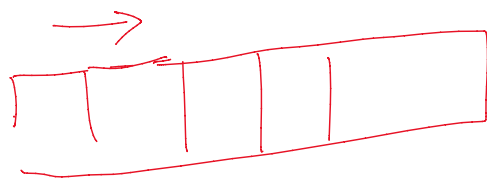
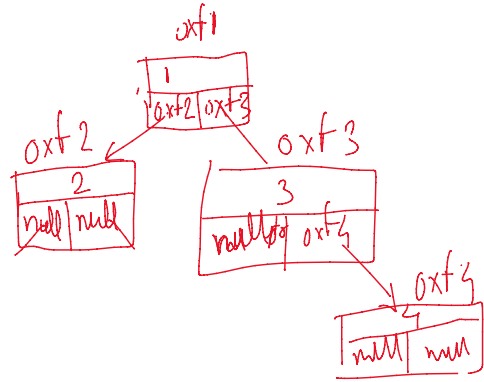
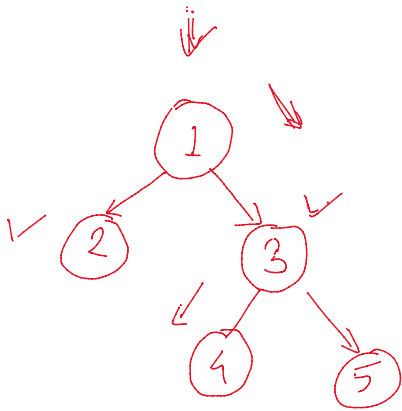
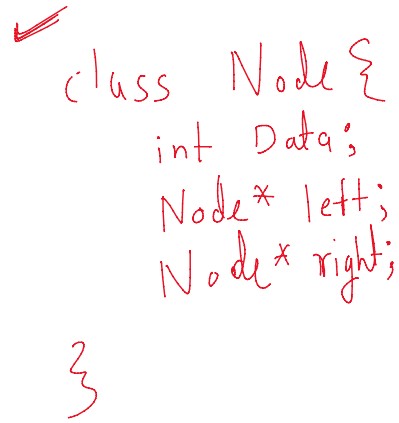
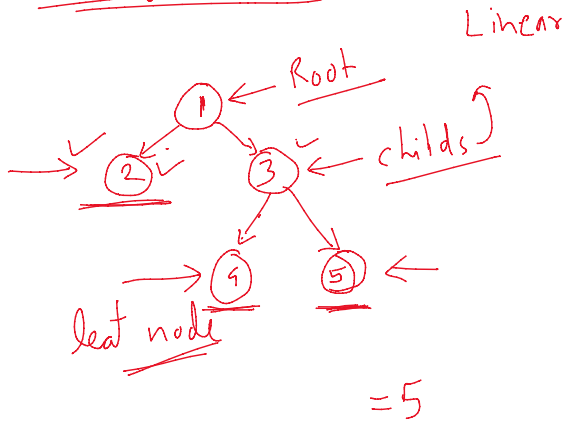
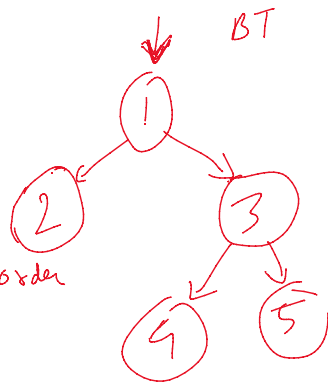


DLL
degree

Binary Tree



midorder left root right
Pre root left right
Post left right root

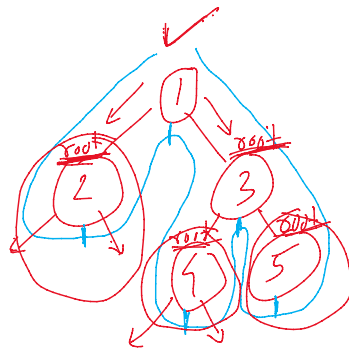


DFT $\left\{ \begin{array}{l} \text{Inorder} \rightarrow \text{midorder} \\ \text{Preorder} \\ \text{Postorder} \end{array} \right.$

