

```

public static void levelOrder(Node root){
    Queue<Node> q = new ArrayDeque<>();

    q.add(root);

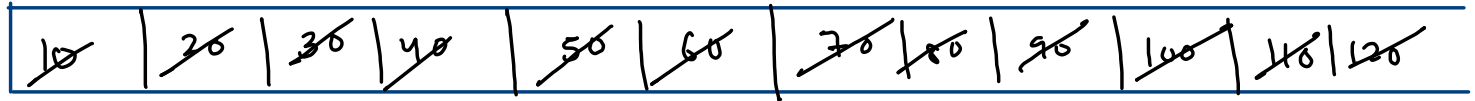
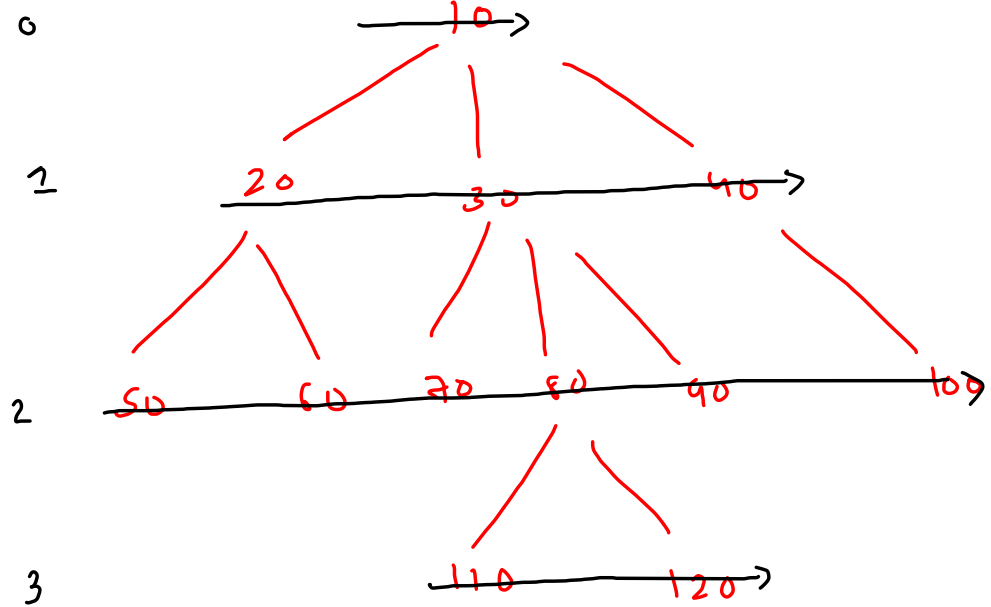
    while(q.size() > 0) {
        //remove
        Node rem = q.remove();

        //print
        System.out.print(rem.data + " ");

        //add children
        for(int i=0; i < rem.children.size(); i++) {
            Node child = rem.children.get(i);
            q.add(child);
        }
    }

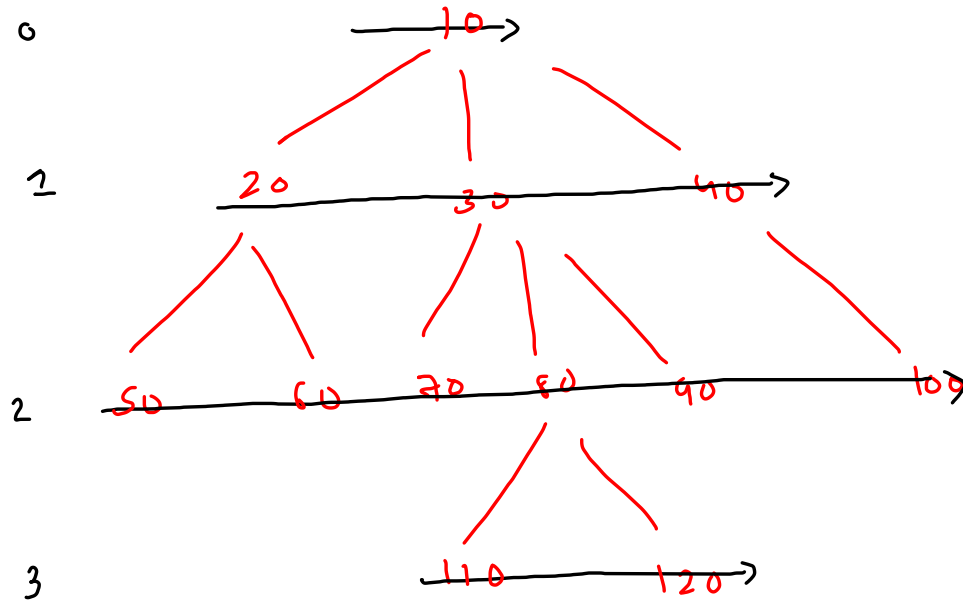
    System.out.println(".");
}

```



10 20 30 40 50 60 70 80

90 100 110 120

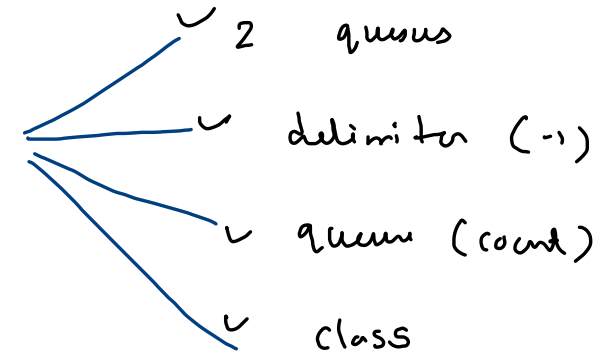


0 → 10

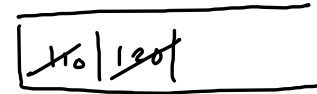
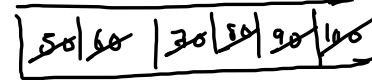
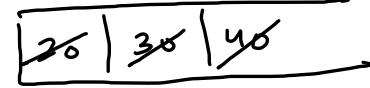
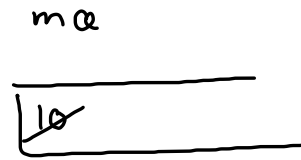
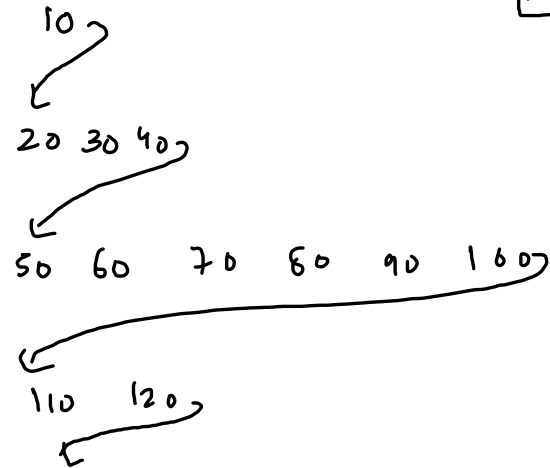
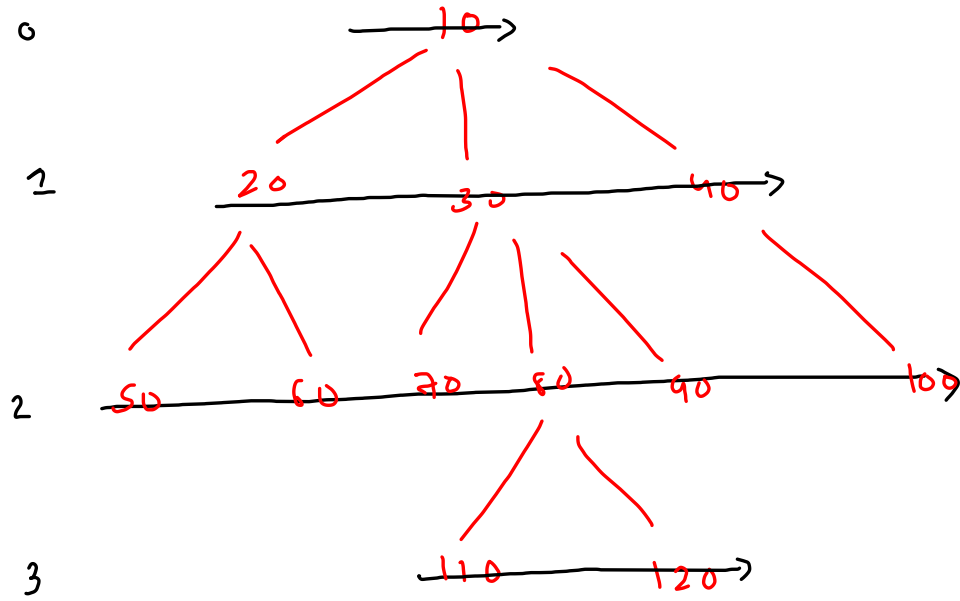
1 → 20 30 40

