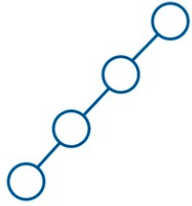


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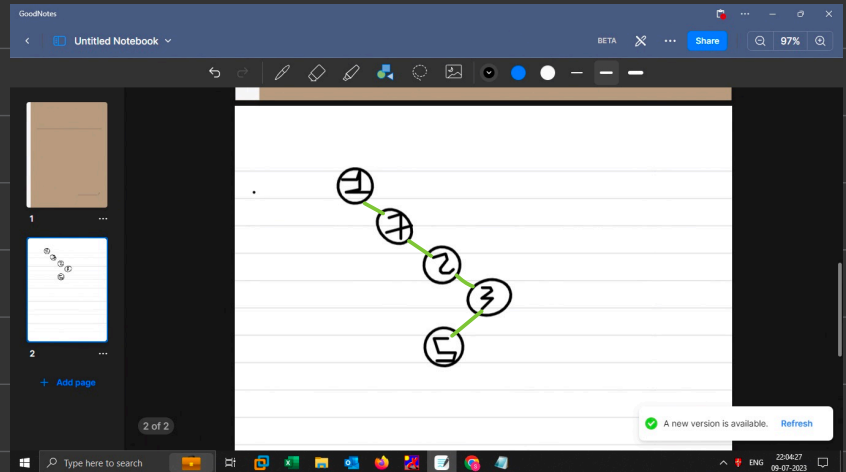
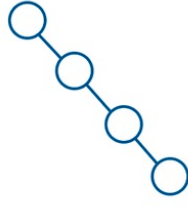
Skewed Tree: The binary tree in which each node has either one or no child

Skewed Binary Tree

- Left skewed binary tree



- Right skewed binary tree



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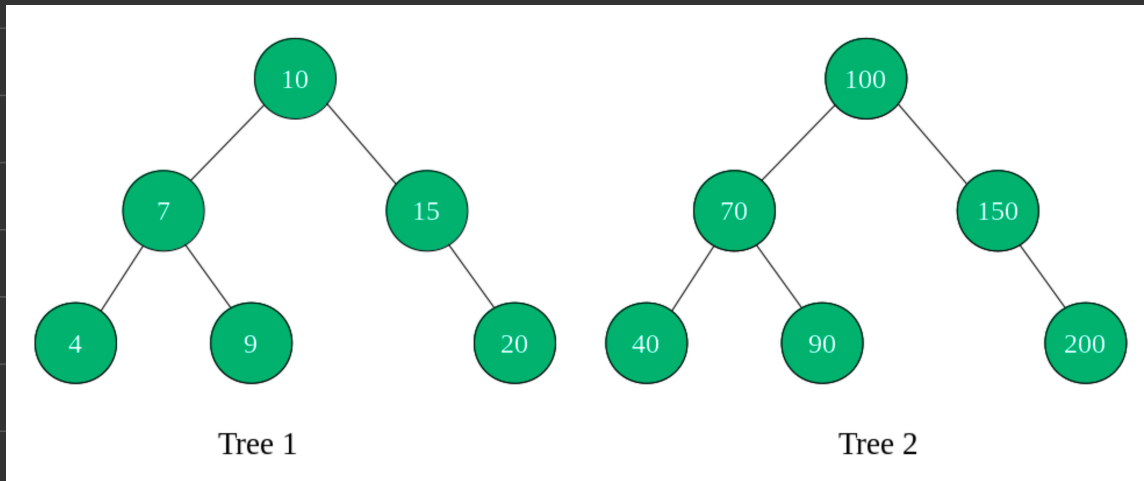
```
78 return searchNode(node.left, target) || searchNode(node.right, target);
79 }
80
81 boolean isFullTree(Node node)
82 {
83     if(node == null)
84         return true;
85     if(node.left == null && node.right == null)
86         return true;
87     if(node.left != null && node.right != null)
88         return isFullTree(node.left) && isFullTree(node.right);
89     return false;
90 }
91
92 boolean isSkewedTree(Node node)
93 {
94     if(node == null)
95         return true;
96     if(node.left != null && node.right != null)
97         return false;
98     return isSkewedTree(node.left) || isSkewedTree(node.right);
99 }
100 }
101
102 public static void main(String[] args) {
103     BinaryTree binaryTree = new BinaryTree();
```

Handwritten notes:

- * null + 2*
- True i.e. Skewed*
- is(1) T*
- is(2) || is(not)*
- is(3) || is(not)*
- is(4) || is(not)*
- is(not) || is(not)*

