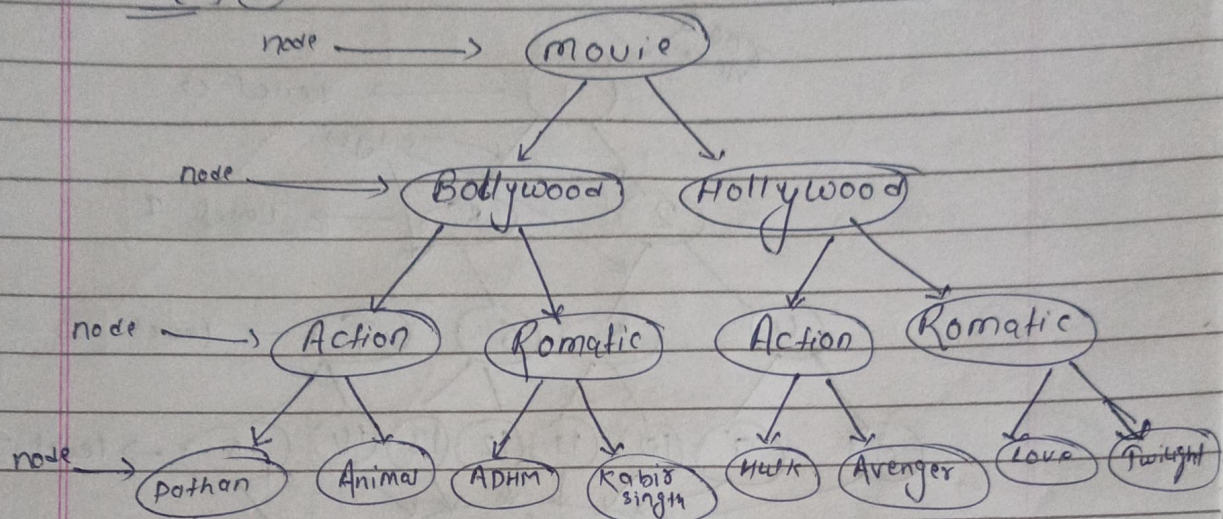


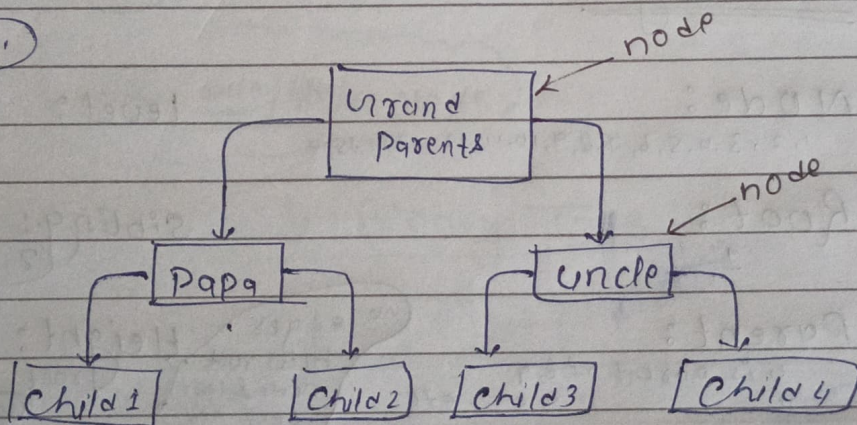
Tree

→ It is a type of data structure that represent a hierarchical relationship between data element called nodes.

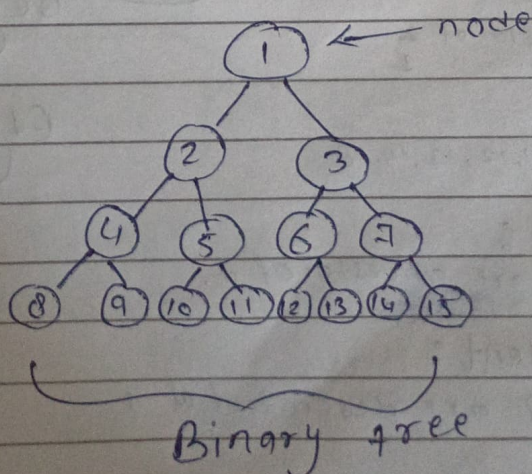
e.g (i)



e.g (ii)

