

Folder {

String name,

AL < Folder > childFolder;

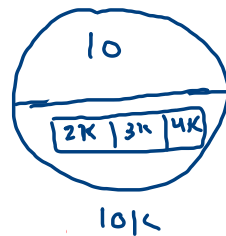
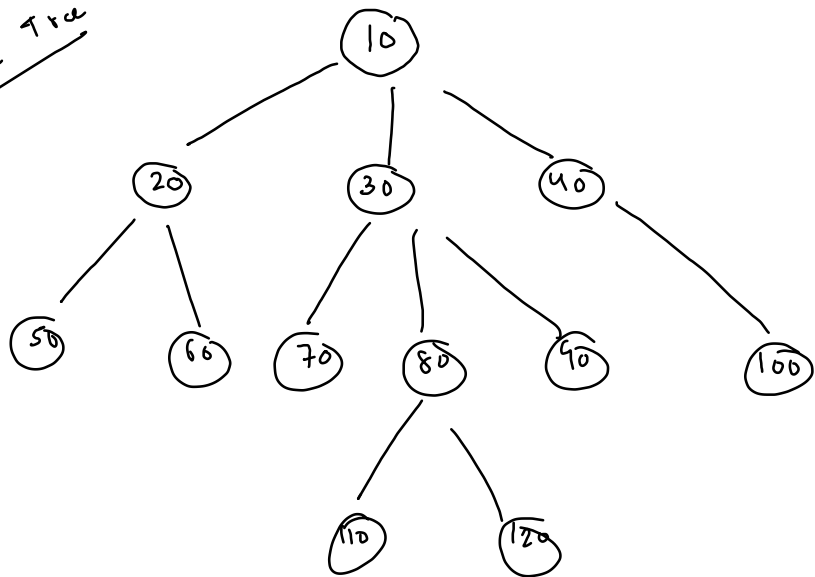
}

Folder

Linear Tree

non-linear

root



10K . children



2K



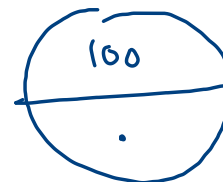
3K



4K

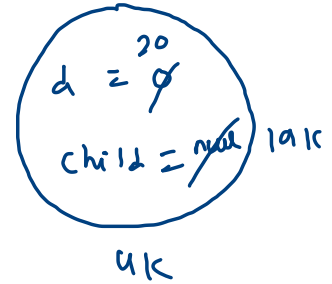
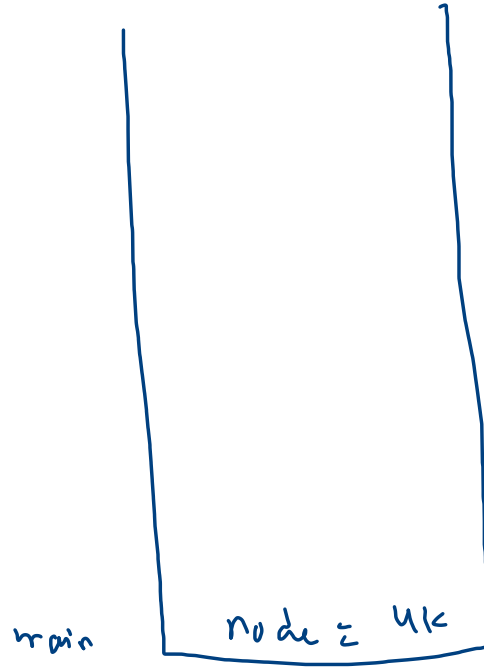
int data
A[2 < node > c

node



Node node = new Node(50);

```
public static class Node {  
    int data;  
    ArrayList<Node> children;  
  
    Node() {  
        ...  
    }  
  
    Node(int data) {  
        this.data = data;  
        children = new ArrayList<>();  
    }  
}
```

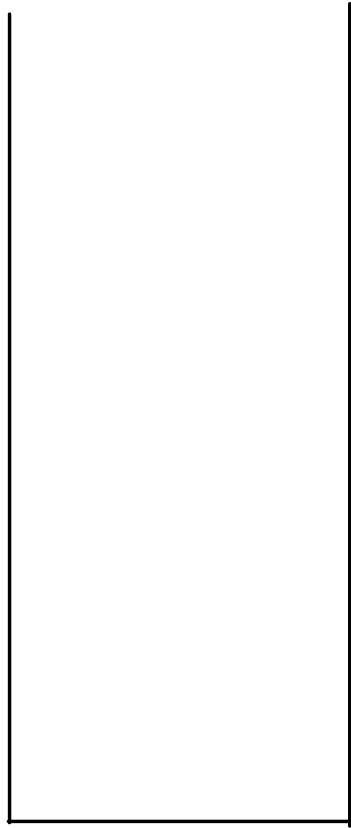


101k

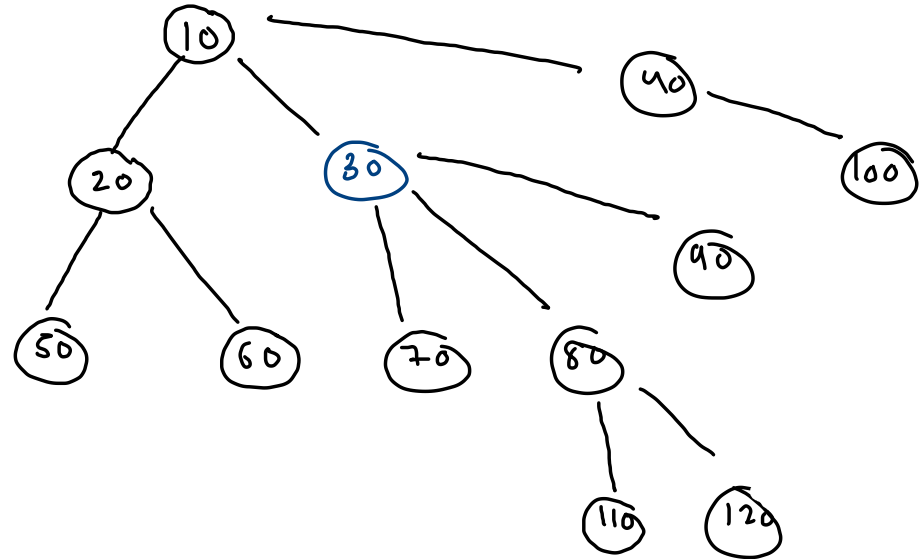
data ; 10 20 50 -1 60 -1 -1 30 70 -1

80 110 -1 120 -1 -1 90 -1 -1

40 100 -1 -1 -1 .