2 → 50 60 70 80 90 100

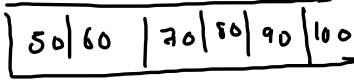
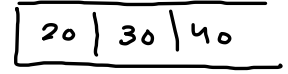
3 → 110 120



① two queue



ca



```

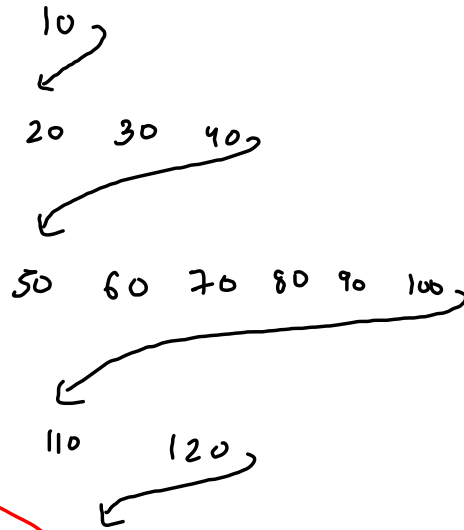
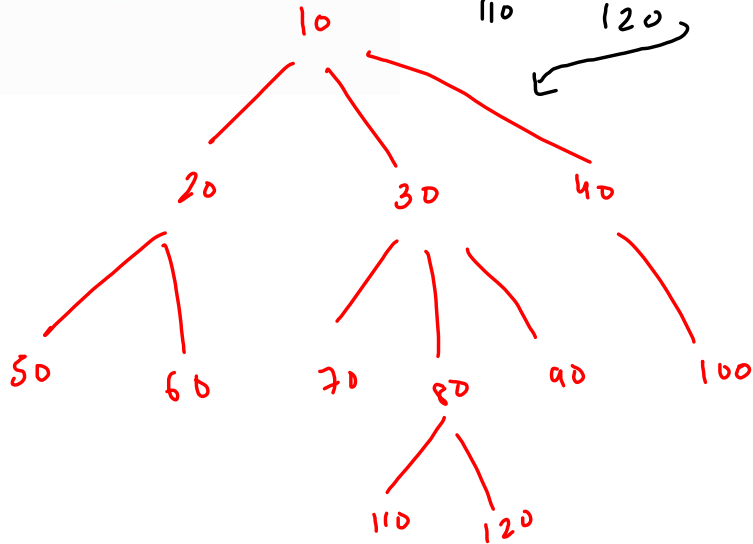
while(mq.size() > 0) {
    //remove
    Node rem = mq.remove();

    //print
    System.out.print(rem.data + " ");

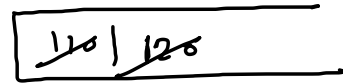
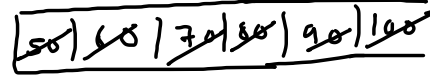
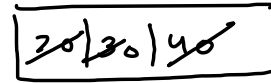
    //add children
    for(int i=0; i < rem.children.size();i++) {
        Node child = rem.children.get(i);
        cq.add(child);
    }

    //if rem was main queue's last element
    if(mq.size() == 0) {
        //1
        System.out.println();
        mq = cq;
        cq = new ArrayDeque<>();
    }
}

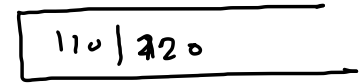
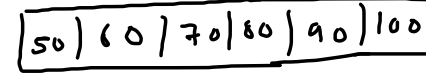
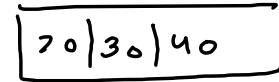
```

