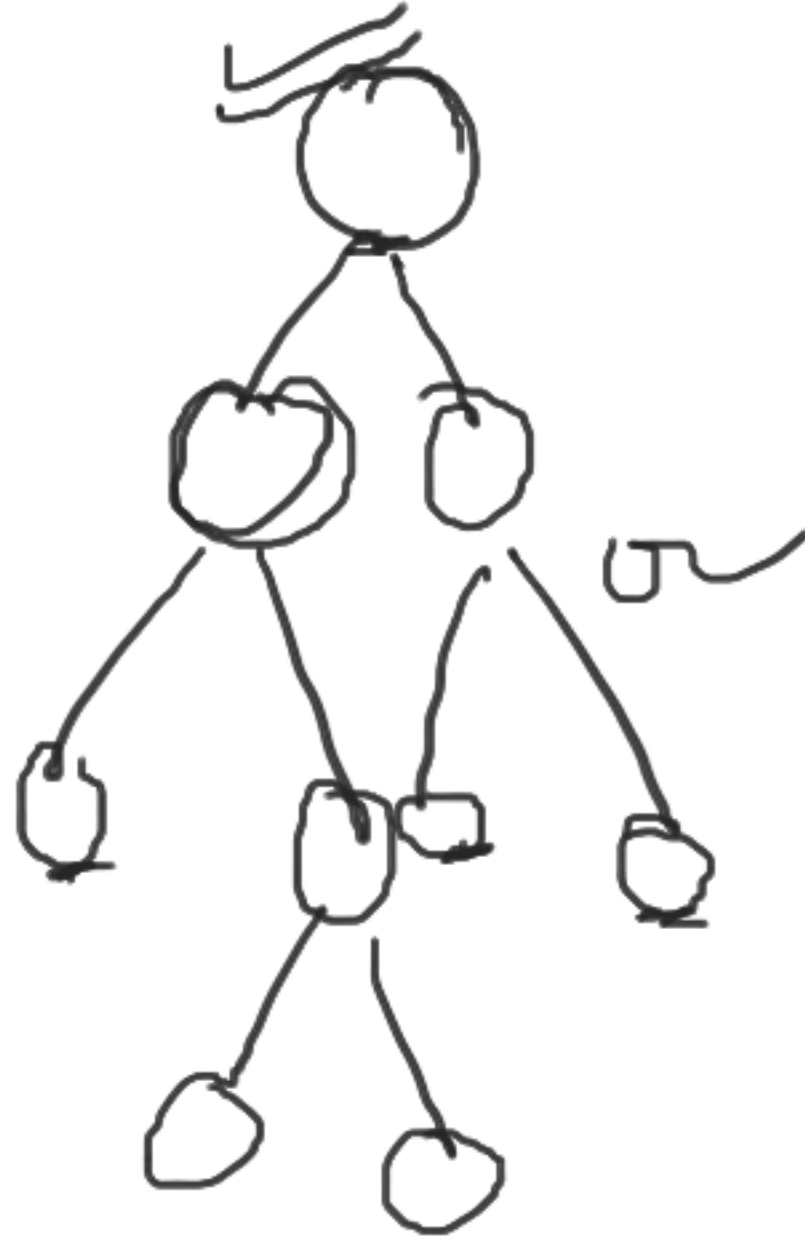
Leaf Node

# Types of Binary Tree

① FULL