node



~~root = null~~

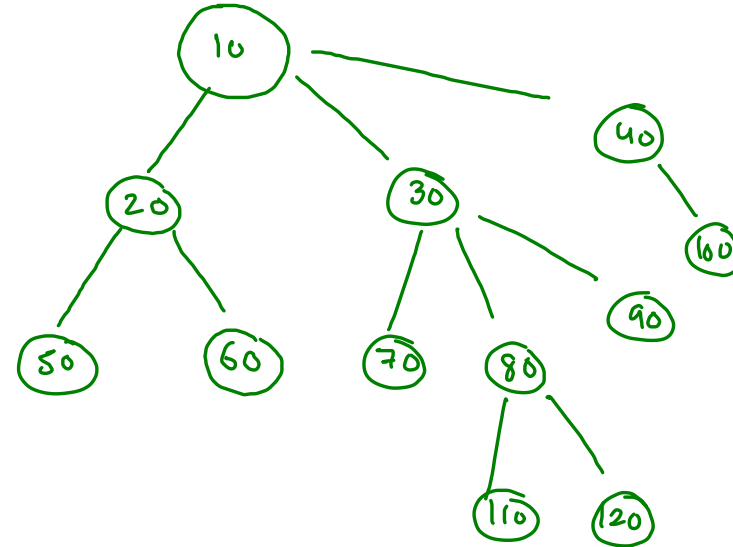
10

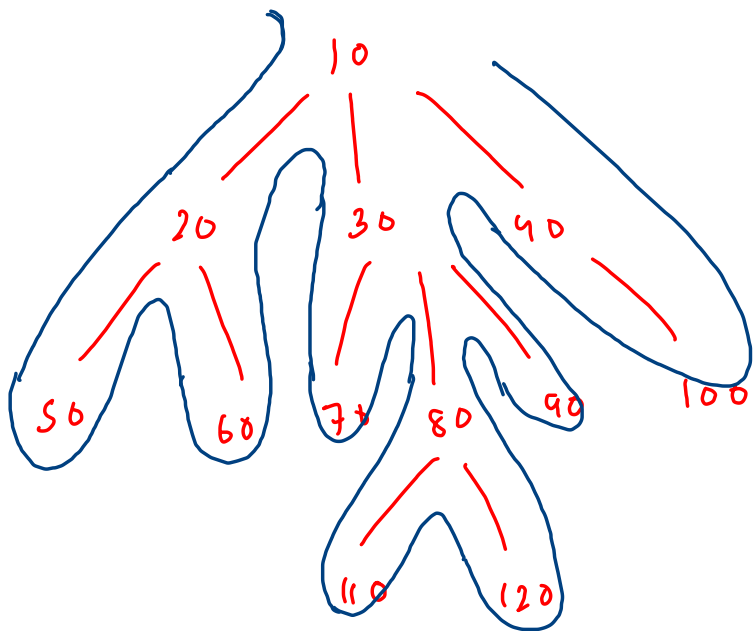
10 20 50 -1 60 -1 -1 30 70 -1

80 110 -1 120 -1 -1 90 -1 -1

40 100 -1 -1 -1

```
public static Node construct(int[]data) {  
    Stack<Node>st = new Stack<>();  
    Node root = null;  
  
    for(int i=0; i < data.length;i++) {  
        if(data[i] == -1) {  
            st.pop();  
        }  
        else {  
            Node nn = new Node(data[i]);  
  
            if(st.size() > 0) {  
                Node par = st.peek();  
                par.children.add(nn);  
            }  
            else {  
                root = nn;  
            }  
  
            st.push(nn);  
        }  
    }  
  
    return root;  
}
```





10 family : (i) 10 \rightarrow 20 30 40
 (ii) 20 family
 (iii) 30 family
 (iv) 40 family

10 \rightarrow 20 30 40.

20 \rightarrow 50 60 .
 50 \rightarrow .
 60 \rightarrow .

30 \rightarrow 70 80 90
 70 \rightarrow .
 80 \rightarrow 110 120
 110 \rightarrow .
 120 \rightarrow .
 90 \rightarrow .

