# LAB SESSION 7: BINARY TREES

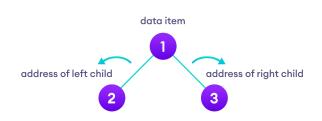
**AIM**: To implement Binary trees and perform the listed operations on such trees.

#### PROBLEM DEFINITION:

Develop C program to create a binary tree given its INORDER and POSTORDER traversal. Provide options to the user to perform the following operations on the binary tree:

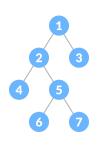
- 1. Display height of the tree
- 2. Return the depth of a given node in the tree
- 3. Perform level order traversal
- 4. Perform Spiral order traversal

**THEORY:** A binary tree is a tree data structure in which each parent node can have at most two children. Each node of a binary tree consists of three items:



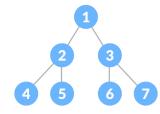
- data item
- address of left child
- address of right child

Types of Binary Tree



# 1. Full Binary Tree

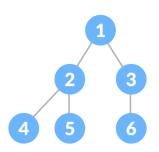
A full Binary tree is a special type of binary tree in which every parent node/internal node has either two or no children.



## 2. Perfect Binary Tree

A perfect binary tree is a type of binary tree in which every internal node has exactly two child nodes and all the leaf nodes are at the same level.





A complete binary tree is just like a full binary tree, but with two major differences

- Every level must be completely filled
- All the leaf elements must lean towards the left.
- The last leaf element might not have a right sibling i.e. a complete binary tree doesn't have to be a full binary tree.

## **Tree Traversals**

#### Inorder traversal

- First, visit all the nodes in the left subtree
- Then the root node
- Visit all the nodes in the right subtree
  - inorder(root->left)
  - display(root->data)
  - inorder(root->right)

## Preorder traversal

- Visit root node
- Visit all the nodes in the left subtree
- Visit all the nodes in the right subtree
  - display(root->data)
  - preorder(root->left)
  - preorder(root->right)

#### Postorder traversal

- Visit all the nodes in the left subtree
- Visit all the nodes in the right subtree
- Visit the root node
  - postorder(root->left)
  - postorder(root->right)
  - display(root->data)

# **ALGORITHM AND FLOWCHART:**

- 1. Finding depth of a node
- 2. Level order traversal
- 3. Spiral order traversal