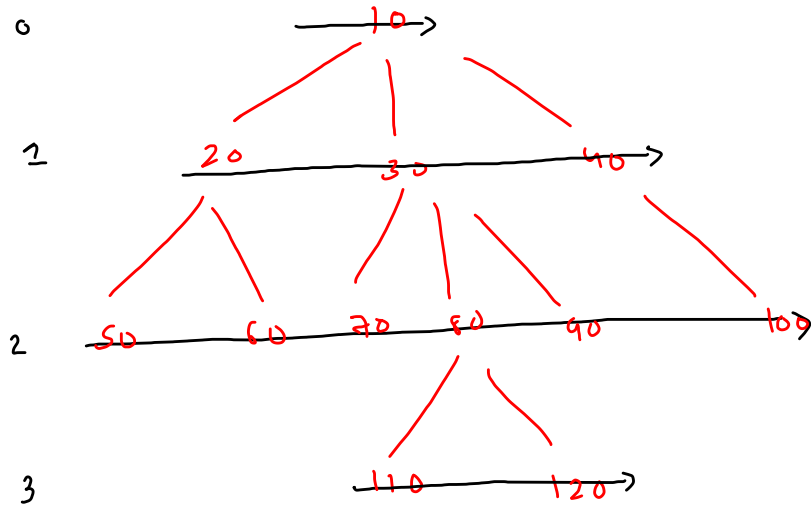


mq

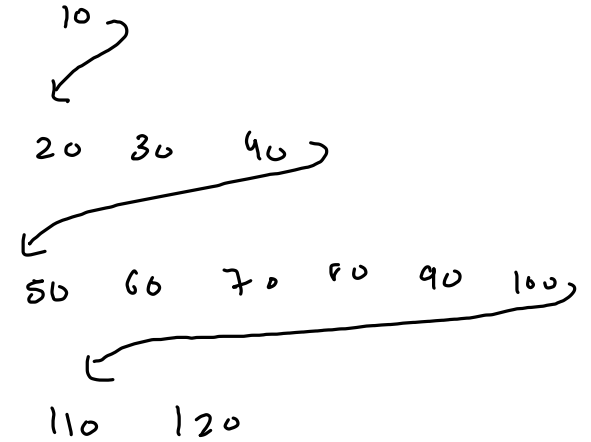


cq





② - delimiter



```

public static void levelOrderLinewise(Node root){
    Queue<Node> q = new ArrayDeque<>();

    q.add(root);
    q.add(new Node(-1));

    while(q.size() > 0) {
        //remove
        Node rem = q.remove();

        if(rem.data == -1) {
            System.out.println();

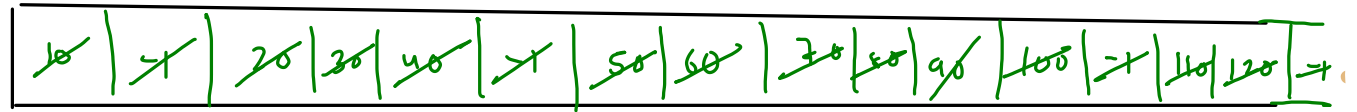
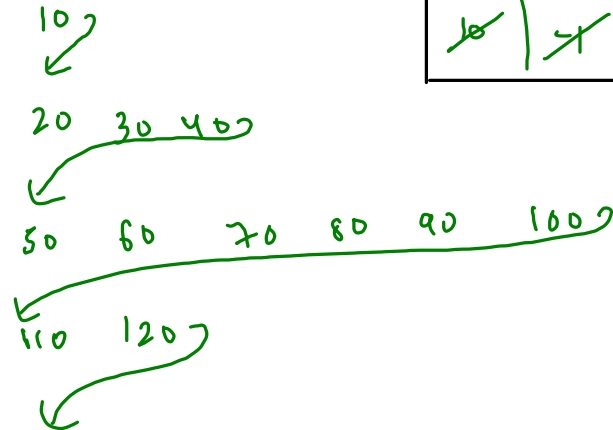
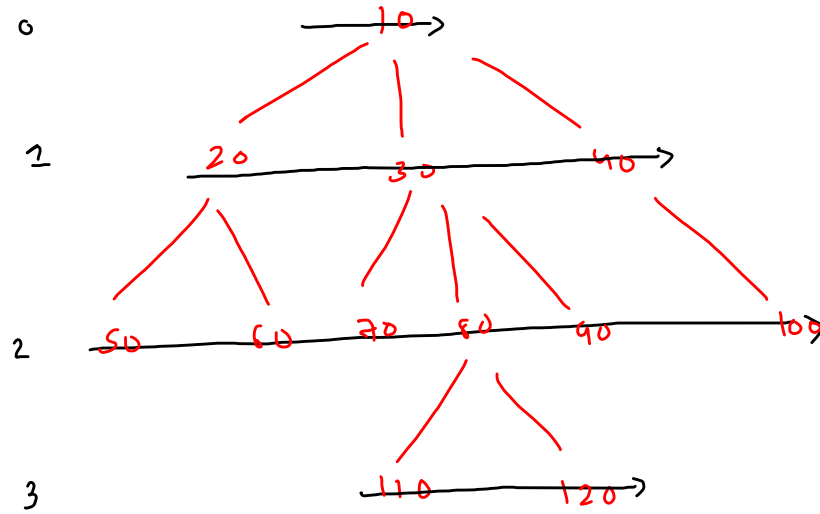
            if(q.size() == 0) {
                break;
            }

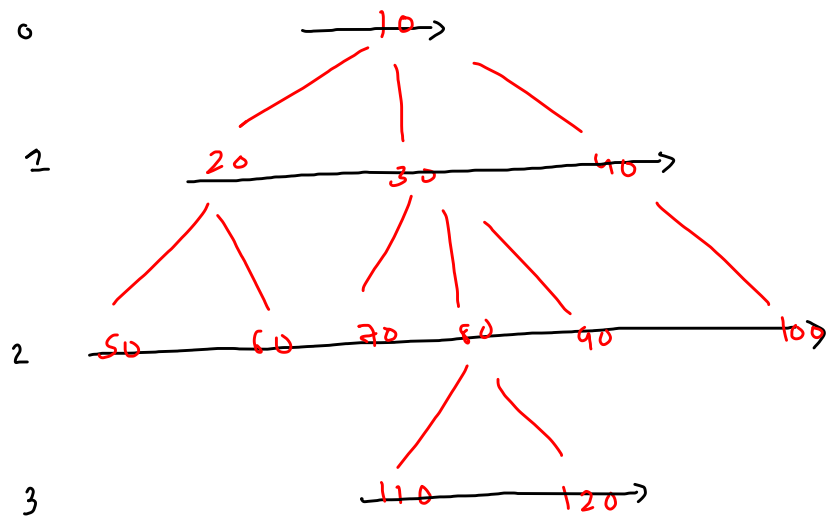
            q.add(rem);
            continue;
        }

        //print
        System.out.print(rem.data + " ");

        //add children
        for(int i=0; i < rem.children.size(); i++) {
            Node child = rem.children.get(i);
            q.add(child);
        }
    }
}

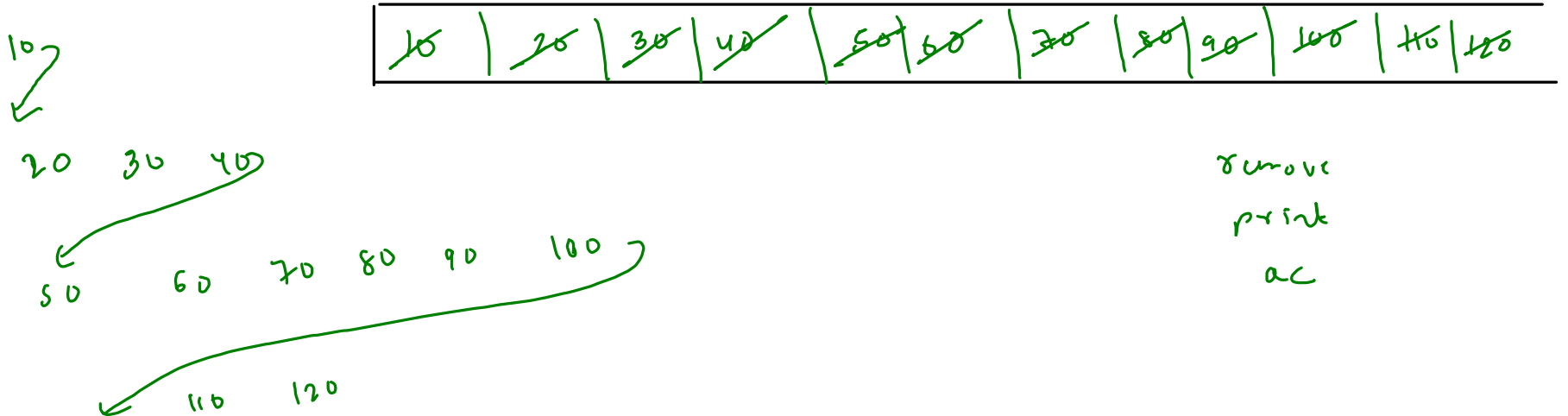
```



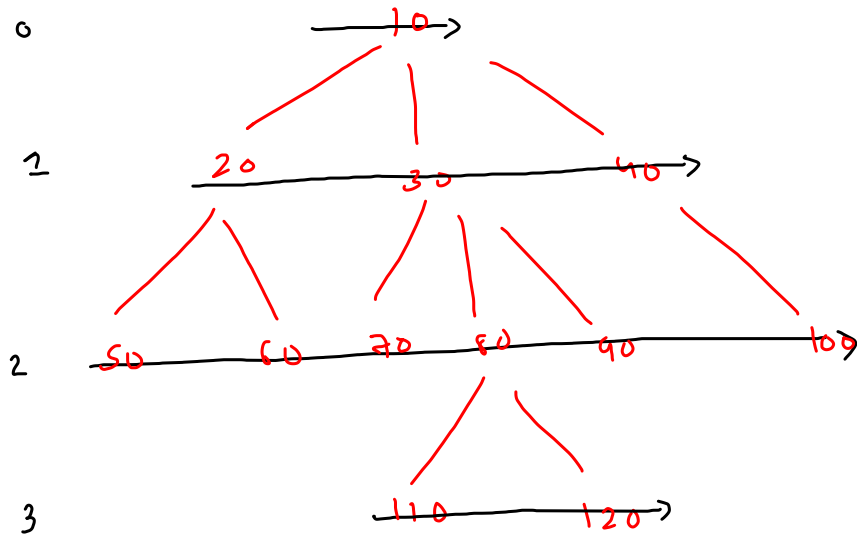


(*) single queue
(count)

