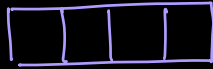


Today's content.

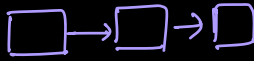
- Trees introduction
- Naming convention
- Tree traversals
- Basic tree problems.
- first non-repeating char from queues.

linear:

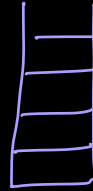
arrays



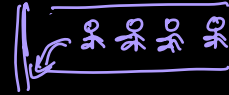
linked lists



stacks

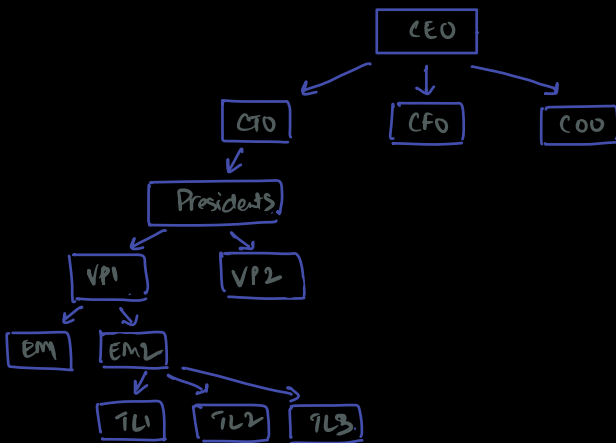


Queues

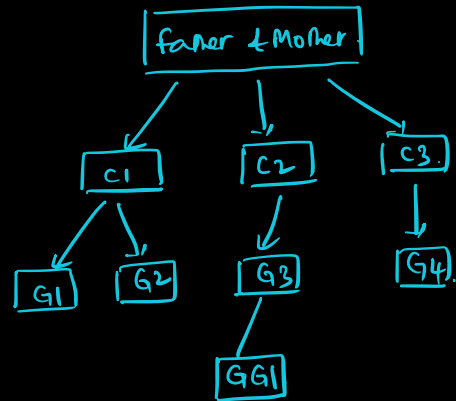


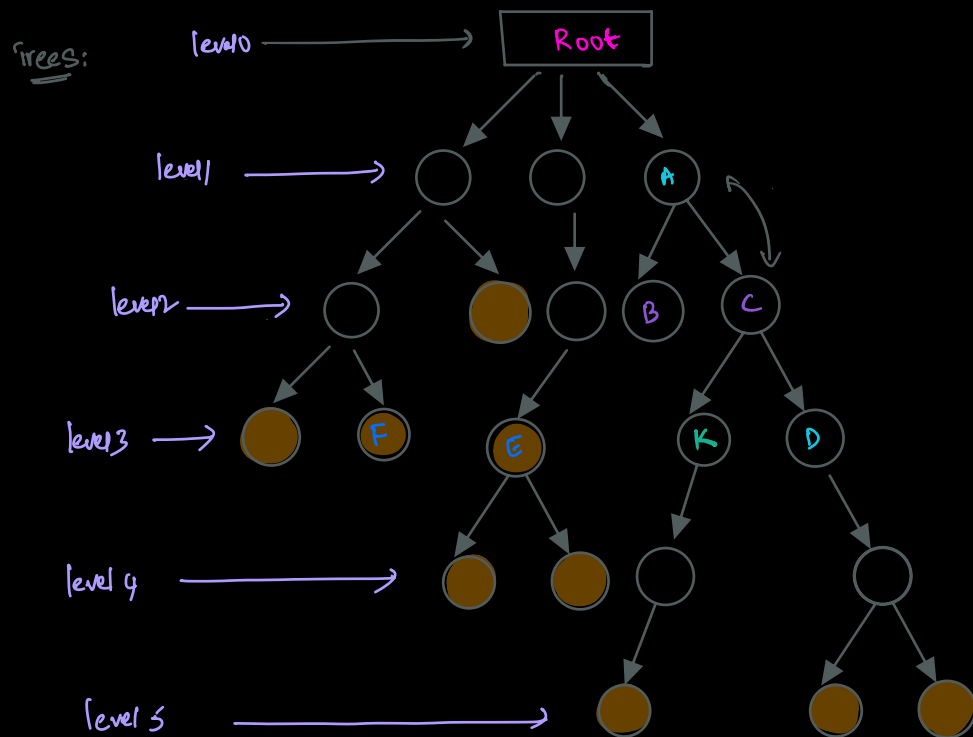
Hierarchical data.