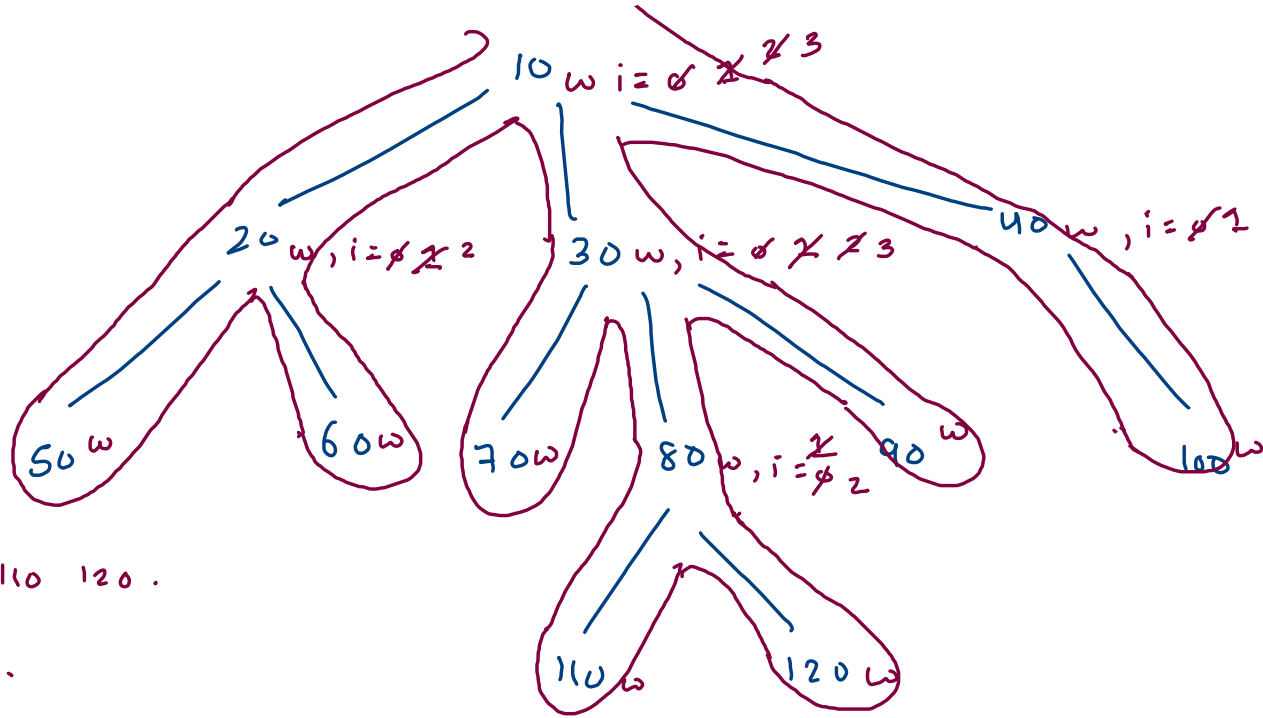
40 \rightarrow 100
 100 \rightarrow .

```

public static void display(Node node) {
    //node & its children
    System.out.print(node.data + " -> ");
    for(int i=0; i < node.children.size();i++) {
        Node child = node.children.get(i);
        System.out.print(child.data + " ");
    }
    System.out.println(".");

    for(int i=0; i < node.children.size();i++) {
        Node child = node.children.get(i);
        display(child);
    }
}

```



10 → 20 30 40.

60 → 110 120.

20 → 50 60.

110 → .

50 → .

120 → .

60 → .

90 → .

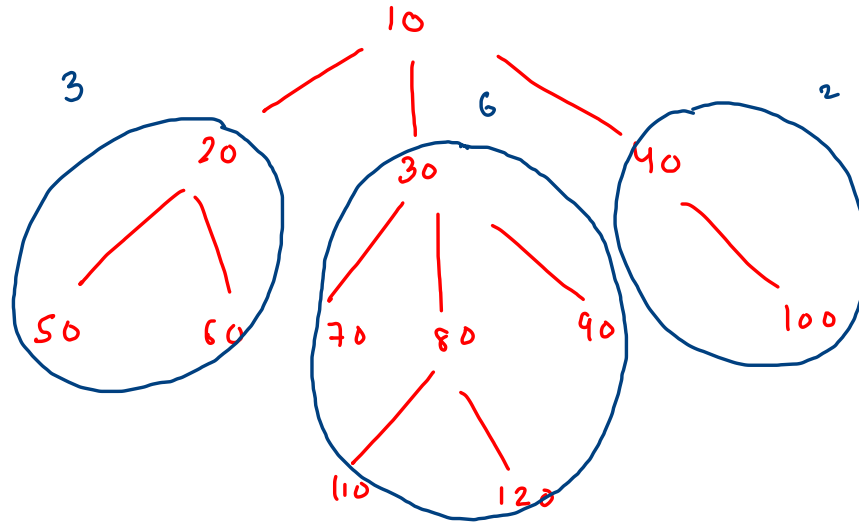
30 → 70 80 90.

40 → 100.

100 → .

70 → .