$$C = 2$$



remove
print
ac



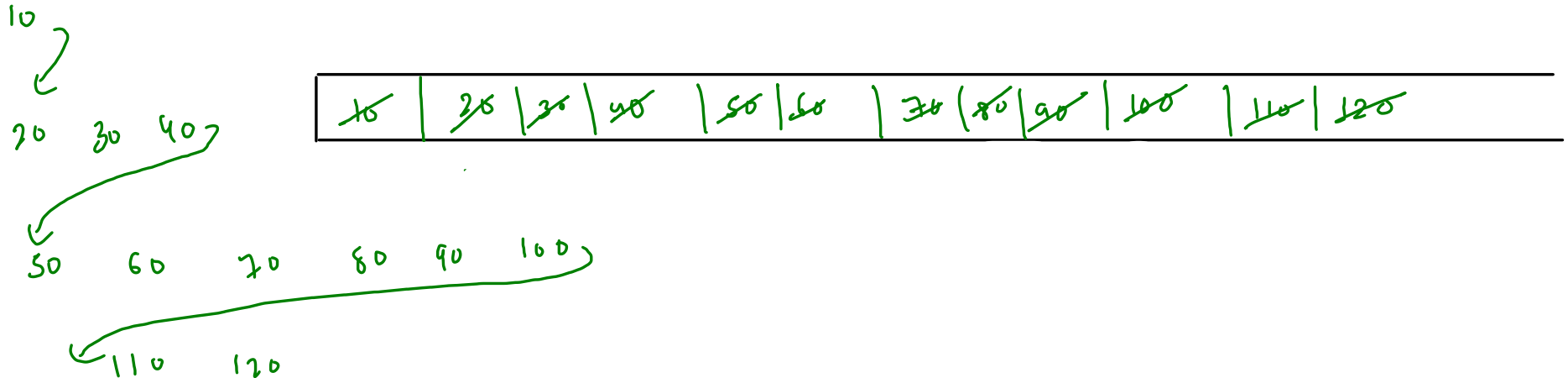
```
while(q.size() > 0) {
    int count = q.size();

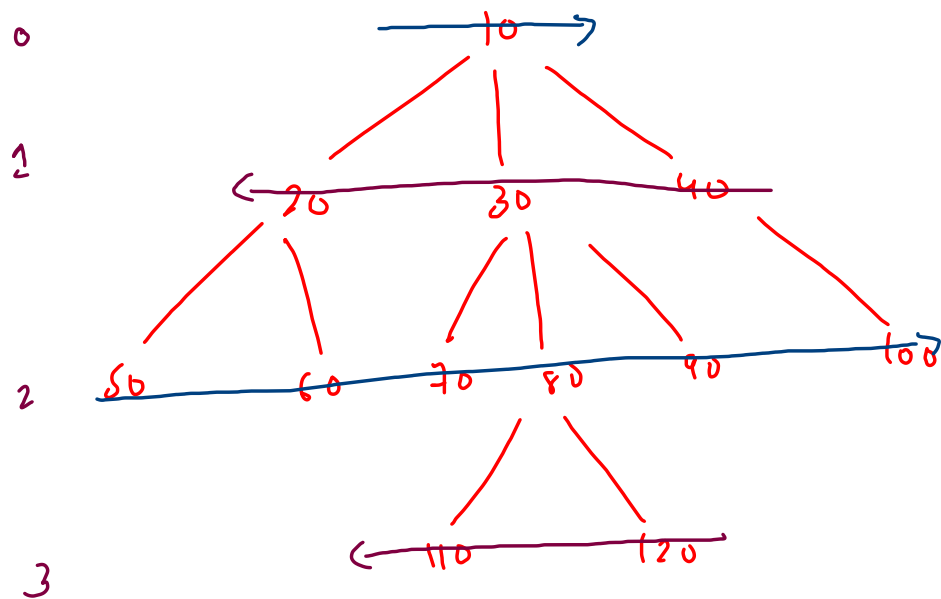
    while(count-- > 0) {
        //remove
        Node rem = q.remove();

        //print
        System.out.print(rem.data + " ");

        //add children
        for(int i=0; i < rem.children.size();i++) {
            Node child = rem.children.get(i);
            q.add(child);
        }
    }

    System.out.println();
}
```