Ex: Company organization.



Ex: Family Tree.





Relations: Naming conventions.

A & D → A is ancestor of D or D is descendent of A.

B & C → Sibling nodes, share same parent.

F, E, D → Nodes at same level.

Root → Node with no parent.

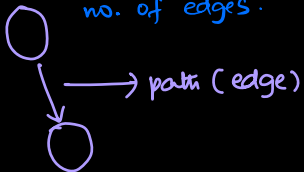
leaf → Node with no children.

Tree → [It should have only 1 root node
every node must have single parent]

Height (node).

length of the longest path from the node to any of its descendant leaf nodes.

Path is calculated based on no. of edges.



Ex:

$$H(A) = 2$$

$$H(B) = 3$$

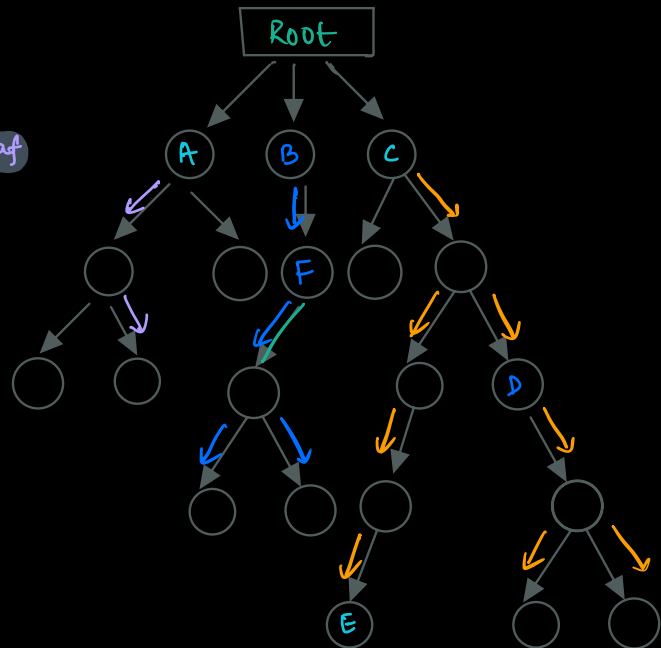
$$H(C) = 4$$

$$H(E) = 0$$

Observation:

(i) $H(\text{node}) = 1 + \max(\text{Height of its child nodes})$

(ii) $H(\text{leaf node}) = 0$.



$H(\text{Root}) = \text{Height of tree}$.

depth of a node.

length of path from root to the node.

$$d(A) = 1$$

$$d(F) = 2$$

$$d(E) = 5$$

$$d(D) = 3$$

Observation:

(i) $\text{depth}(\text{root}) = 0$.

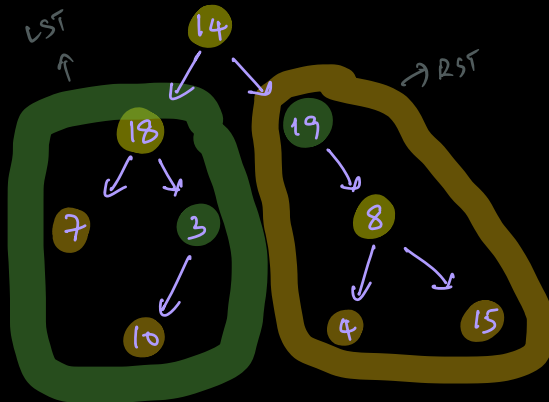
(ii) If depth of node = d ,
Then depth of its child nodes = $d+1$.

Our learning is limited to binary trees.