$$12 = 3 + 6 + 2 + 1 \quad \leftarrow$$



$$\begin{aligned} \text{size}(10) &= \text{size}(20) + \text{size}(30) \\ &\quad + \text{size}(40) + 1 \end{aligned}$$


```

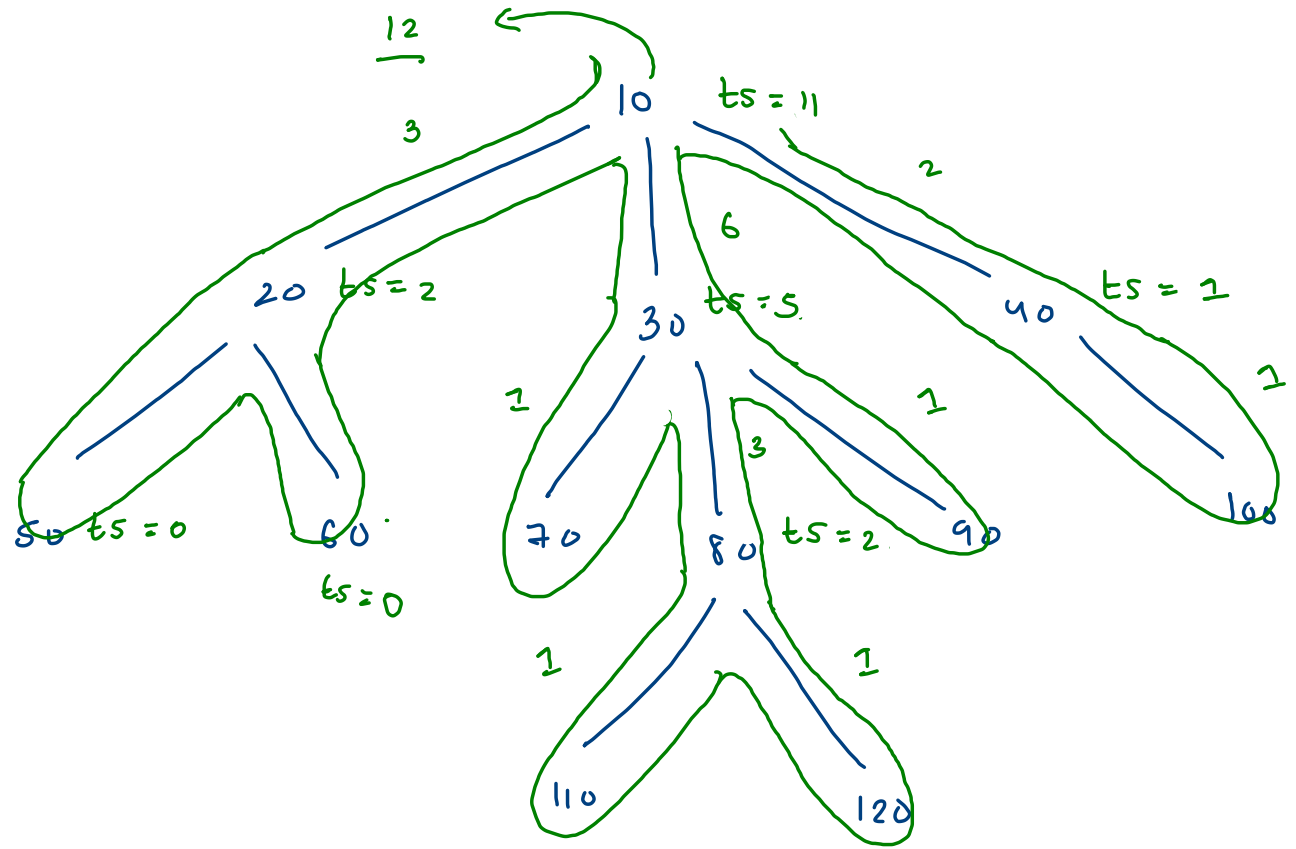
public static int size(Node node){
    int ts = 0;

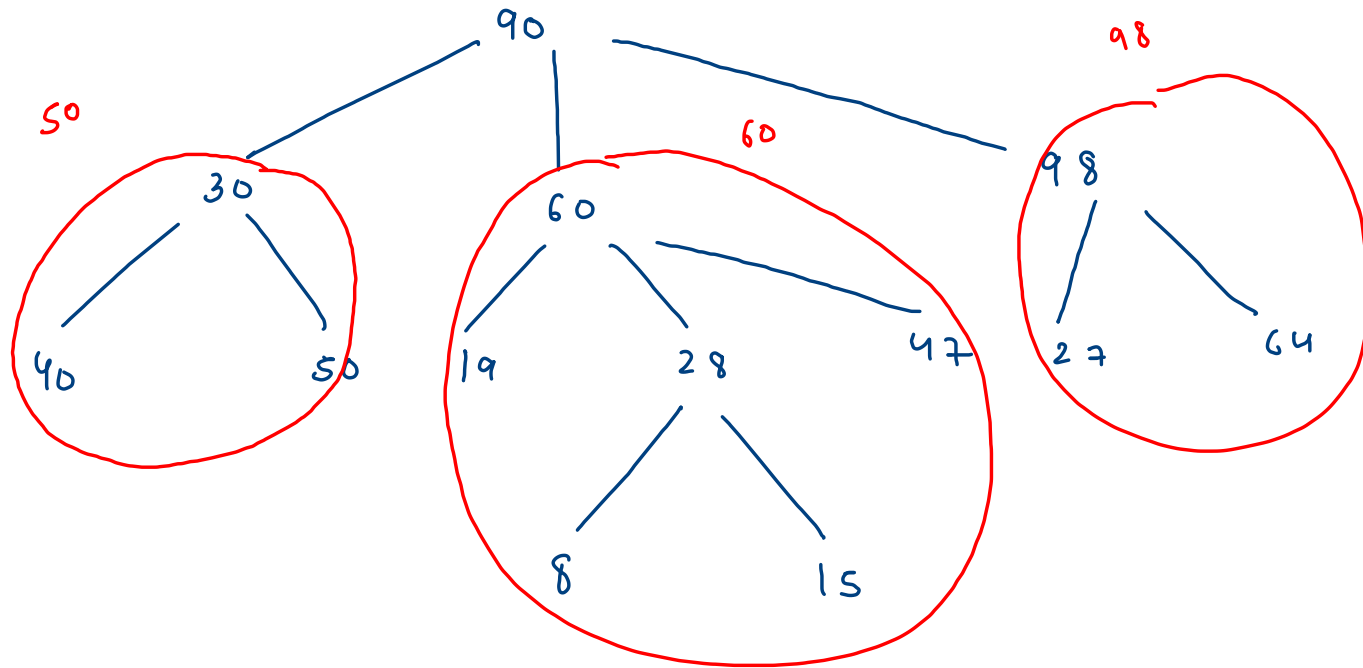
    for(int i=0; i < node.children.size();i++) {
        Node child = node.children.get(i);
        int cfs = size(child); //child family size

        ts += cfs;
    }

    return ts+1;
}