10

40

50

120

30

60

110

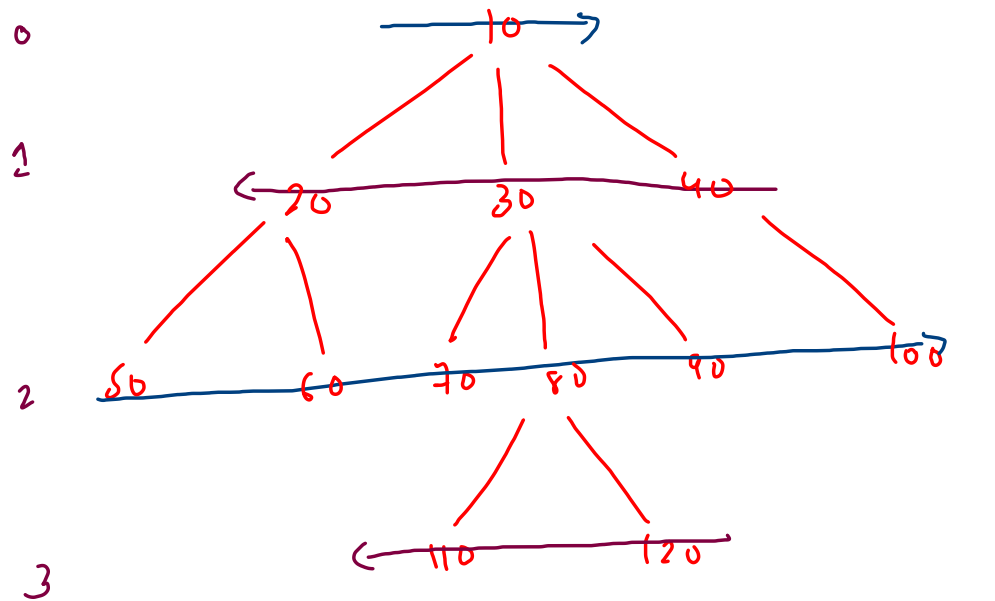
20

70

80

90

100

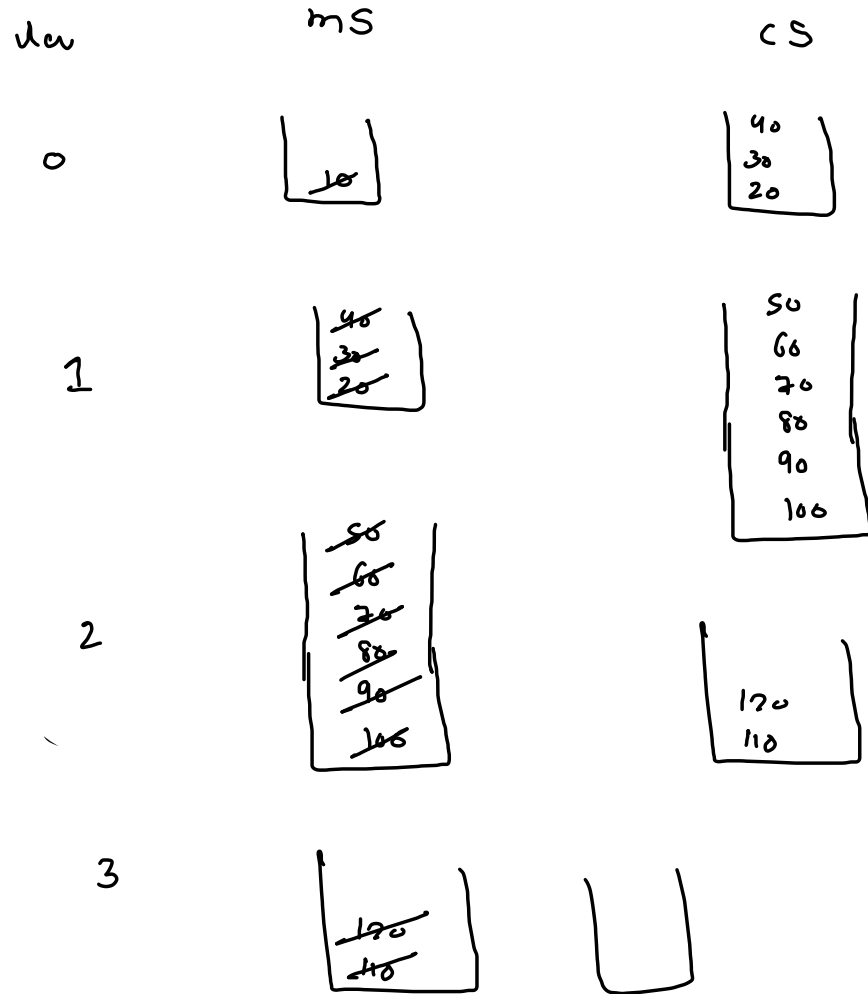


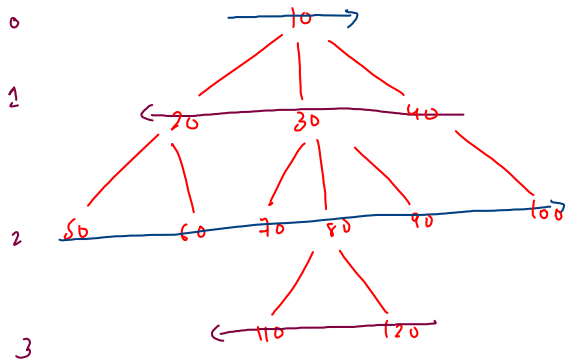
10

40 30 20

50 60 70 80 90 100

120 110





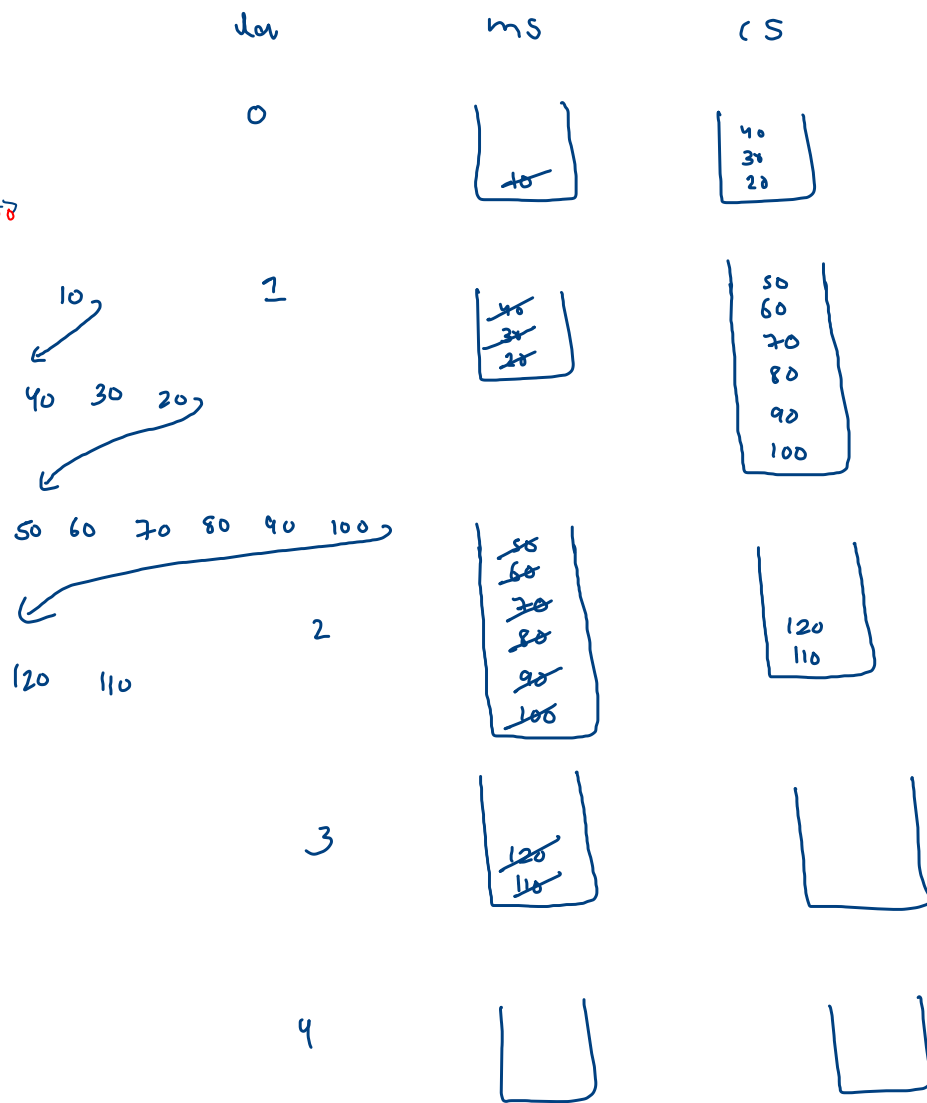
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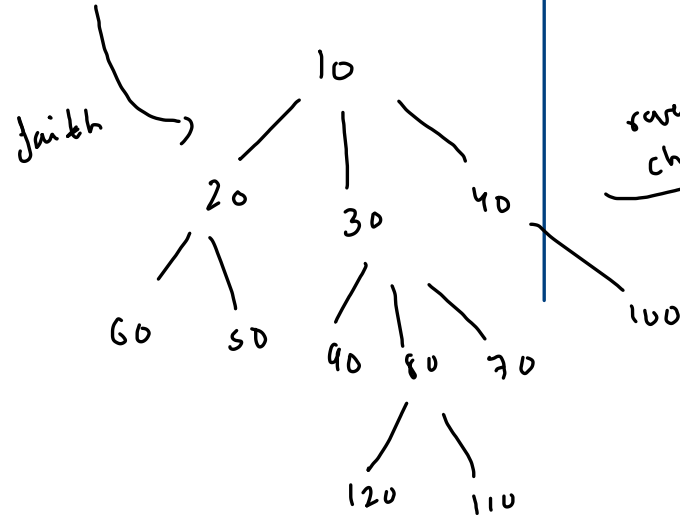
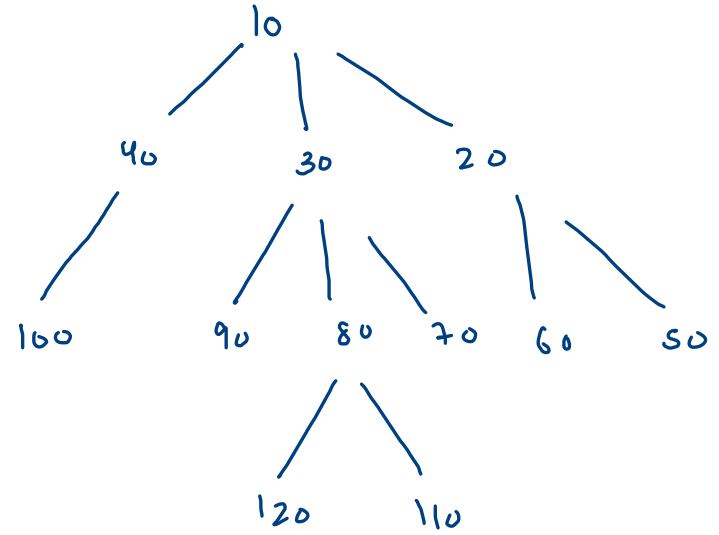
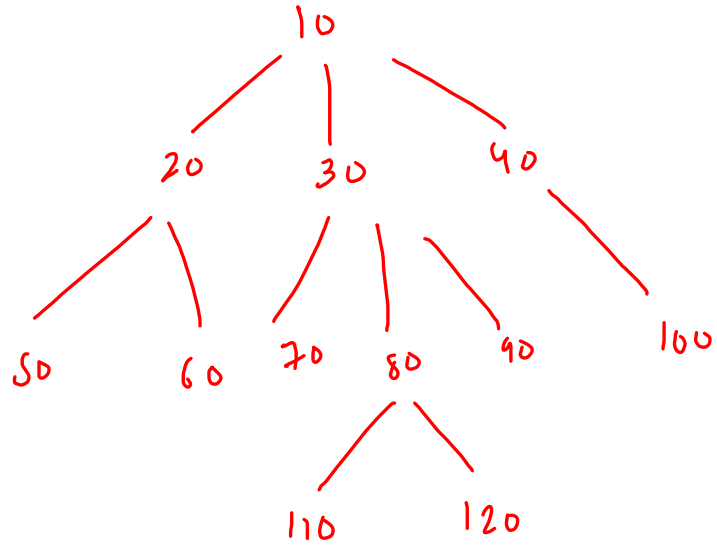
while(ms.size() > 0) {
    //remove
    Node rem = ms.pop();

