

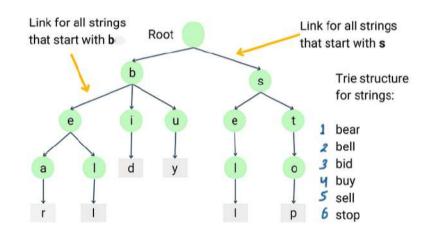
# HASHMAPS & TRIES CLASS - 2

# 1. What is a TRIE?

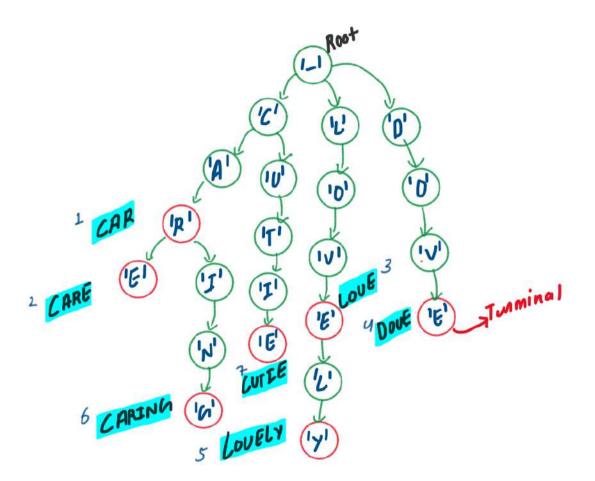
- 1. TRIE is also known as a multiway tree structure, digital tree or prefix tree.
- 2. TRIE is a Data Structure that is used for pattern searching.

#### Basic Operations of TRIE:

- 1. Insertion
- 2. Searching
- 3. Deletion



## 2. How to organize the data in TRIE?



Alzonithm	Input
Presunt	Strinc1S
L) TRAVERSE	1 CAR
Abunt  Ly CREATE NODE  **  **  **  **  **  **  **  **  **	2 CARE 3 LOVE 4 DOVE 5 LOVELY 6 CARING 7 CUTIE

### 3. CREATE TRIE NODE

```
NODE
```

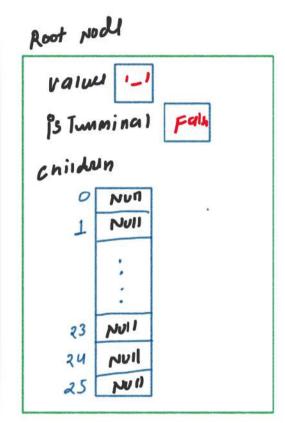
```
Unidown -> Change / Map

(Sturmina) -> 7/F
```

```
// Create Trie Node
class TrieNode
{
  public:
      char value;
      bool isTerminal;
      TrieNode* children[26];

      TrieNode(char value){
            this->value = value;
            this->isTerminal = false;
            for(int i=0; i<26; i++){
                children[i] = NULL;
            }
      }
};

int main(){
      TrieNode* root = new TrieNode('-');
      return 0;
}</pre>
```





### 4. INSERTION METHOD OF TRIE

```
// Insertion of word into trie
void insertWord(TrieNode* root, string word){
    // Base Case
    if(word.length() == 0){
        root->isTerminal = true;
        return;
    }

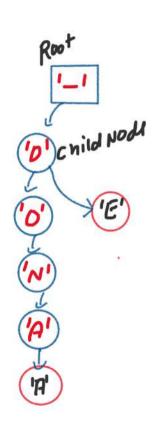
    // 1 Case hum solve kar lenge
    char ch = word[0];
    int index = ch - 'a';
    TrieNode* childNode;
    if(root->children[index] != NULL){
        // Present hai -> to root ko aange traverse krdo
        childNode = root->children[index];
    }
    else{
        // Absent hai -> to ek new childNode create krke root ko aange traverse krdo
        childNode = new TrieNode(ch);
        root->children[index] = childNode;
    }

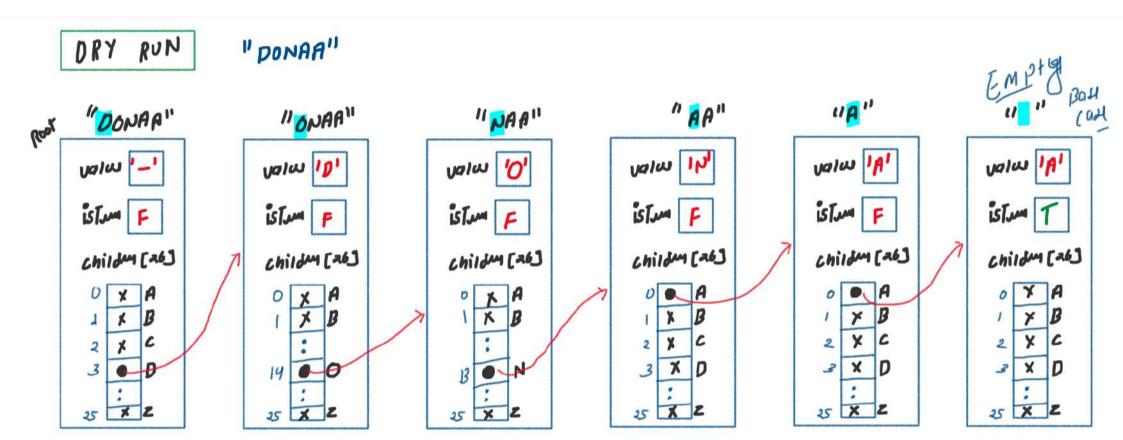
    // Baki ka recursion solve kar lega
    insertWord(childNode, word.substr(1));
}
```