Binary trees. : Every node must have

at the max 2 children

0, 1, 2, 3, 4, 5
✓ ✗



nodes with 1 child : 19, 3

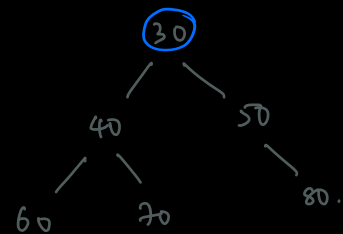
nodes with 0 child : 7, 10, 4, 15

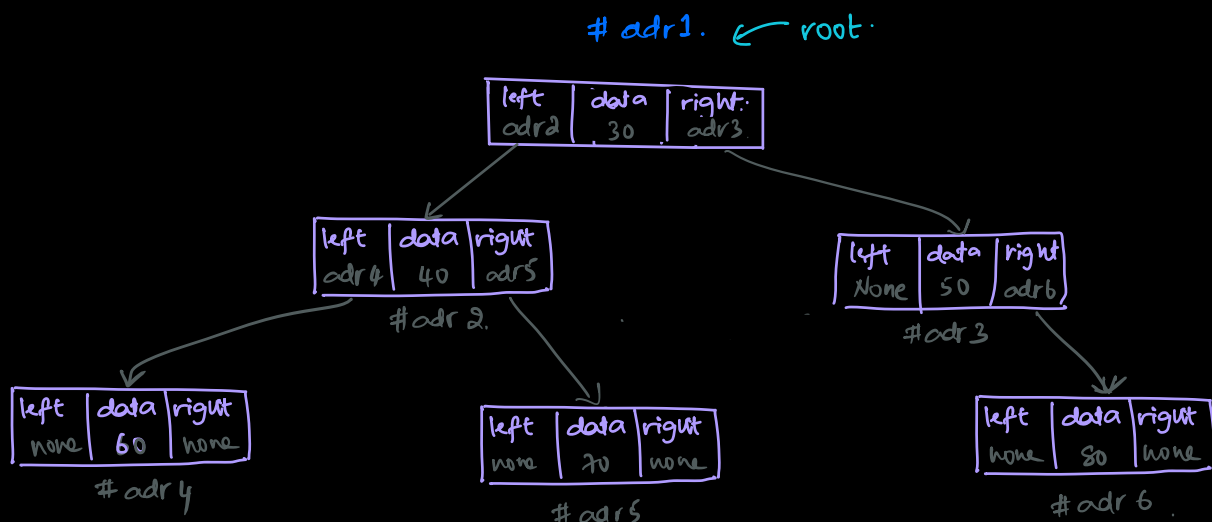
nodes with 2 child : 14, 18, 8

Structure of binary tree nodes.

```
class Node
{
    int data;
    Node left;
    Node right;
}
```

Tree.





Serialization & deserialization → will discuss.

Tree traversals.

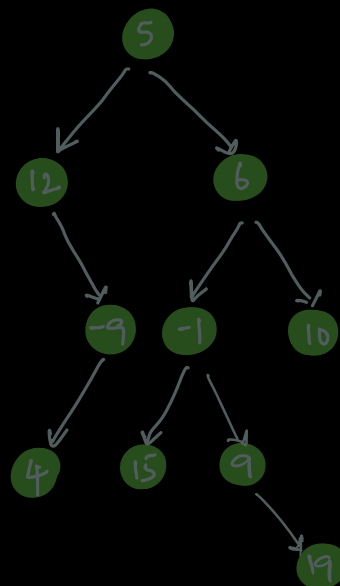
today.	{	Pre-order		level order
		In-order		diagonal
		Post-order		! <u> </u> Actv.

Preorder traversal: [Data][LST][RST].

Step 1: print (root-data).

Step 2: goto left subtree, & print entire LST in preorder traversal way.

Step 3: goto right subtree & print entire RST in preorder traversal way.



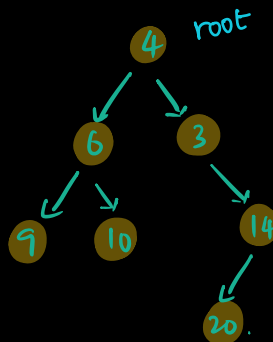
[5 12 -9 4 6 -1 15 9 17 10]

Preorder traversal: D, L, R.

