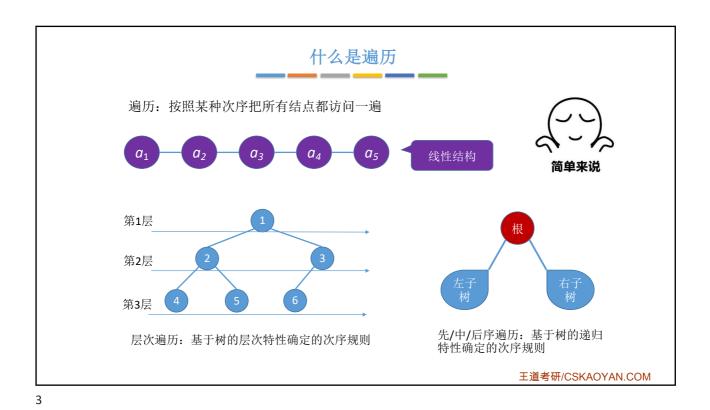
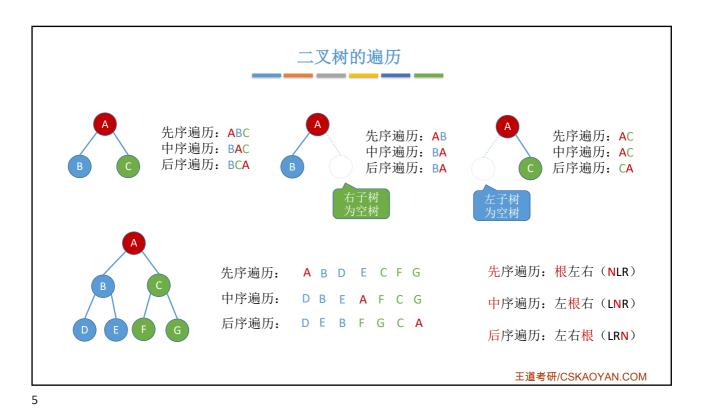
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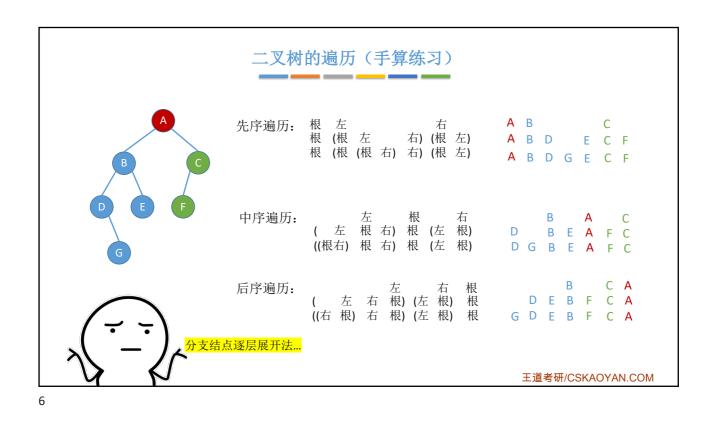


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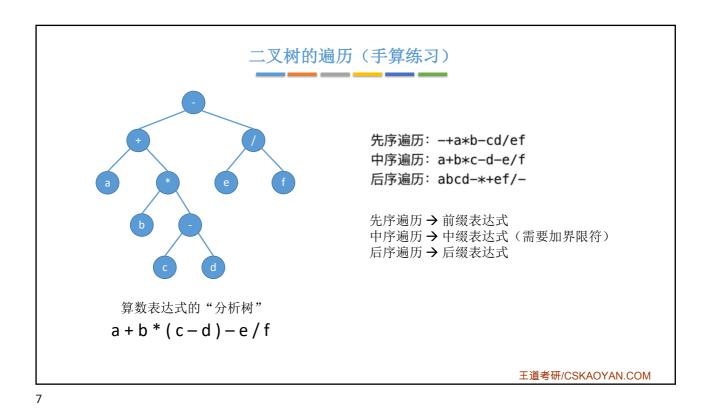


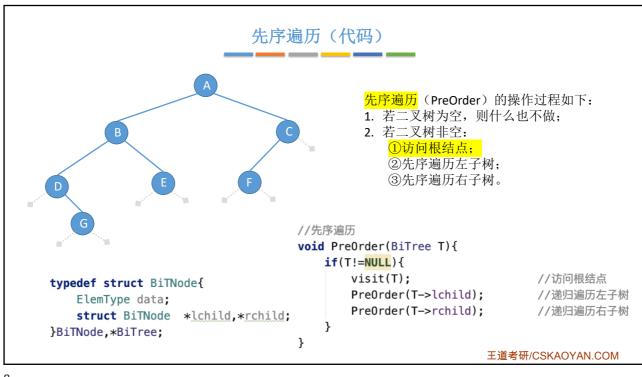


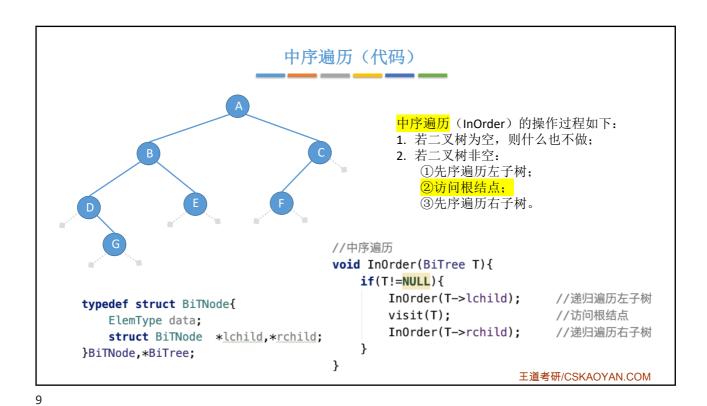




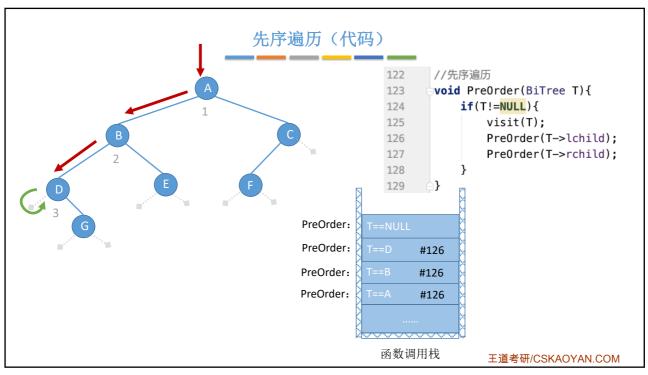
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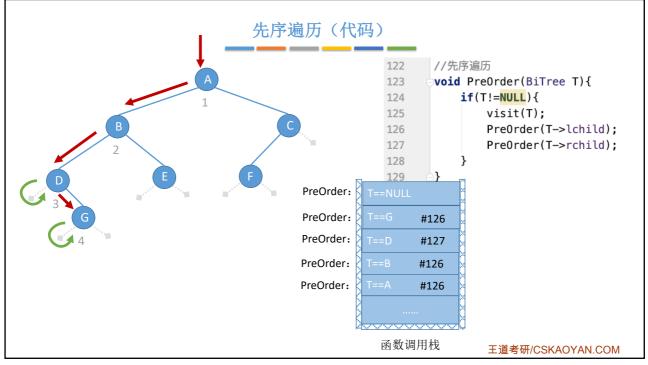


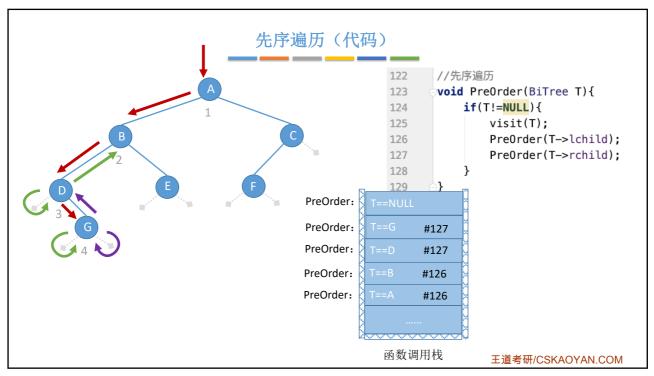


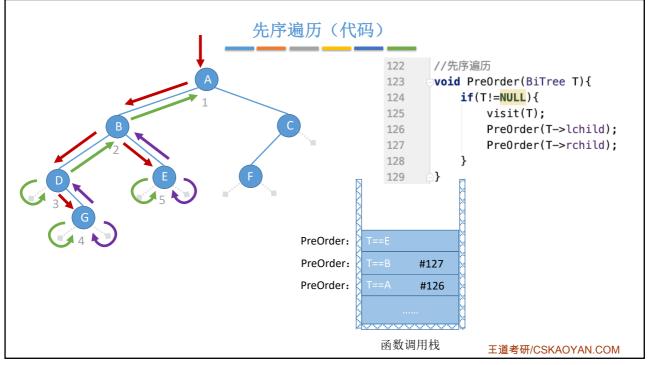


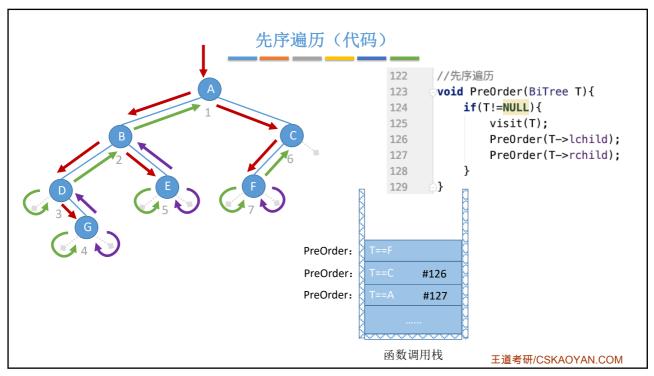
后序遍历(代码) 后序遍历 (InOrder) 的操作过程如下: 1. 若二叉树为空,则什么也不做; 2. 若二叉树非空: ①先序遍历左子树; ②先序遍历右子树; ③访问根结点。 //后序遍历 void PostOrder(BiTree T){ if(T!=NULL){ PostOrder(T->lchild); //递归遍历左子树 typedef struct BiTNode{ PostOrder(T->rchild); //递归遍历右子树 ElemType data; visit(T); //访问根结点 struct BiTNode *lchild,*rchild; }BiTNode,*BiTree; } 王道考研/CSKAOYAN.COM

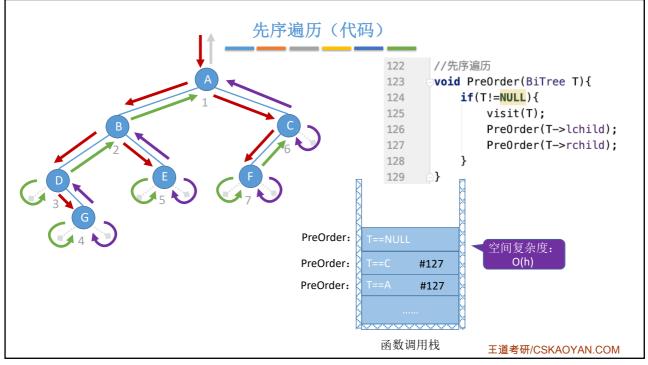


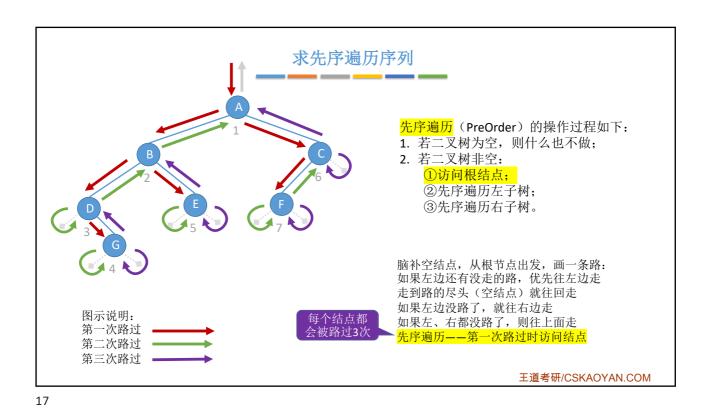


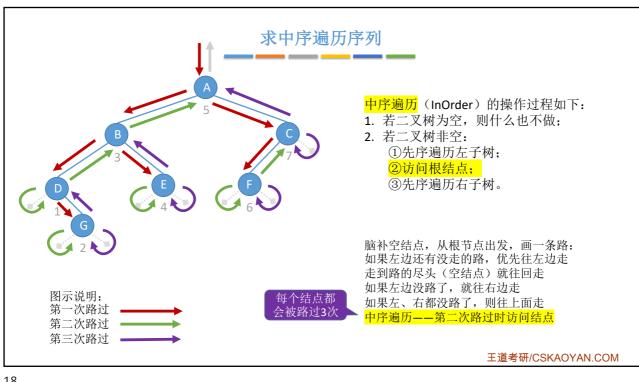


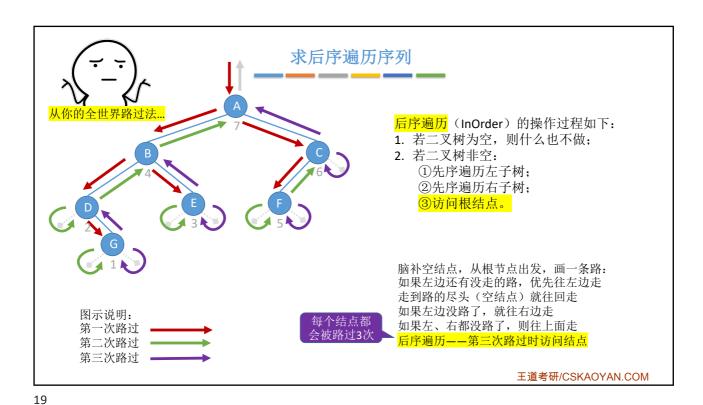




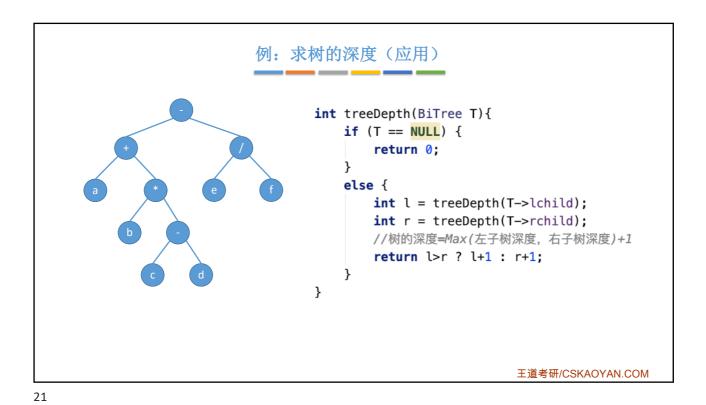








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知识回顾与重要考点 先序遍历 根、左、右 空间复杂度: O(h) 三种方法 中序遍历 左、根、右 Θ 后序遍历 Θ 左、右、根 先序遍历得前缀表达式 遍历算数表达式树 Θ 中序遍历得中缀表达式 (没有括号) 二叉树的遍历 后序遍历得后缀表达式 分支结点逐层展开法... 考点:求遍历序列 -第一次路过时访问 先序-从你的全世界路过法 中序-第二次路过时访问 脑补空结点,从根节点出发,画一条路: 如果左边还有没走的路, 优先往左边走 后序-第三次路过时访问 走到路的尽头(空结点)就往回走 如果左边没路了,就往右边走 如果左、右都没路了,则往上面走 王道考研/CSKAOYAN.COM