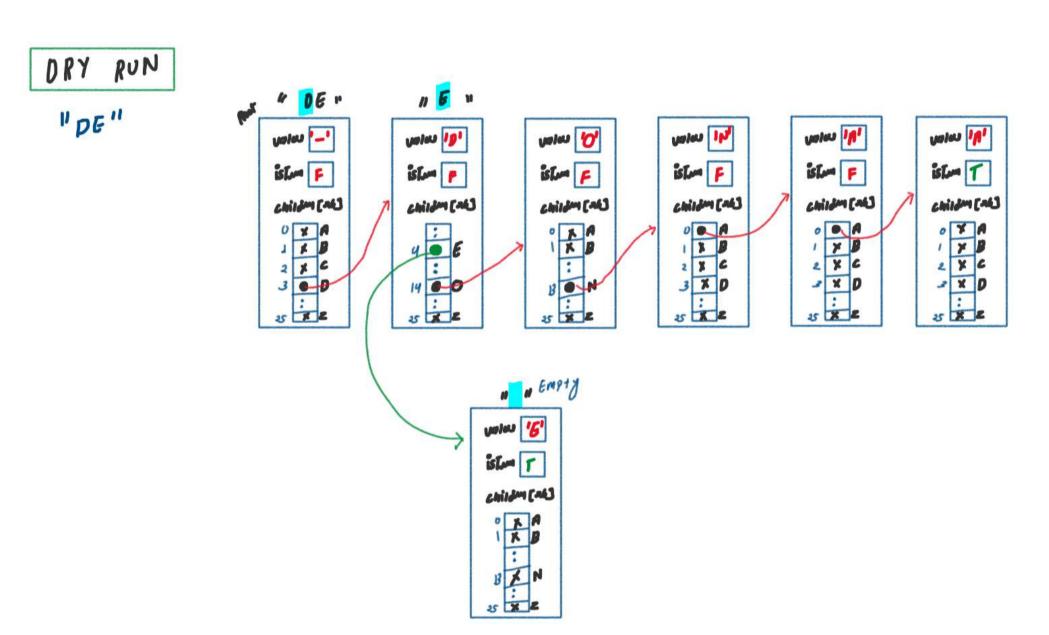
DRY RUN ON WORD

"DONAA", "PE"

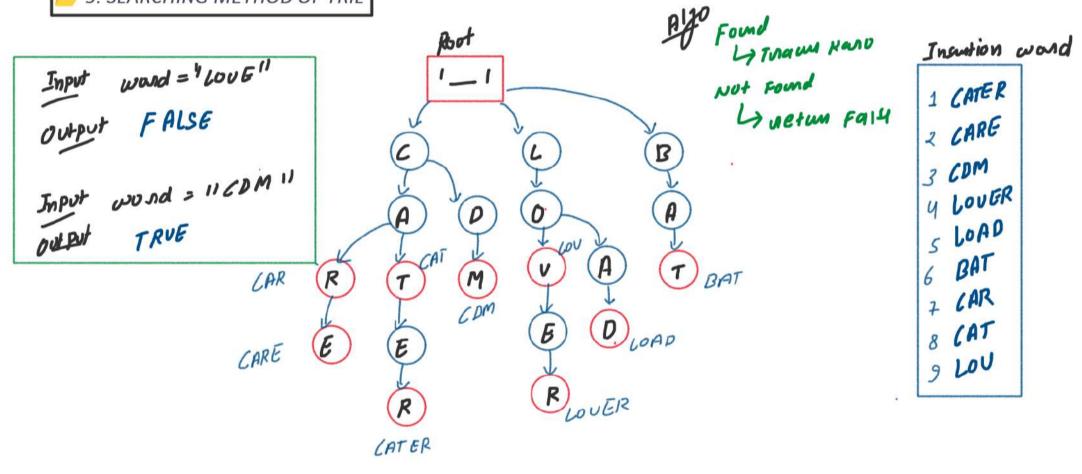
T.C. 70(3)