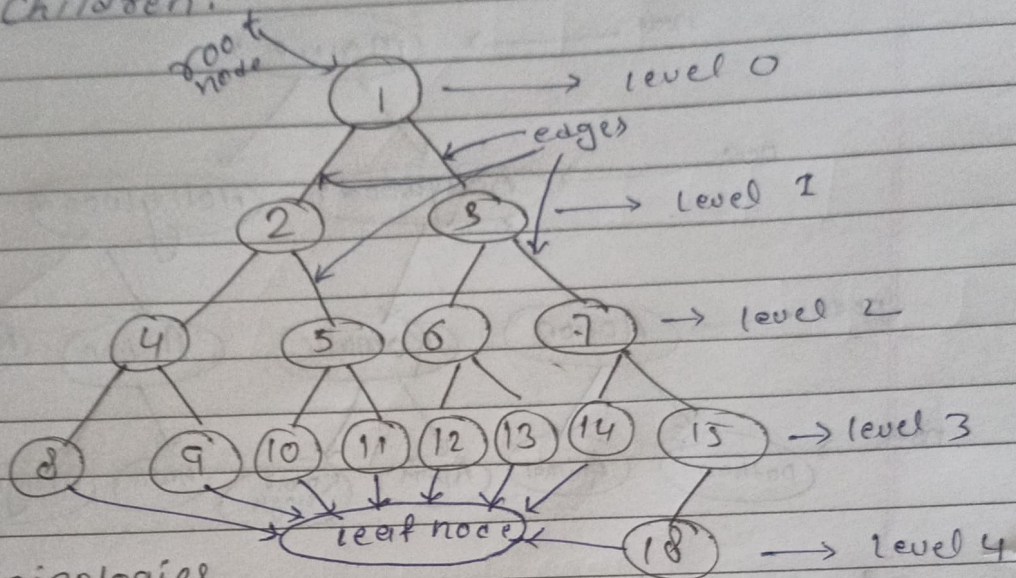


e.g (iii)



Binary Tree

→ It is defined as a tree data structure where each node has at most 2 children.



Terminologies

Node:

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18

Level:

Root:
1

Sibling: (2, 3) ← Same parent

Parent:

4 is parent of 8, 9
2 " " " 4, 5 ... etc

no. edges
b/w root
node & last
leaf node

Height: Distance b/w root to last level.

Child:

4 is child of 2
2 " " " 1

Degree: no. of child of that node.

Leaf:

8, 9, 10, 11, 12, 13, 14, 16, 17, 18

Edges:

Ancestor:

1, 2, 4 are ancestor of 8.

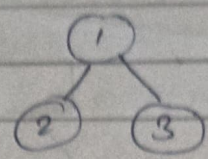
Descendent:

2, 4, 8 are descendent of 1

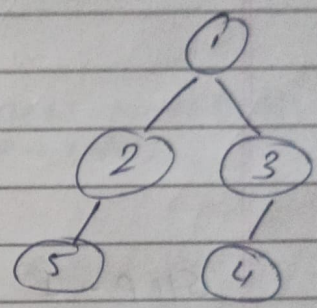
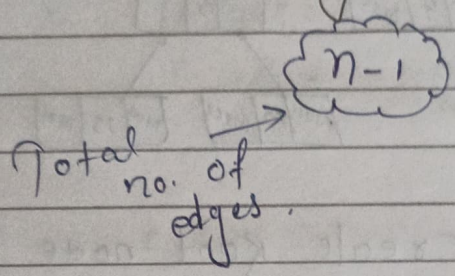
Binary Tree

Atmost two child

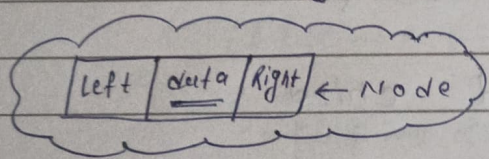
e.g.