B.T: Either 0 or 2 children or both

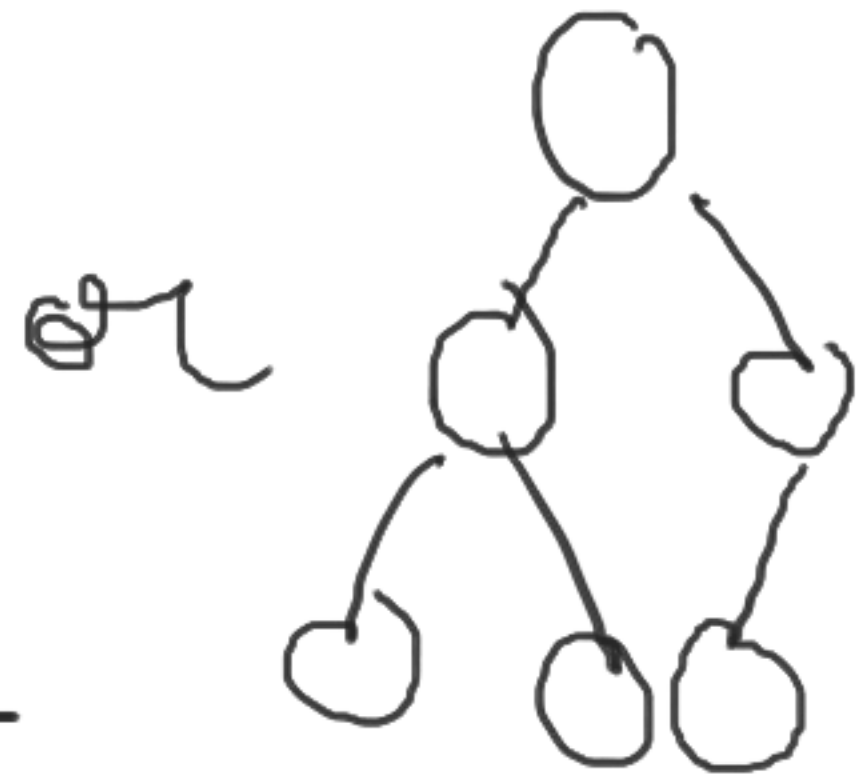