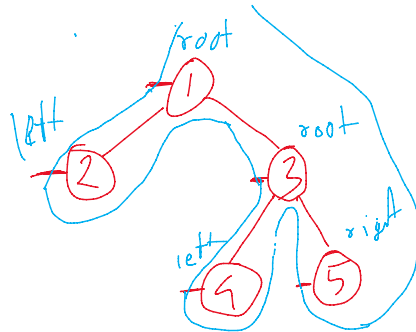
BFT \rightarrow Level Order Traversal



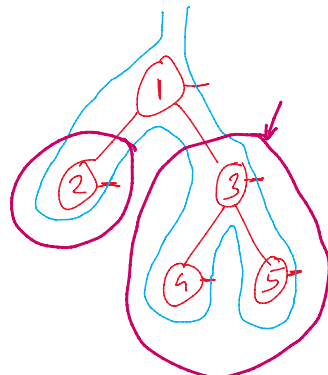
BFT



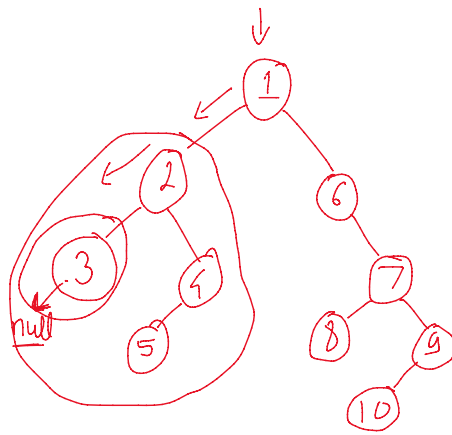
inorder 2, 1, 4, 3, 5



Preorder 1, 2, 3, 4, 5

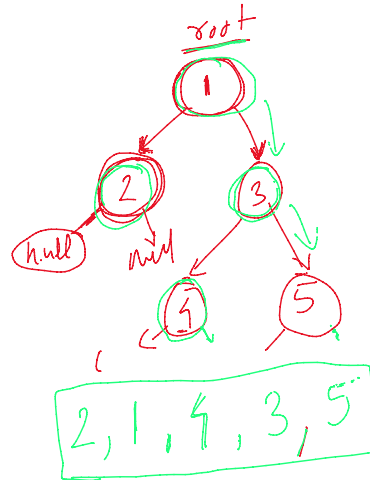


Postorder: 2, 4, 5, 3, 1



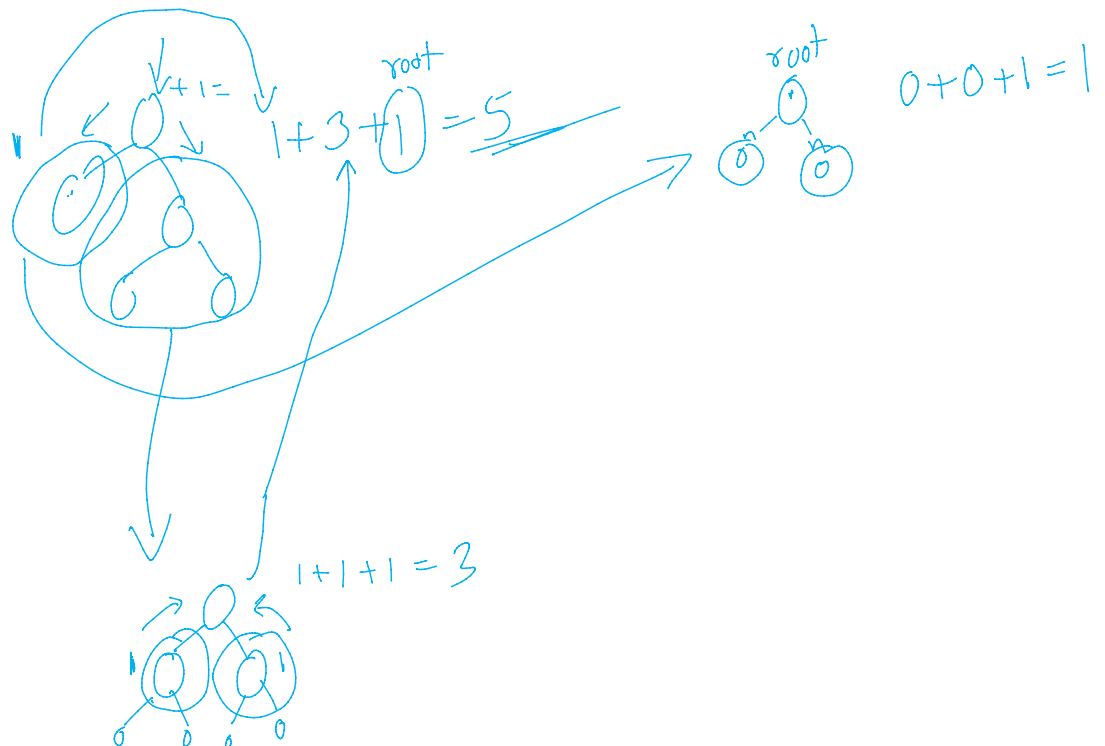
- ✓ Inorder → 3, 2, 5, 4, 1, 6, 8, 7, 10, 9
- ✓ PreOrder → 1, 2, 3, 4, 5, 6, 7, 8, 9, 10
- ✓ PostOrder → 3, 5, 4, 2, 8, 10, 9, 7, 6, 1

```
void inorder(Node* root){
    if (root == nullptr){
        return;
    }
    inorder(root->left);