[4, 6, 9, 10, 3, 14, 20]

inorder: L, D, R: [9, 6, 10, 4, 3, 20, 14]

postorder: L, R, D: [To-do].



pseudocode: Preorder: DLR.

[4, 6, 9, 10, 3, 14, 20]

void preOrder(Node root)

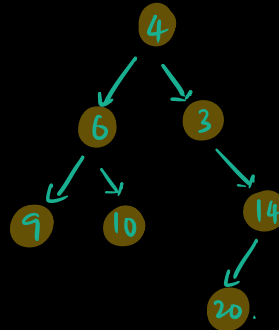
{

1. if (root is None) return.
2. print (root.data)
3. preOrder (root.left)
4. preOrder (root.right)

}

Tc: $O(N)$.

Sc: $O(H)$.



Preorder: 1, 2, 3, 4 (DLR)

Inorder: 1, 3, 2, 4 (LDR)

Postorder: 1, 3, 4, 2 (LRD)

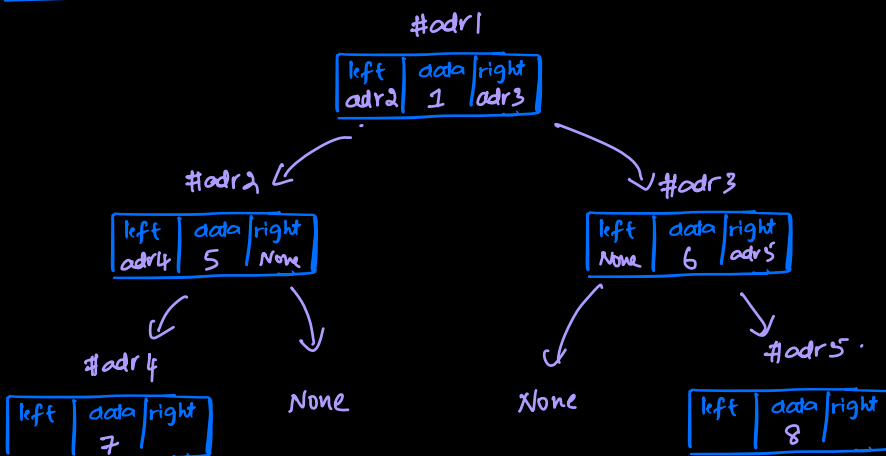
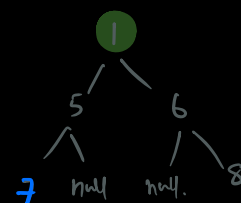
TODO:

def preOrder(Node root)