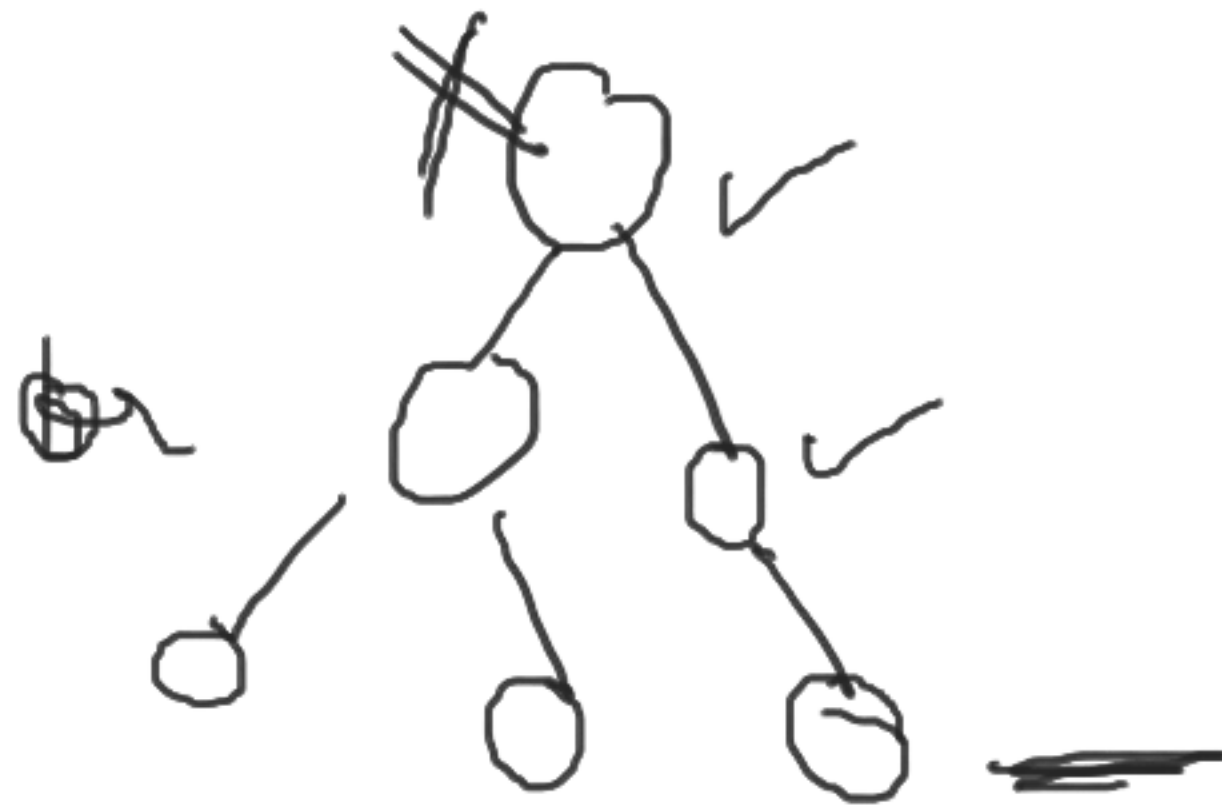
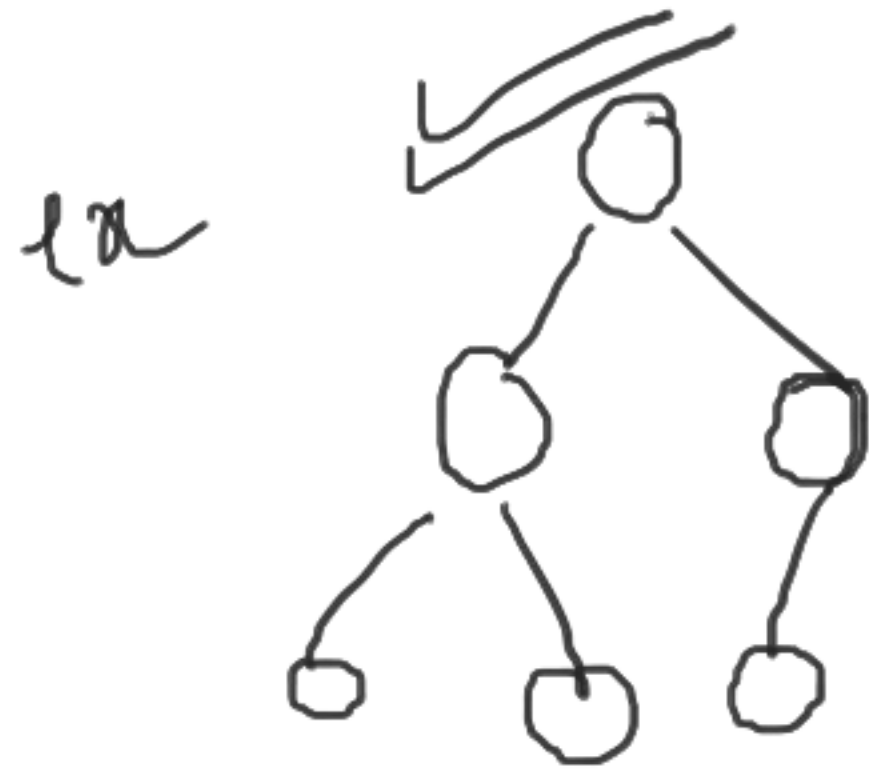