```





$$\max(90) = \text{Math.max} \left[\begin{array}{l} \max(30), \\ \max(60), \\ \max(98), \\ 90 \end{array} \right]$$

```

public static int max(Node node) {
    int omax = Integer.MIN_VALUE;

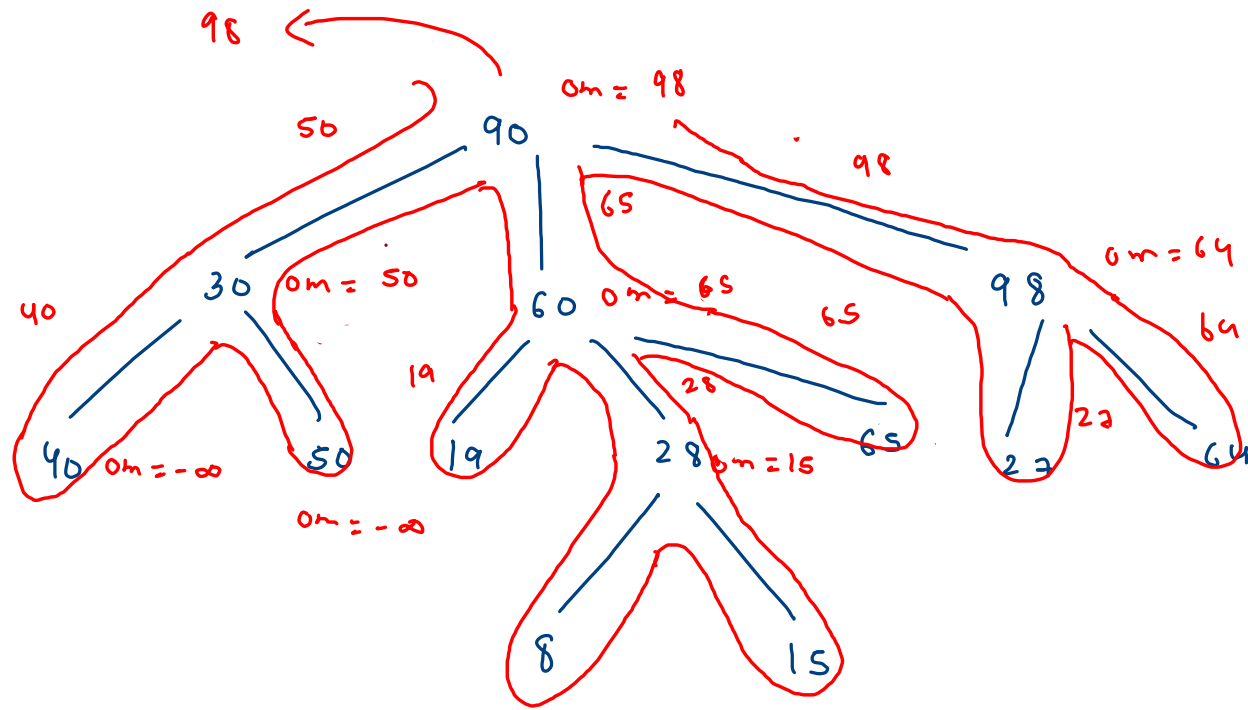
    for(int i=0; i < node.children.size();i++) {
        Node child = node.children.get(i);

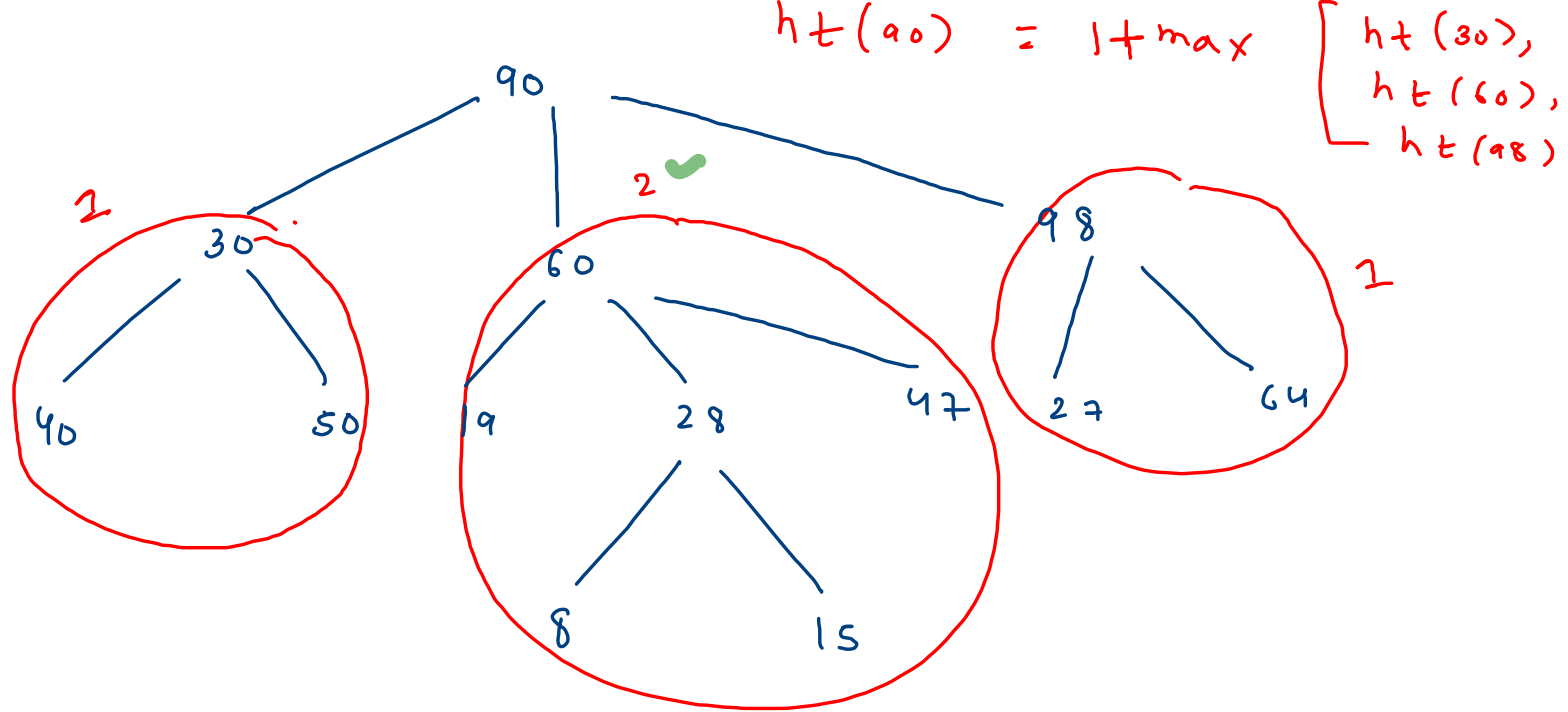
        int cfm = max(child); //child family max

        if(cfm > omax) {
            omax = cfm;
        }
    }

    return Math.max(node.data,omax);
}