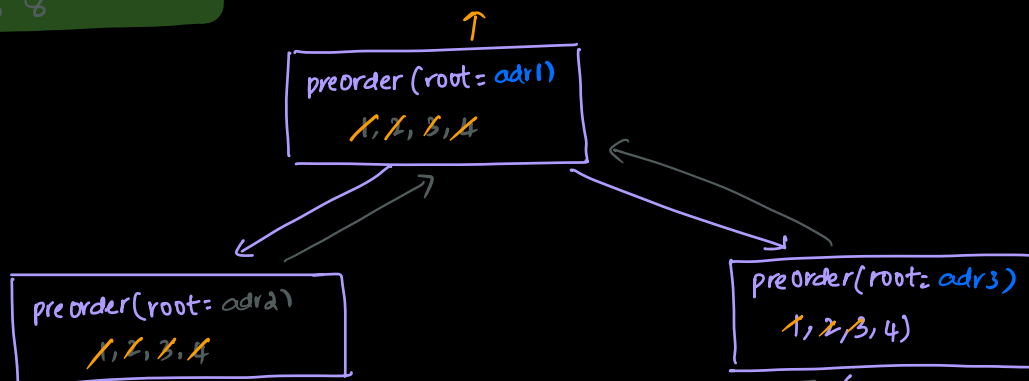
{

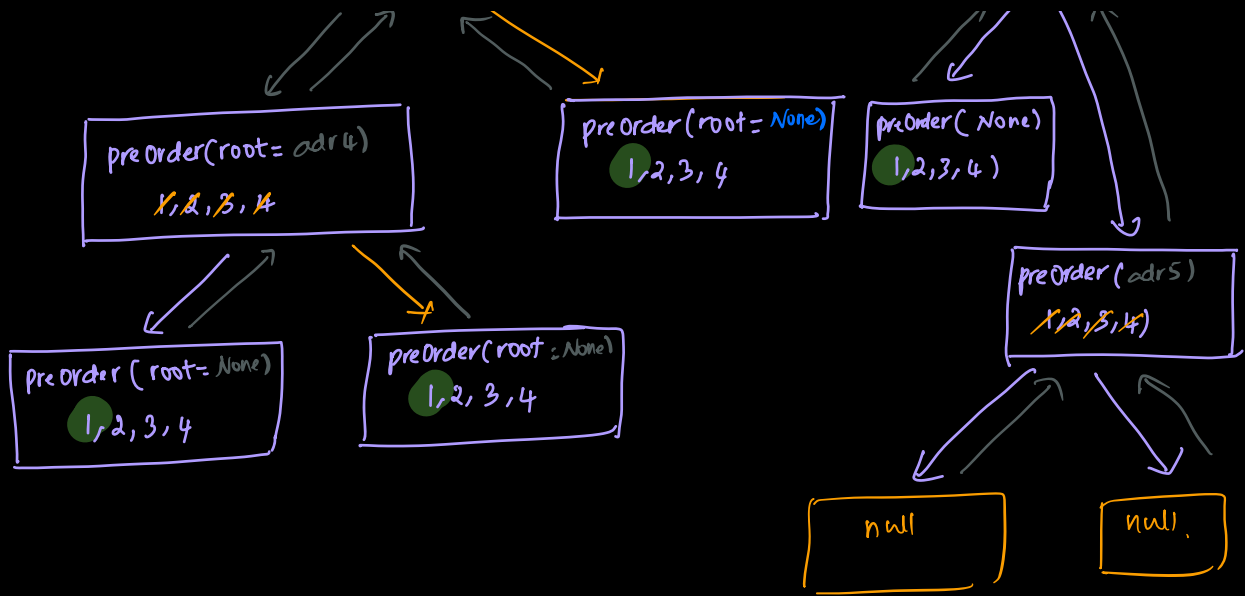
1. if (root is None) return.
2. print (root.data)
3. preOrder (root.left)
4. preOrder (root.right)

}



1 5 7 6 8





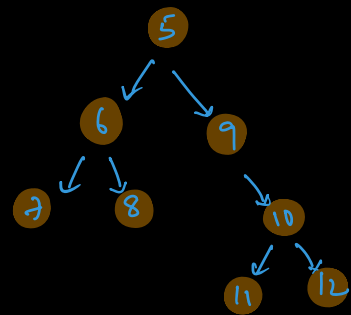
Trees Problems.

// All tree problems, solve them with recursion.

a) Size of the tree: How many elements are present in tree.

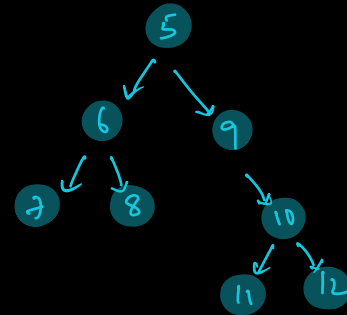
ans: 8.

```
int size(root)
{
    if (root == null)
        return 0
    return 1 + size(root.left) + size(root.right)
}
```



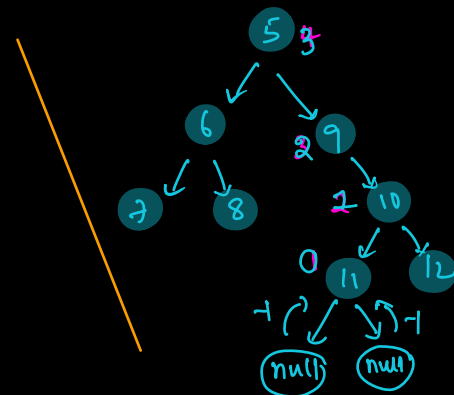
b) Return sum of all nodes.

```
int sum(root)
{
    if (root == null)
        return 0;
    return root.data + sum(root.left)
        + sum(root.right)
}
```