# 5. SEARCHING METHOD OF TRIE



```
bool searchWord(TrieNode* root, string word){
   if(word.length() == 0){
       return root->isTerminal;
   char ch = word[0];
   int index = ch - 'a';
   TrieNode* childNode;
   if(root->children[index] != NULL){
       childNode = root->children[index];
   else{
       return false;
   bool recursionKaAns = searchWord(childNode, word.substr(1));
   return recursionKaAns;
```

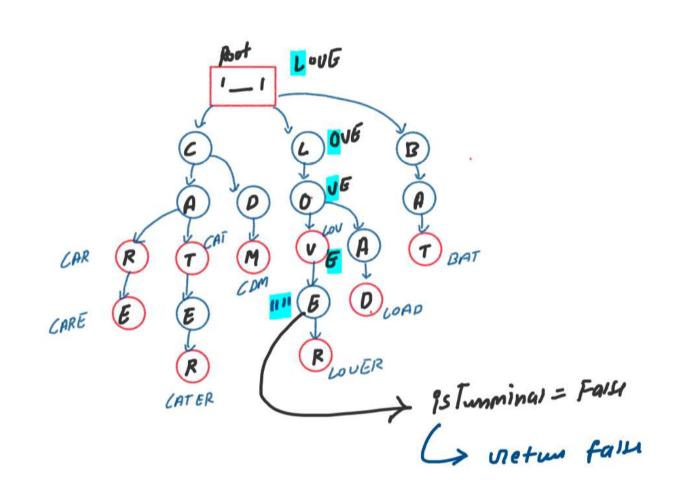
# DRY RUN

Input would = 1 LOUE !!

OUTPUT FALSE

Input would = 11 CDM !!

OUTPUT TRUE



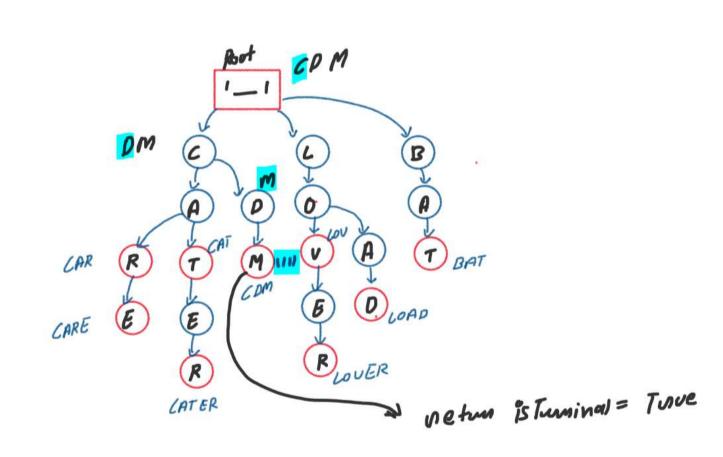
# DRY RUN

Input would = 1 LOUE !!

OUTPUT FALSE

JAPUT WOUND = 11 CD M !!