```





height : depth of the deepest,
 distance b/w root &
 deepest distance

```

public static int height(Node node) {
    int mcht = -1; //max child height

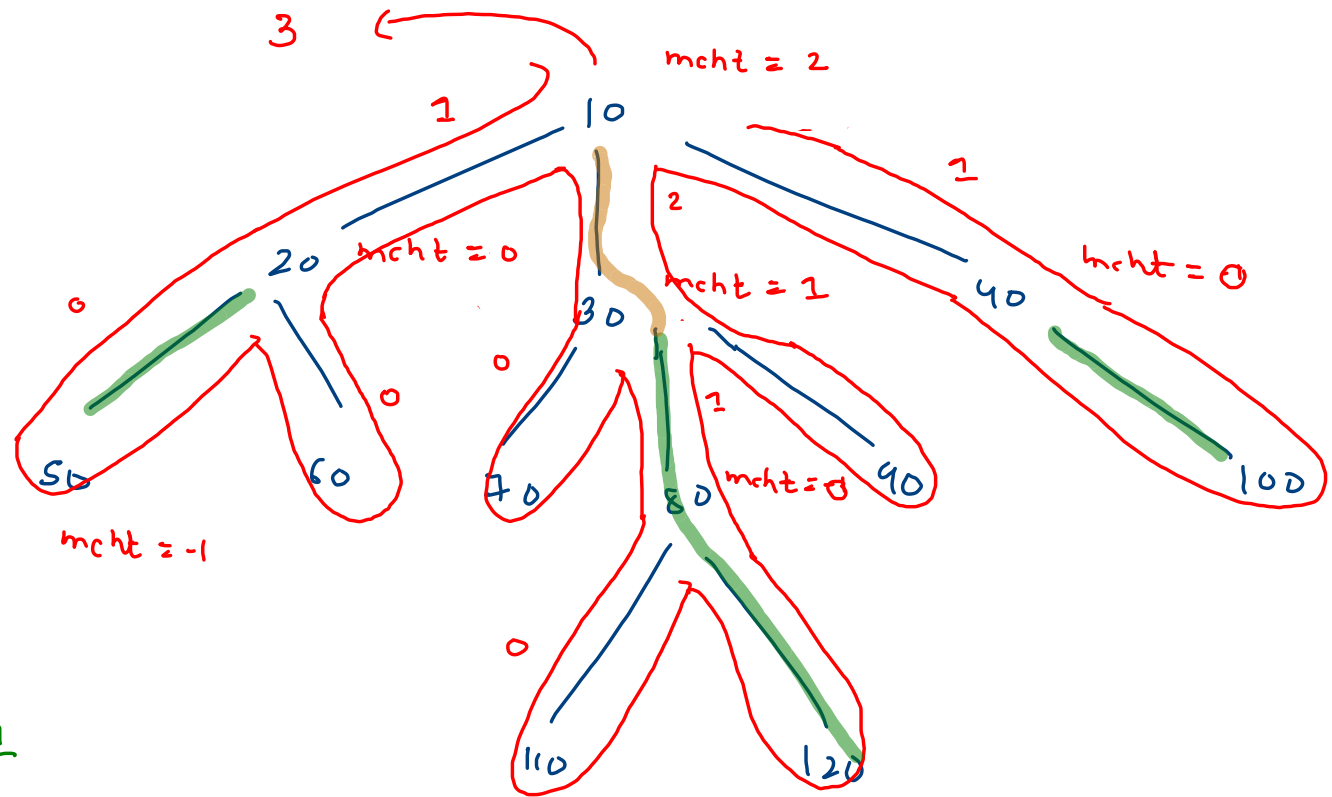
    for(int i=0; i < node.children.size();i++) {
        Node child = node.children.get(i);

        int htc = height(child); //height of child

        if(htc > mcht) {
            mcht = htc;
        }
    }

    return mcht + 1;
}