or

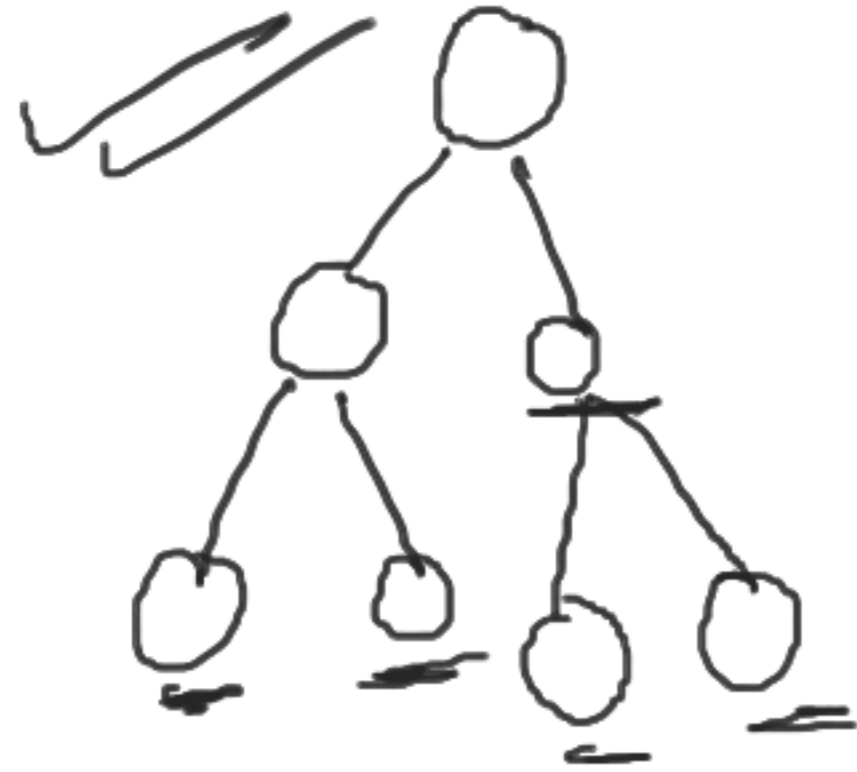


2) Complete: (1) All levels are completely filled except the last level

