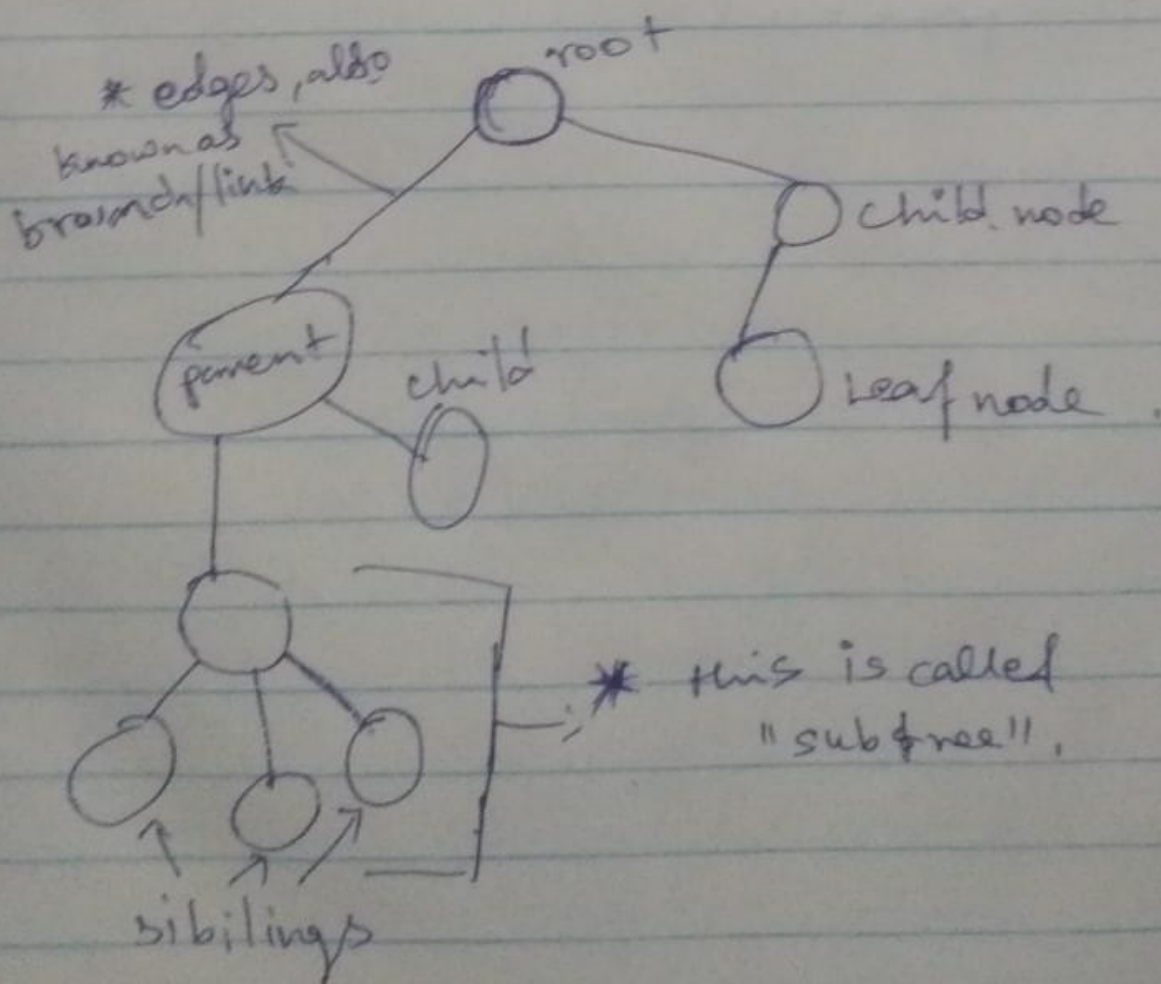


DAY 9

Binary Tree

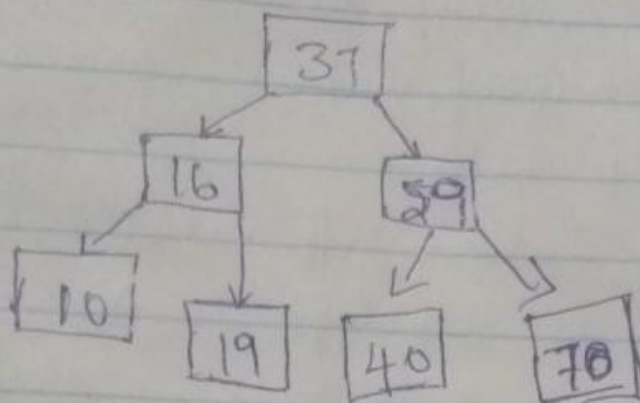
Tree :- \Rightarrow A non-linear data structure that
 \Rightarrow represent nodes connected
by edges.

Binary Tree \Rightarrow Every node has at most
two children (left and right).
the "root" of the tree is on top.
 \rightarrow Every node has parent node
above.



Implementation :-

An Example :-



* A node's left child must have a value less than its parent's value, and the node's right child must have a value greater than its parent value.

Insertion :

compares ~~to~~ with parent node's value to choose where to add (right or left).

* as told above if less \rightarrow left or else \rightarrow right side.

Searching :-

\Rightarrow need to traverse the node left to right and with the parent node.

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class Node:

~~def~~ def __init__(self, data):

self.left = None

self.right = None

self.data = data

def insert(self, data): # used to
create nodes

if self.data:

if data < self.data:

if self.left is None:

self.left = Node(data)

else:

self.left.insert(data)

elif data > self.data:

if self.~~data~~right is None:

self.right = Node(data)

else:

self.right.insert(data)

else:

self.data = data

def searchVal(self, val) # compare

if val < self.data: # and find

if self.left is None:

return "Not found"

return self.left.searchVal(val)

elif val > self.data:

if self.right is None:

return "Not found"

return self.right.searchVal(val)

else :

return str(self.data) + " is here "

def PrintTree (self):

if self.left :

self.left.PrintTree()

print (self, data)

if self.right :

self.right.PrintTree()

root = Node(37)

root.insert(16)

root.insert(59)

... [I have mentioned the

diagram above]