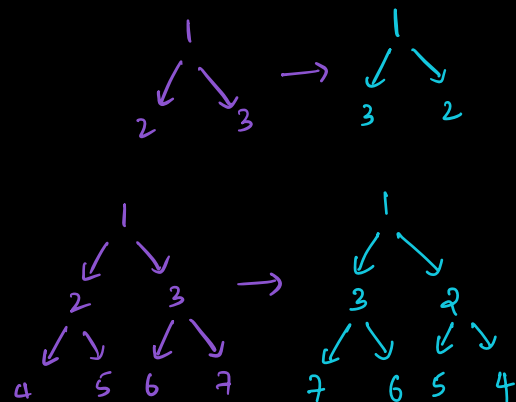
c) Height of tree. Height of node = 1 + max (height of LST, height of RST).

```
int height(root)
{
    if (root == null)
        return -1 // returning 0 doesn't work.
    return 1 + max (height(root.left),
                    height(root.right))
}
```



d) Invert binary tree.

```
Node invert (Node root)
{
    if (root == null)
        return null
    Node temp = root.left
    root.left = invert (root.right)
    root.right = invert (temp)
    return root
}
```



Q1. First non repeating character.

Ex: A = a b a b d c
 B = a a b # d d

A = a b a d b c
B = a a b b d d

A = a b c a b c
B = a a a b c #

idea: HashMap <Char, Integer> hm

a:2	c:1
b:2	
d:1	

a

a b

a b b

a b b a

a b b a d

a b b a d c

[a a a # d d]

↓ queue.

~~a~~ ~~b~~ ~~b~~ ~~a~~ d c

o/p: [a a a # d d]

Steps:

Iterate over string

(i) add every character to queue & inc freq in hm.

(ii) while (hm[q.front()] > 1)

 | q.pop()

(iii) Check if q is empty?

Yes \rightarrow append '#':

No \rightarrow append `q.front()`.

String firstNonrepeating (String A)

Map<character, Integer> hm;

Queue<character> queue;

String ans = ""; // Builder.

for (i=0; i<A.length(); i++)

 queue.add (A.charAt(i))

 if (hm.containsKey (A.charAt(i))) // A[i] in hm.

 hm.put (A.charAt(i), 1+hm.get (A.charAt(i))),

 // hm(A[i]) = hm(A[i]) + 1.

 else

 hm.put (A.charAt(i), 1)

 while (q.size > 0 && hm.get (q.front()) > 1)

 q.pop()

 if (q.size > 0)

 ans = ans + q.front()

 else

 ans = ans + "#"

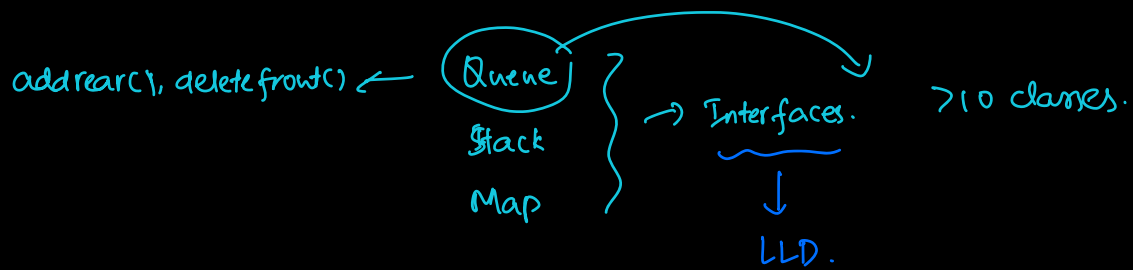
TC: $O(N)$

SC: $O(N)$

Step 1.

Step 2

Step 3



For asking doubts.

* Related to today's content.

- ↳ (1-2) raise it first
- ↳ entire explanation → last.

* Related to previous classes.

* Not related to content

- ↳ Avoid this in class.