    //print
    System.out.print(rem.data + " ");

    //add children
    if(lev % 2 == 0) {
        //push L->R
        for(int i=0; i < rem.children.size(); i++) {
            Node child = rem.children.get(i);
            cs.push(child);
        }
    }
    else {
        //push R->L
        for(int i=rem.children.size()-1; i >= 0; i--) {
            Node child = rem.children.get(i);
            cs.push(child);
        }
    }

    if(ms.size() == 0) {
        lev++;
        System.out.println();
        ms = cs;
        cs = new Stack<>();
    }
}
  
```





same
child

```

public static void mirror(Node node){
    //faith on each child's family
    for(int i=0; i < node.children.size();i++) {
        Node child = node.children.get(i);
        mirror(child);
    }

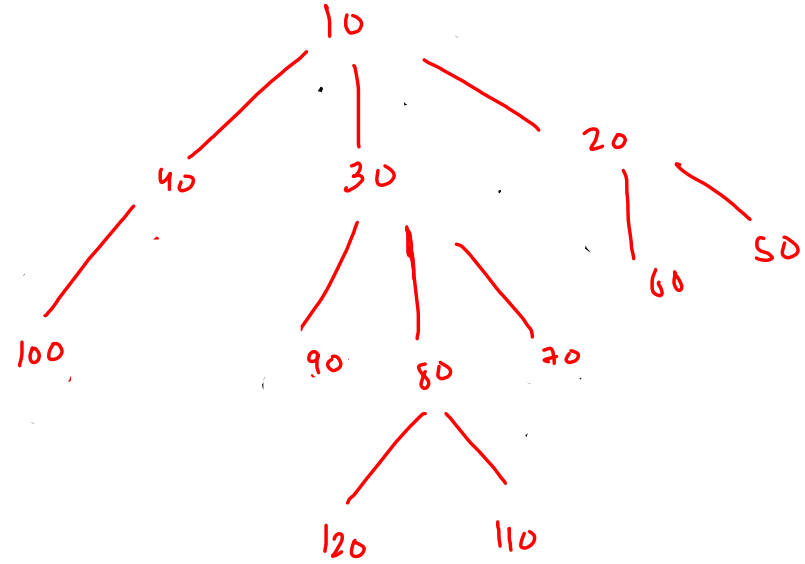
    //self work -> reverse node's children arraylist
    int lo = 0;
    int hi = node.children.size()-1;

    while(lo < hi) {
        Node lon = node.children.get(lo);
        Node hin = node.children.get(hi);

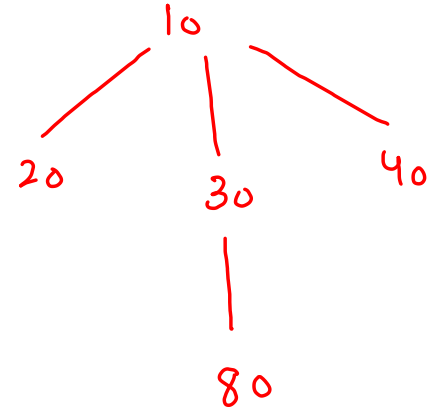
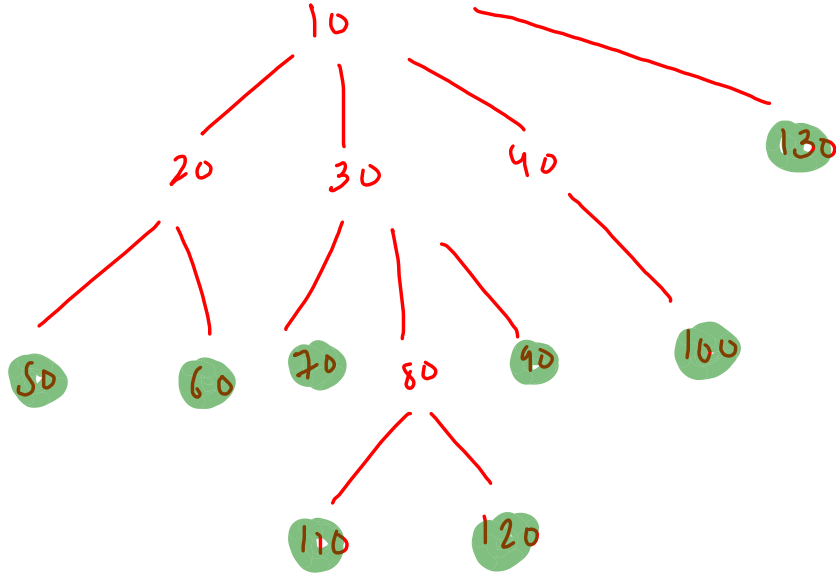
        node.children.set(lo,hin);
        node.children.set(hi,lon);