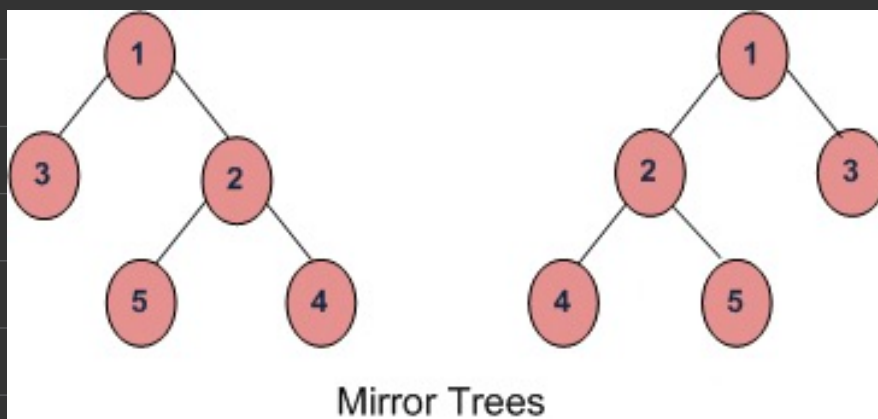
Ln 116, Col 84 Spaces: 4 UTF-8 LF () Java

Similar/Identical Trees: Two binary trees are called similar if both are having a similar structure but the elements in both the trees are different.

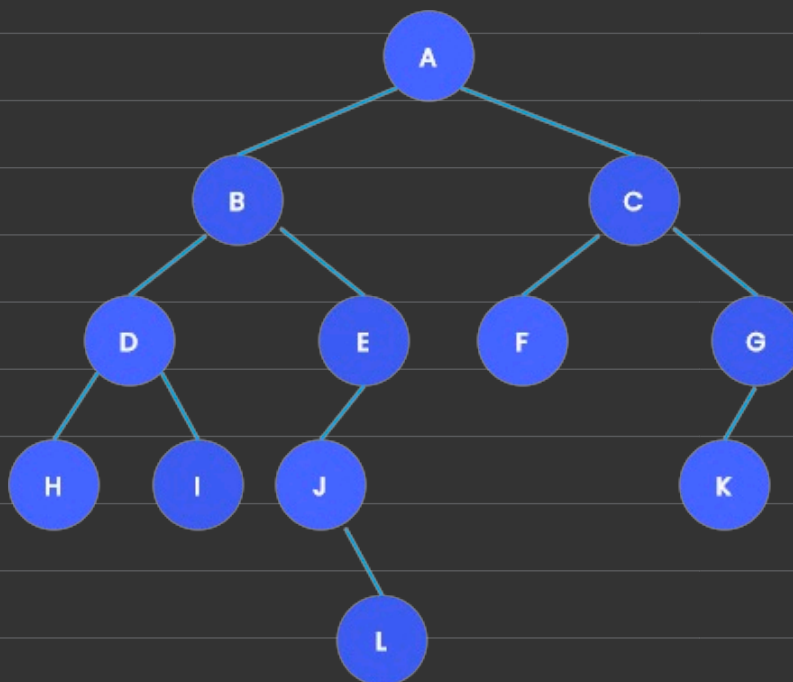


```
boolean isSimilar(Node root1, Node root2)
{
    if(root1 == null && root2 == null)
        return true;
    if(root1 == null || root2 == null)
        return false;
    return isSimilar(root1.left, root2.left) && isSimilar(root1.right, root2.right);
}
```

<https://www.geeksforgeeks.org/check-if-two-trees-are-mirror/>



Sr. No.	Key	BFS	DFS
1	Definition	BFS, stands for <u>Breadth First Search</u> .	DFS, stands for <u>Depth First Search</u> .
2	Data structure	BFS uses <u>Queue</u> to find the shortest path.	DFS uses <u>Stack</u> to find the shortest path.
3	Source	BFS is better when <u>target is closer to Source</u> .	DFS is better <u>when target is far from source</u> .
4	Suitability for decision tree	As <u>BFS considers all neighbour</u> so it is <u>not suitable for decision tree used in puzzle games</u> .	DFS is more suitable for decision tree. As with <u>one decision</u> , we need to traverse further to augment the decision. If we reach the conclusion, we won.
5	Speed	<u>BFS is slower</u> than DFS.	DFS is <u>faster</u> than BFS.
6	Time Complexity	Time Complexity of BFS = $O(V+E)$ where V is vertices and E is edges.	Time Complexity of DFS is also $O(V+E)$ where V is vertices and E is edges.



BFS (Left to Right, Top to Bottom) - A, B, C, D, E, F, G, H, I, J, K, L
 In-order Traversal - H, D, I, B, J, L, E, A, F, C, K, G

DFS / Pre-order Traversal - A, B, D, H, I, E, J, L, C, F, G, K

Post-order Traversal - H, I, D, L, J, E, B, F, K, G, C, A