    cout << root->data << endl;
    inorder(root->right);
}
```



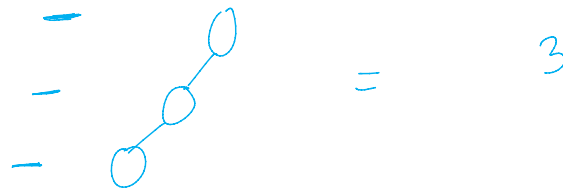
5 in order
3 in order
1 in order
main

Internal
Stack

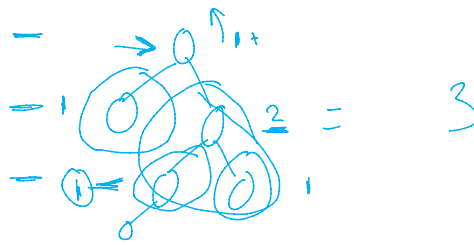


Height

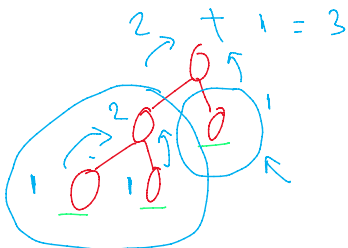
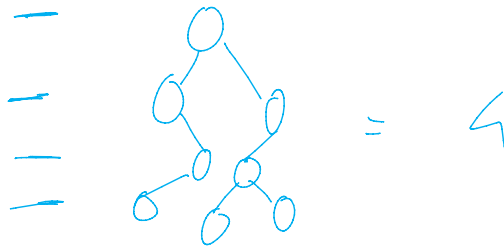
$$0 = 1$$



DFS

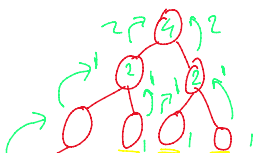


size
return $\max(LH, RH) + 1$



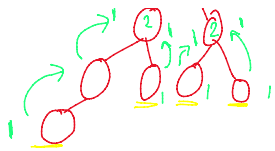
$$= 3$$

return 1



$$= 4$$

Base
... root \rightarrow R



= 4

Base
 if (root == null || root == 0)
 return 1

LL
 LL + R