        lo++;
        hi--;
    }
}

```



remove leaves



```

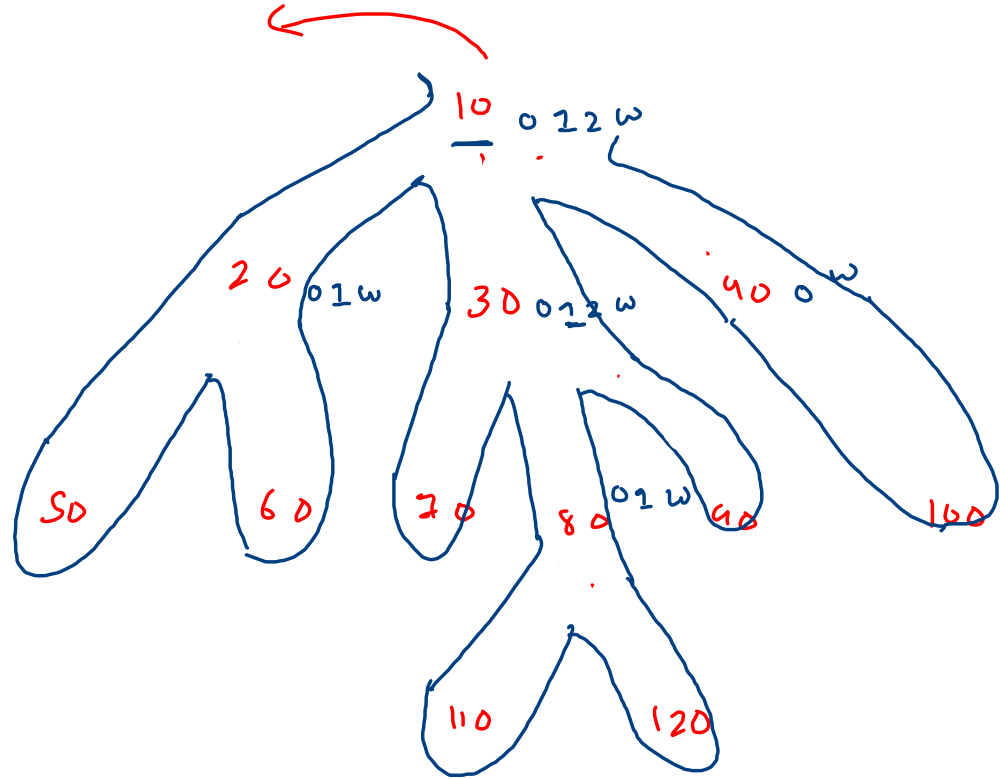
public static void removeLeaves(Node node) {

    //faith on each child
    for(int i=0; i < node.children.size(); i++) {
        Node child = node.children.get(i);
        removeLeaves(child);
    }

    //self work
    for(int i=node.children.size()-1; i >= 0; i--) {
        Node child = node.children.get(i);
        if(child.children.size() == 0) {
            //child is a leaf node
            node.children.remove(i);
        }
    }
}

```

10

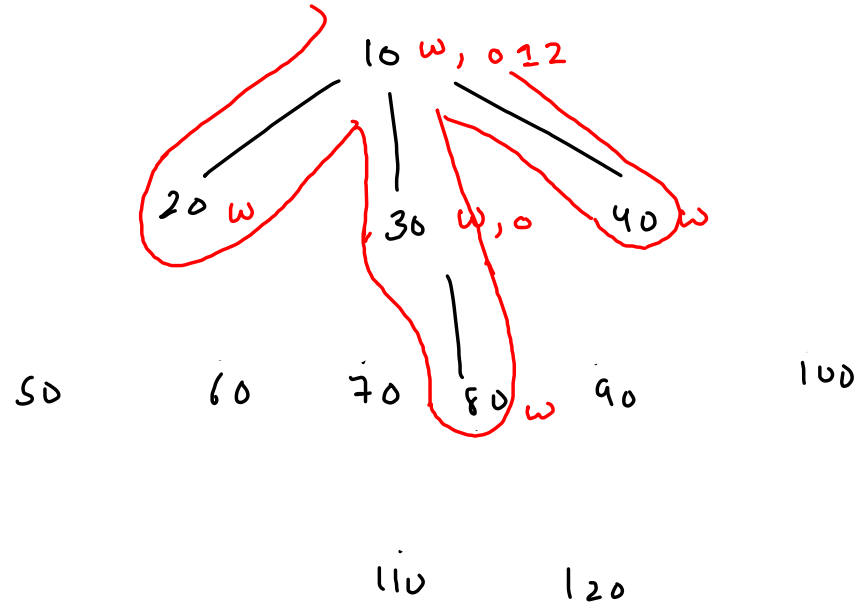


```

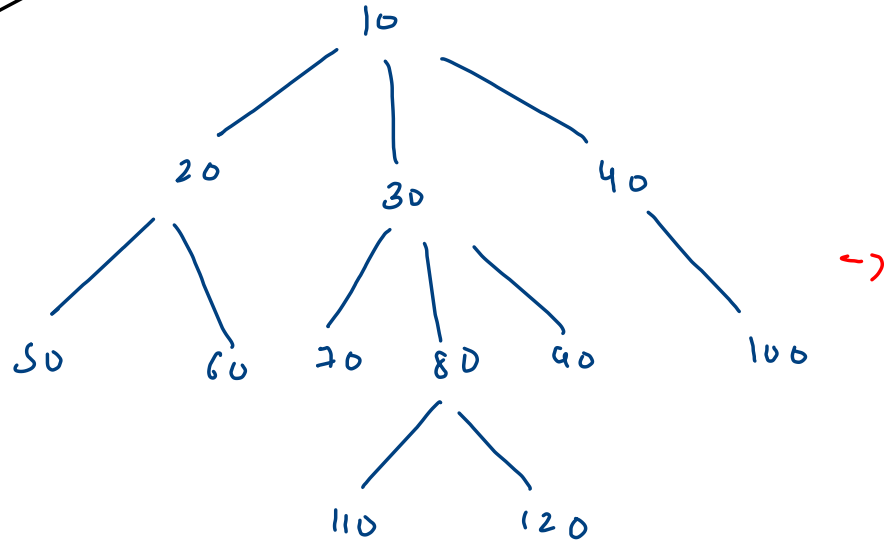
public static void removeLeaves(Node node) {
    //self work
    for(int i=node.children.size()-1; i >= 0; i--) {
        Node child = node.children.get(i);
        if(child.children.size() == 0) {
            //child is a leaf node
            node.children.remove(i);
        }
    }