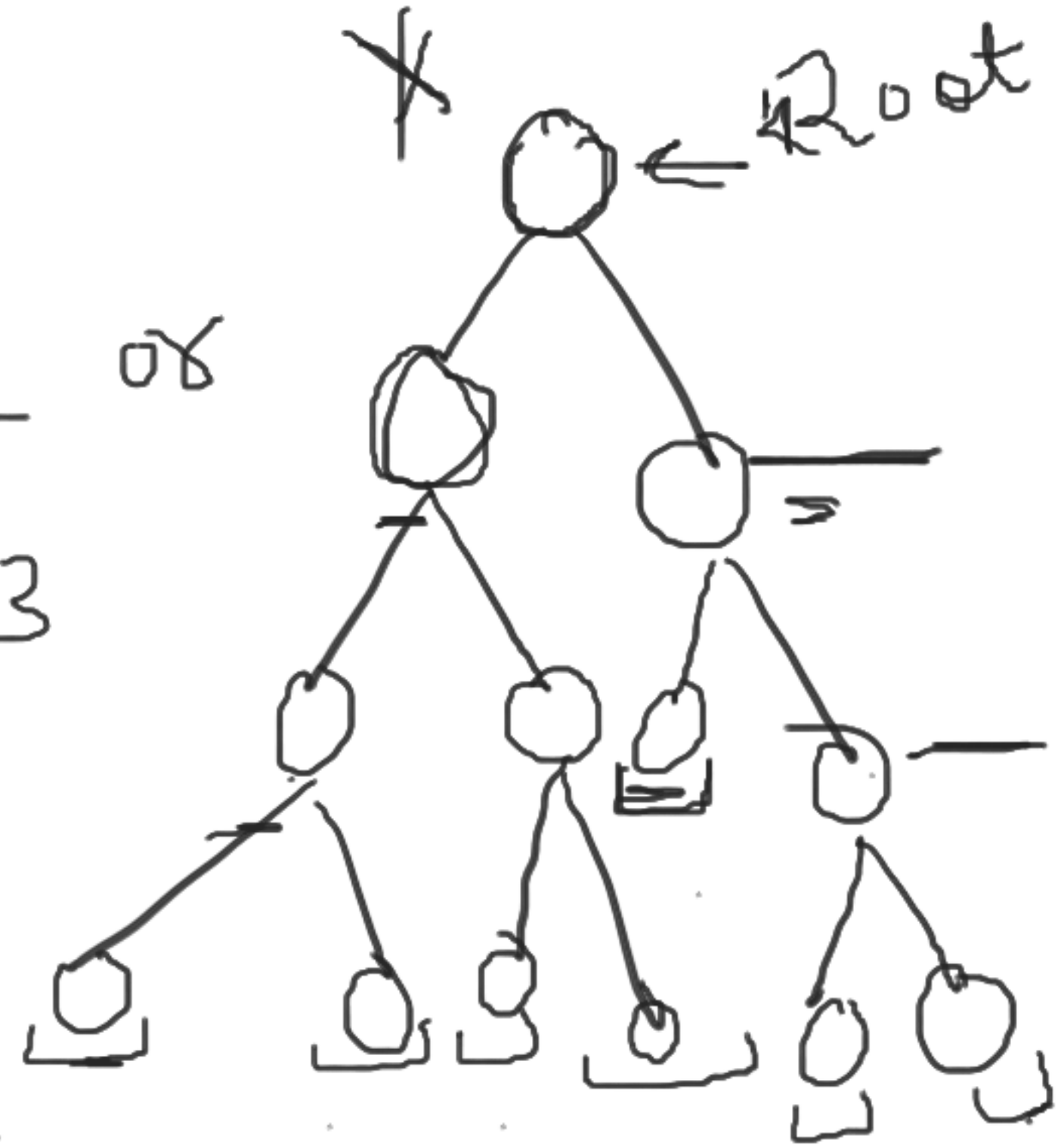
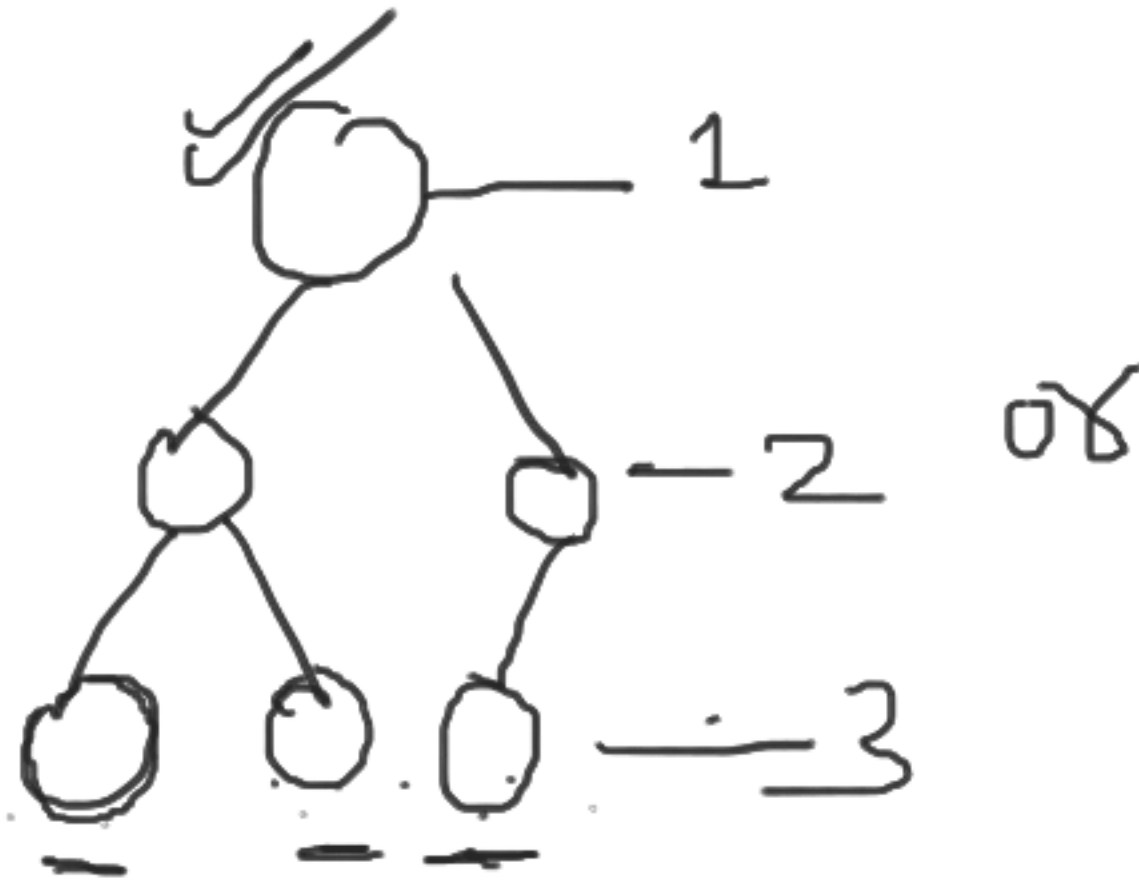
(2) The last level has all nodes to the left