```

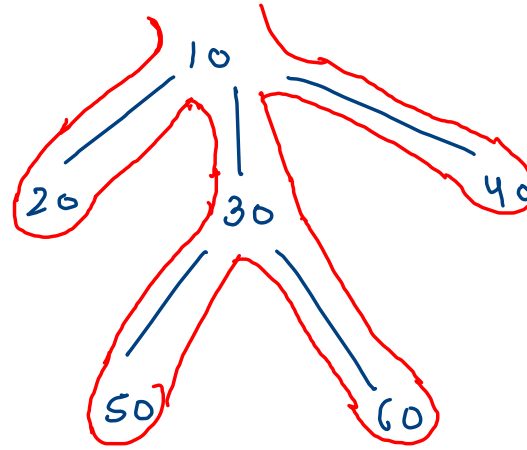


10

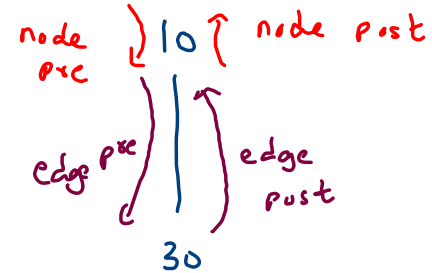
ht — nodes 1
edges 0

12

10 20 -1 30 50 -1 60 -1 -1 40 -1 -1

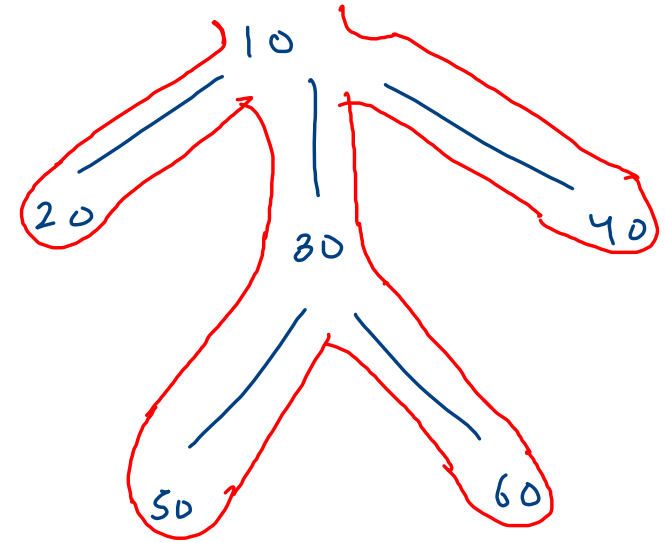


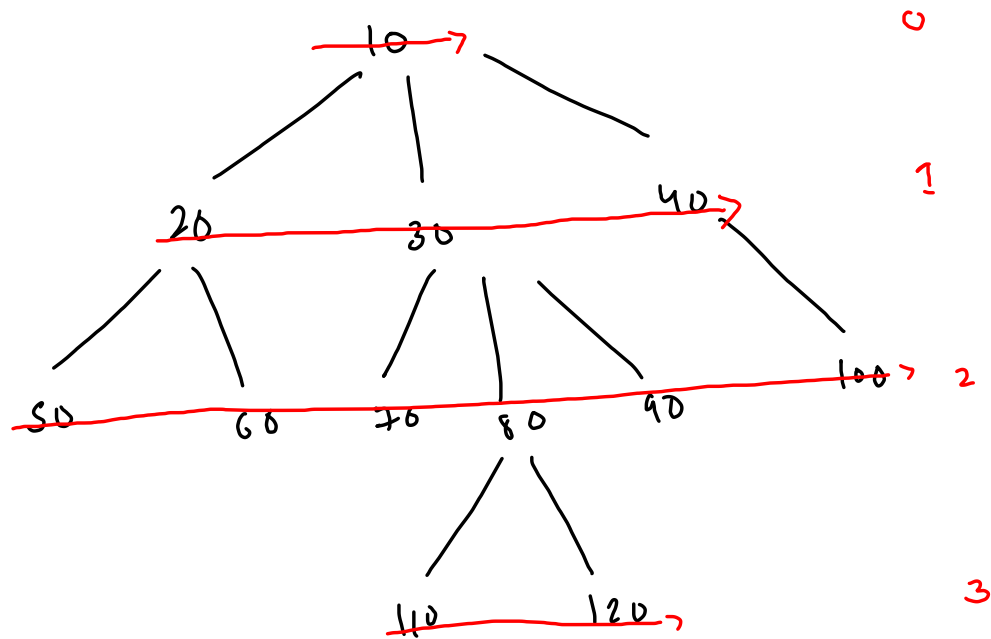
- ✓ Node Pre 10
- ✓ Edge Pre 10--20
- ✓ Node Pre 20
- ✓ Node Post 20
- ✓ Edge Post 10--20
- ✓ Edge Pre 10--30
- ✓ Node Pre 30
- ✓ Edge Pre 30--50
- ✓ Node Pre 50
- ✓ Node Post 50
- ✓ Edge Post 30--50
- ✓ Edge Pre 30--60
- ✓ Node Pre 60
- ✓ Node Post 60
- ✓ Edge Post 30--60
- ✓ Node Post 30
- ✓ Edge Post 10--30
- ✓ Edge Pre 10--40
- ✓ Node Pre 40
- ✓ Node Post 40
- ✓ Edge Post 10--40
- ✓ Node Post 10



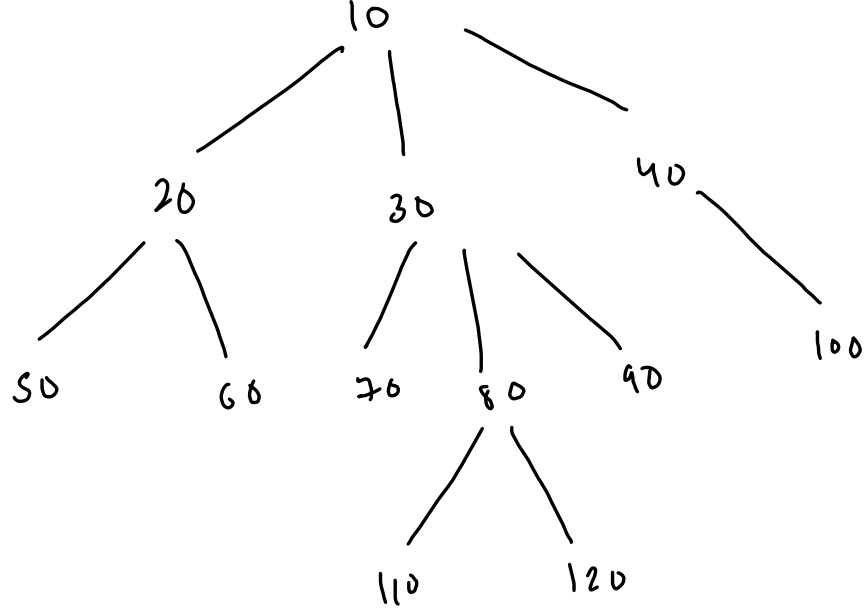
- ✓ Node Pre 10
- ✓ Edge Pre 10--20
- ✓ Node Pre 20
- ✓ Node Post 20
- ✓ Edge Post 10--20
- ✓ Edge Pre 10--30
- ✓ Node Pre 30
- ✓ Edge Pre 30--50
- ✓ Node Pre 50
- ✓ Node Post 50
- ✓ Edge Post 30--50
- ✓ Edge Pre 30--60
- ✓ Node Pre 60
- ✓ Node Post 60
- ✓ Edge Post 30--60
- ✓ Node Post 30
- ✓ Edge Post 10--30
- ✓ Edge Pre 10--40
- ✓ Node Pre 40
- ✓ Node Post 40
- ✓ Edge Post 10--40
- ✓ Node Post 10

```
public static void traversals(Node node){
    //node pre
    System.out.println("Node Pre " + node.data);
    for(int i=0; i < node.children.size();i++) {
        Node child = node.children.get(i);
        //edge pre
        System.out.println("Edge Pre " + node.data+"--"+child.data);
        traversals(child); //edge
        //edge post
        System.out.println("Edge Post " + node.data+"--"+child.data)
    }
    //node post
    System.out.println("Node Post " + node.data);
}
```