    //faith on each child
    for(int i=0; i < node.children.size(); i++) {
        Node child = node.children.get(i);
        removeLeaves(child);
    }
}

```



linearise



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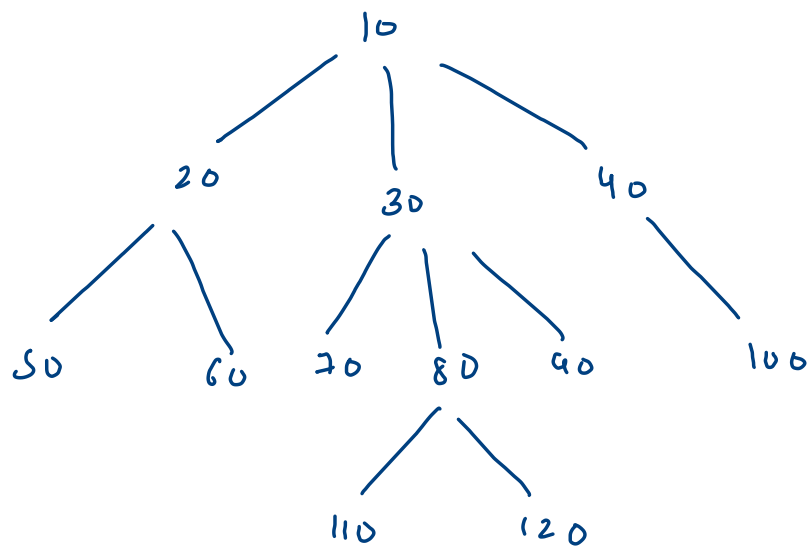
30 — 70 — 80 — 110 — 120 — 90

|

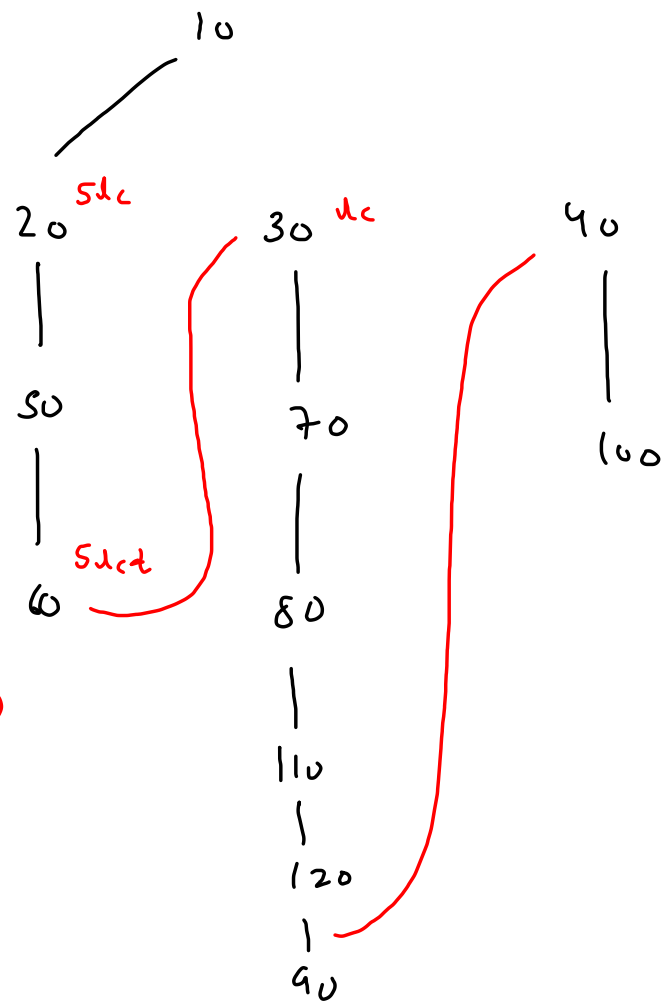
40

|

10

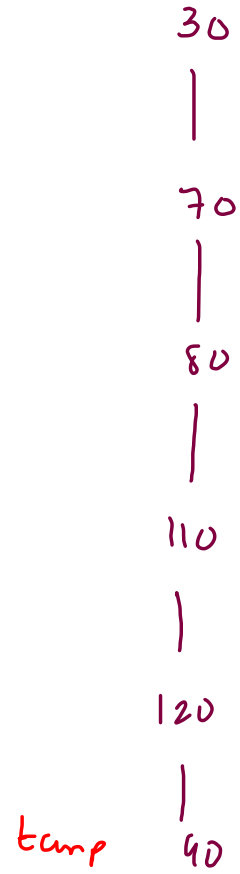


→



Succ. children add (dc)

```
public static Node getTail(Node node) {  
    Node temp = node;  
  
    while(temp.children.size() != 0) {  
        temp = temp.children.get(0);  
    }  
  
    return temp;  
}
```



return (40).

```

public static void linearize(Node node){
    //faith on each faith
    for(int i=0; i < node.children.size();i++) {
        Node child = node.children.get(i);
        linearize(child);
    }

    while(node.children.size() > 1) {
        int size = node.children.size();
        Node lc = node.children.get(size-1); //last child
        Node slc = node.children.get(size-2); //second last child

        //connections
        node.children.remove(size-1);
        Node slct = getTail(slc); //second last child tail
        slct.children.add(lc);
    }
}

```

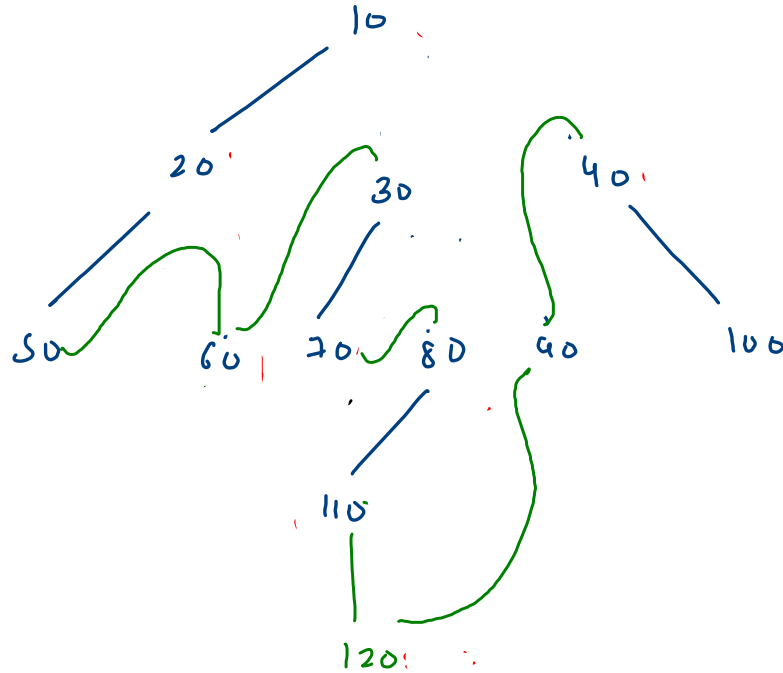
```

public static Node getTail(Node node) {
    Node temp = node;

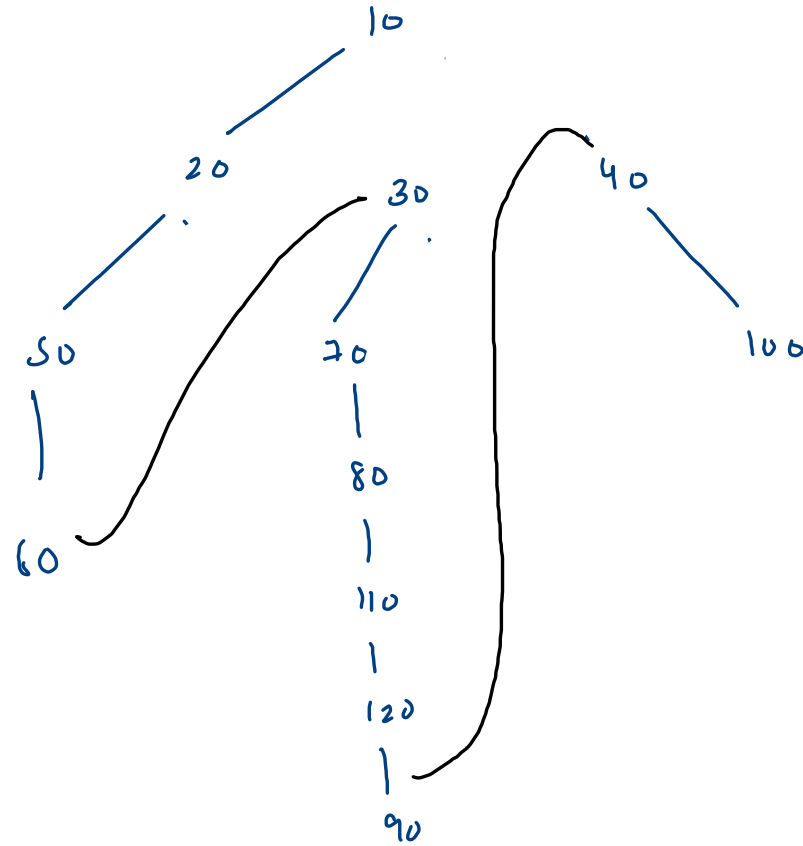
    while(temp.children.size() != 0) {
        temp = temp.children.get(0);
    }

    return temp;
}

```



tail = linearise (dc);



return tail;

```

public static Node linearize_helper(Node node) {
    if(node.children.size() == 0) {
        return node;
    }

    Node lc = node.children.get(node.children.size()-1);
    Node otail = linearize_helper(lc); //overall tail

    while(node.children.size() > 1) {
        Node slc = node.children.get(node.children.size()-2);
        Node slct = linearize_helper(slc);

        //connections
        node.children.remove(node.children.size()-1);
        slct.children.add(lc);
        lc = slc;
    }

    return otail;
}

```