3. Perfect: All leaf nodes are at same level

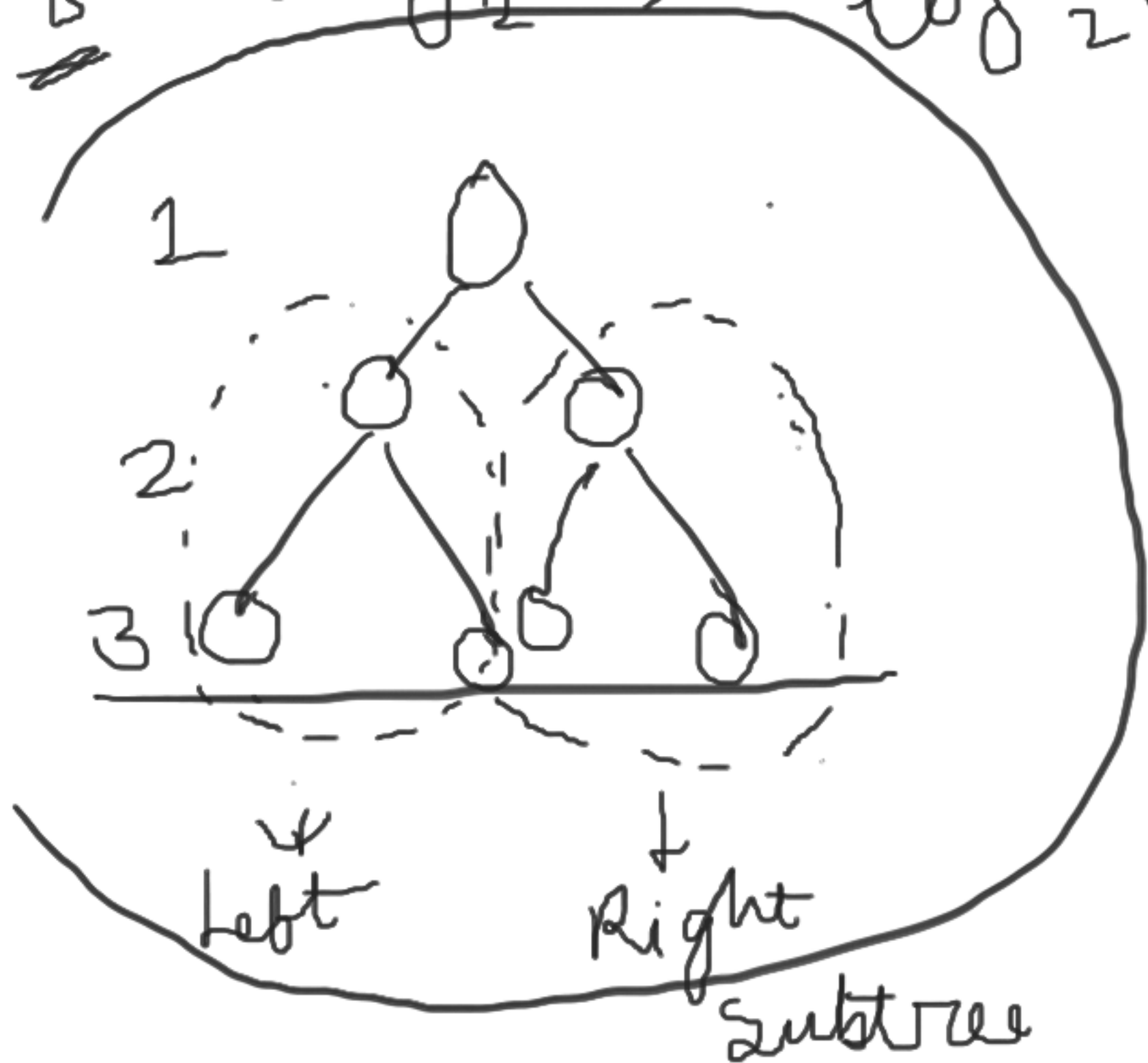


or



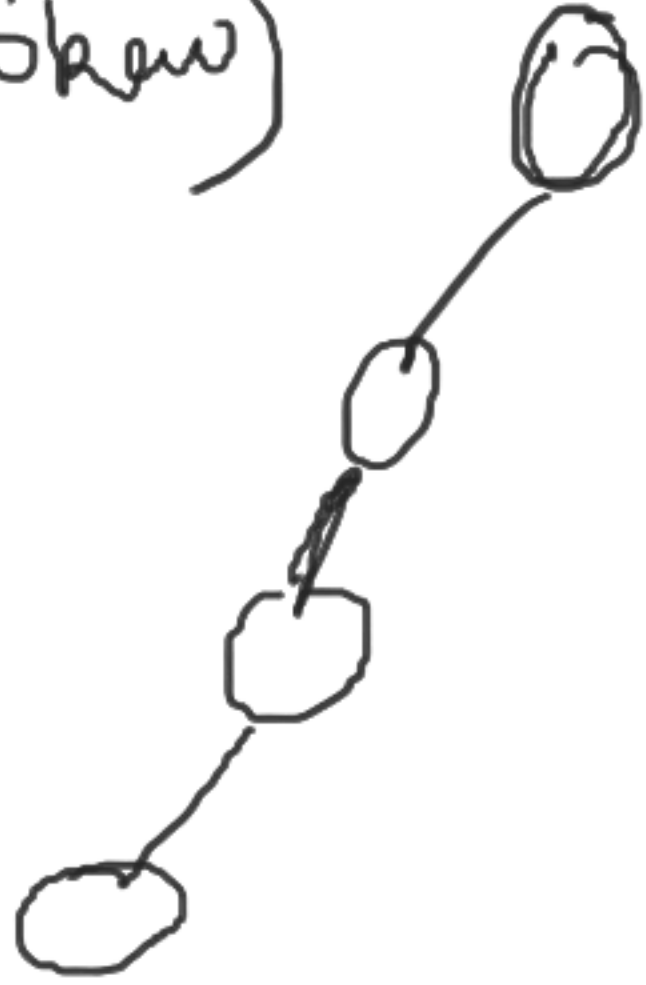
4) Balanced: Height of tree at max  $\rightarrow \log(N)$   
Nodes

$N = 8$   $\log_2(8) = \log_2(2^3) = \underline{\underline{3}}$

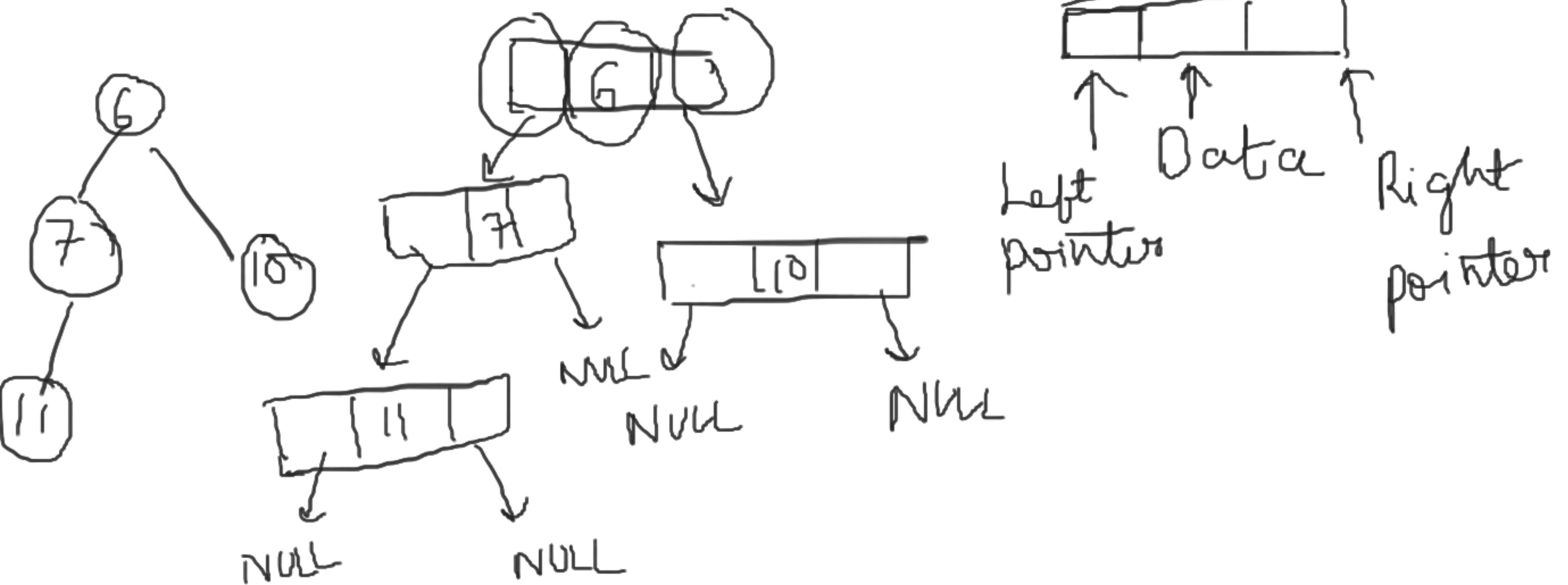




6. Degenerate B.T.: Every node has a single  
(Skew) child



# Binary Tree Representation in C++



# Binary Tree Representation in Java