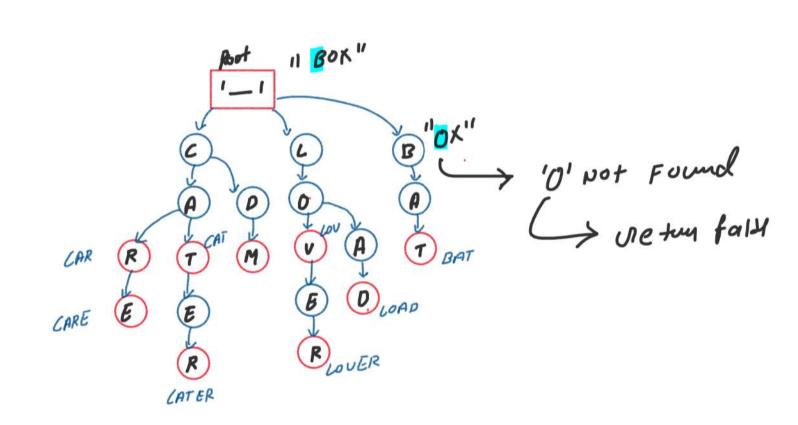
OUTPUT TRUE



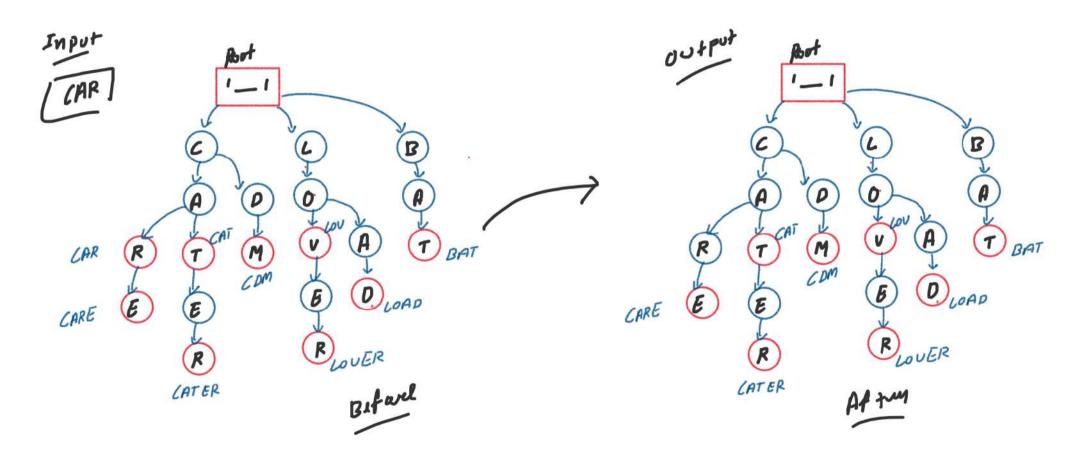
DRY RUN

Input wand = " Box"

Output FALSE



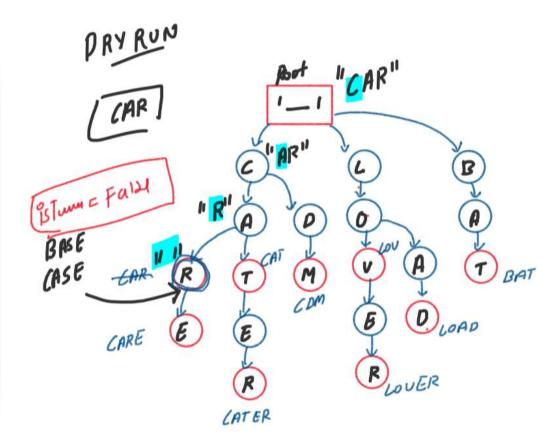
### 6. DELETION METHOD OF TRIE

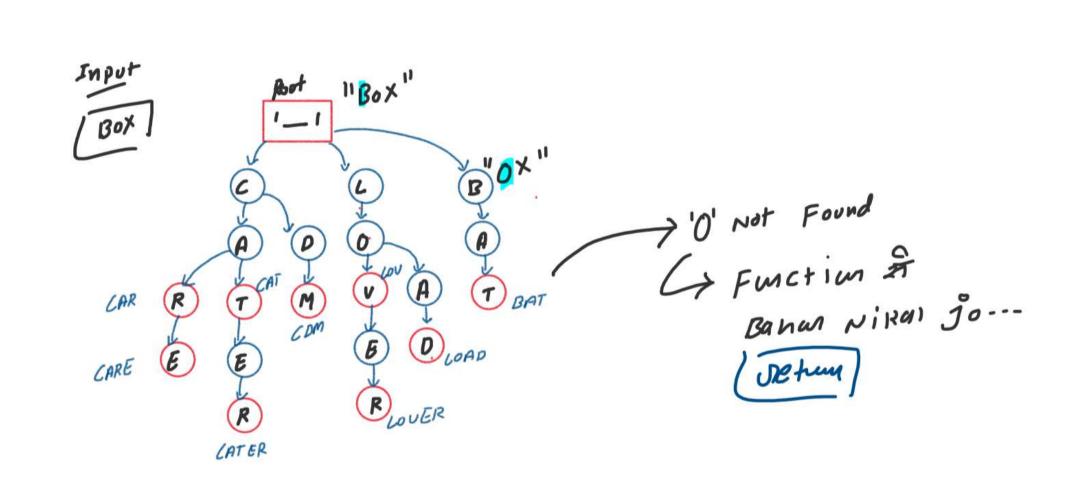


```
// