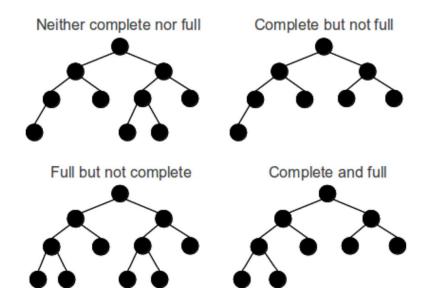
### Lab 04: Tree Traversal

Data Structure 2023

### **Binary Tree**

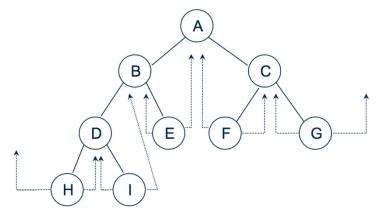
- Full binary tree is a binary tree in which every node has 0 or 2 children
- Complete binary tree is a binary tree in which every level, except the last, is completely filled and the last level has all its nodes to the left side



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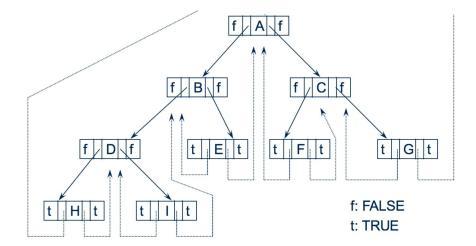
### **Threaded Binary Tree**

- There are n+1 null links out of 2n total links
- Replace the null links by pointers, called threads to other nodes in the tree
  - if ptr -> leftChild is null, replace the null with a pointer to the node that would be visited before ptr in an in-order traversal
  - if ptr -> rightChild is null, replace the null with a pointer to the node that would be visited after ptr in an in-order traversal



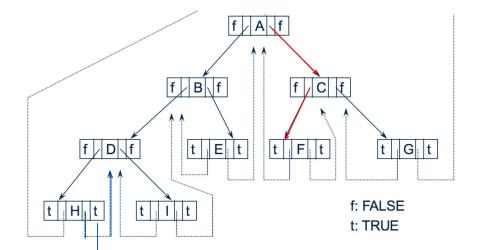
### **Threaded Binary Tree**

- if ptr -> leftThread is True, ptr -> leftChild contains a thread
- if ptr -> leftThread is False, ptr -> leftChild contains a pointer to the left child



### **Threaded Binary Tree**

- Find the in-order successor of ptr without using stack
  - if ptr -> rightThread = TRUE, ptr = ptr-> rightChild
  - otherwise follow a path of leftChild links from the rightChild of ptr until we reach a node with leftThread = TRUE



## **Threaded Binary Tree ADT**

- CreateTree create a root of new threaded binary tree.
- Insert insert a new node in tree. If dynamic allocation is failed, just print error message.

  Do not use recursive functions of stack.
- printInorder print the tree by inorder traversal. Do not use recursive functions of stack.
- **DeleteTree** free all memory of the threaded binary tree.

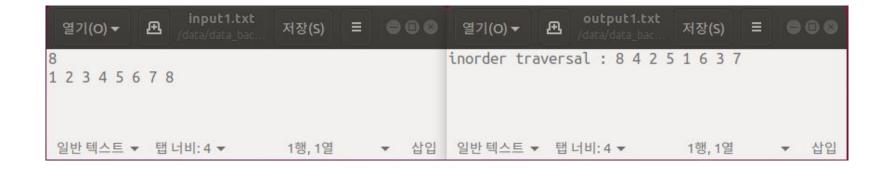
### **Threaded Binary Tree ADT**

### Structure

# struct ThreadedTree { int left\_thread; // flag if ptr is thread ThreadedPtr left\_child; ElementType data; ThreadedPtr right\_child; int right\_thread; // flag if ptr is thread }ThreadedTree;

### **Function**

# **Input & Output Example**



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# Assignment

- Due
  - ~ 2023.04.05(Wed) 23:59
  - Last Commit 기준

• 자세한 내용은 과제 명세 PDF 파일 참고

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