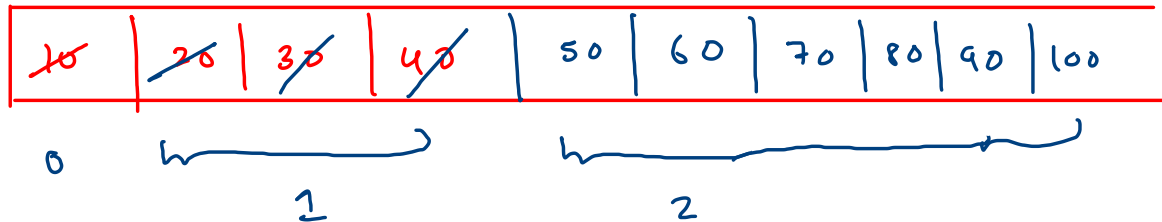
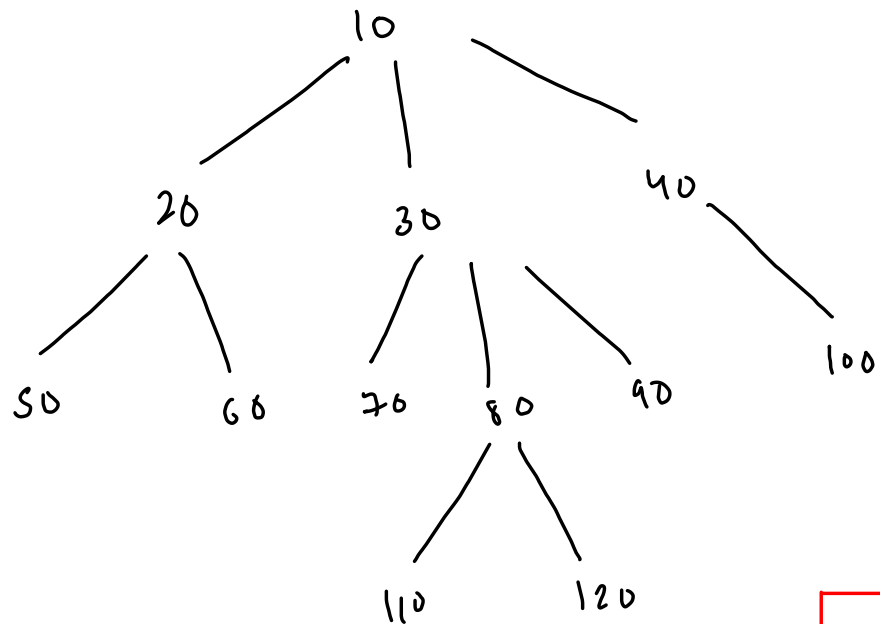
10 20 30 40
50 60 70 80 90 100
110 120



```
while(q.size() > 0) {  
    remove();  
    print;  
    add children;  
}
```



10 20 30 40 50 60
70 80 90 100 110
120



```

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

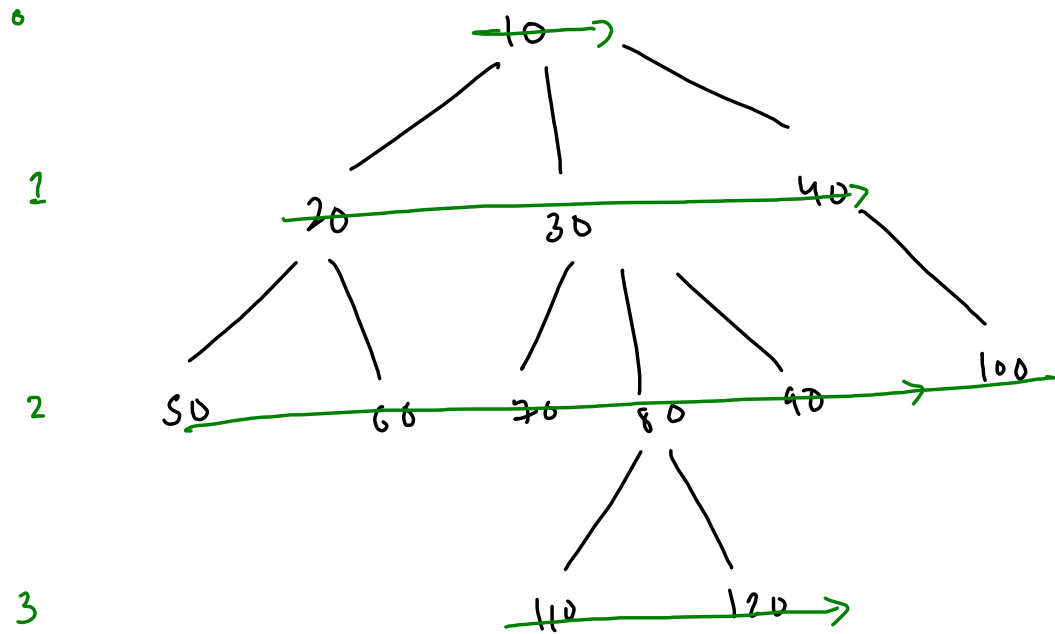
    q.add(root);
    while(q.size() > 0) {
        //remove
        Node rem = q.remove();

        //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(".");
}

```



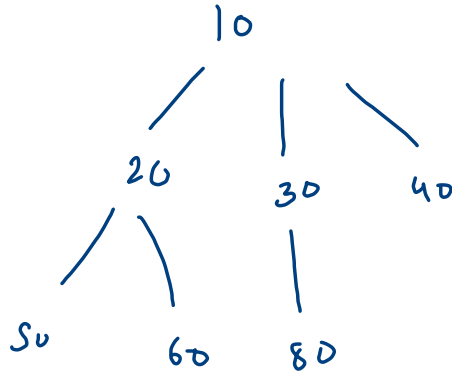
| | | | | | | | | | | | |
|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|----------------|----------------|----------------|
| 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 |
|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|---------------|----------------|----------------|----------------|

10 20 30 40 50 60 70 80 90 100
 110 120.

Depth

(i) pre, post

60
50
20
10



(ii) child > sibling

Breadth

(i) level order

(ii) sibling > child

| | | | | | |
|---------------|---------------|----|----|----|----|
| 10 | 20 | 30 | 40 | 50 | 60 |
|---------------|---------------|----|----|----|----|