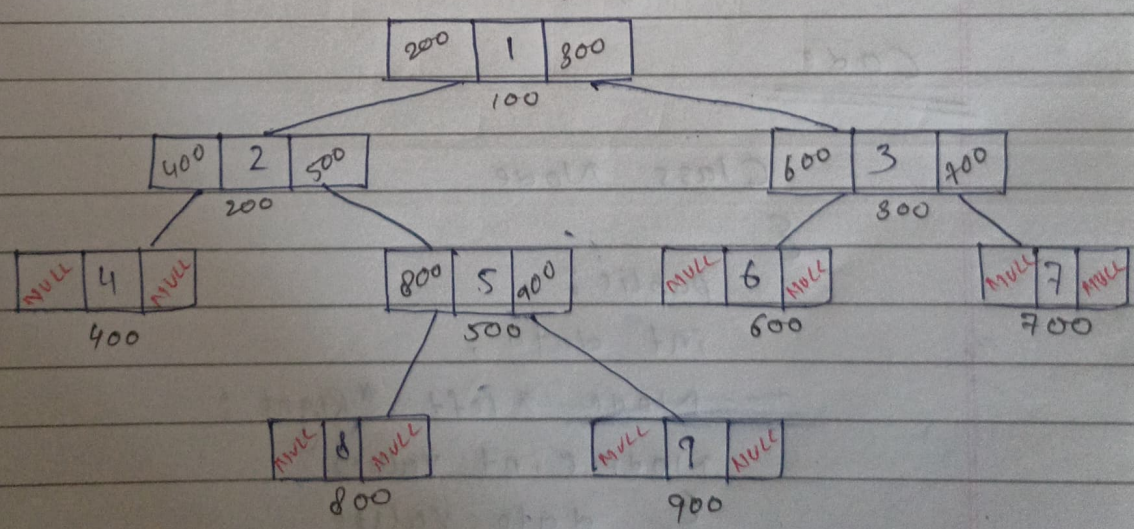
Given a binary tree with n -node find the no. of edges.



5 node
4 edge.

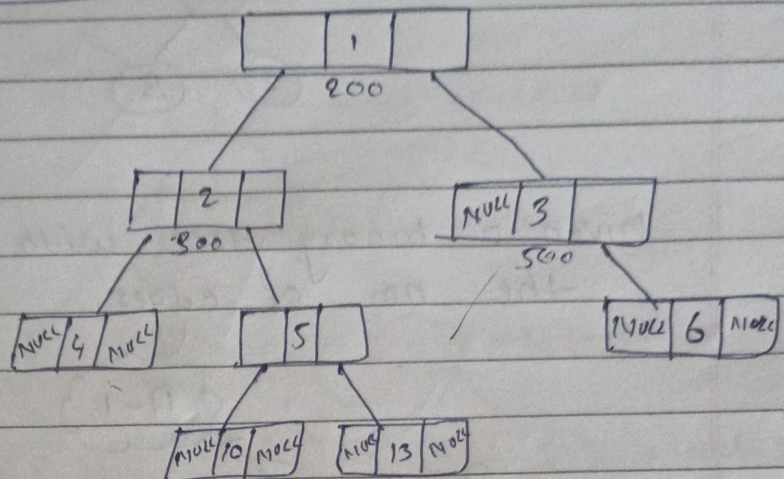


How to Create Binary Tree



i/p : 1 2 3 4 5 -1 6 -1 -1 10 13 -1 -1
 -1 -1 -1 -1

-1 means NULL



Step-1 Create Root node

step-2 Left child

step-3 Right child

Code

```

class Node
{
public:
    int data;
    Node *left *Right;
    Node(int value)
    {
        data = value;
        left = Right = NULL;
    }
};
  
```



```
int main()
{
    int x, first, second;
    cin >> x;
    queue < Node * > q;
    Node * root = new Node(x);
    q.push(root);
    while (!q.empty())
    {
        Node * temp = q.front();
        q.pop();
        cin >> first; // left child
        if (first != -1)
        {
            temp->left = new Node(first);
            q.push(temp->left);
        }
        cin >> second; // Right child
        if (second != -1)
        {
            temp->Right = new Node(second);
            q.push(temp->Right);
        }
    }
}
```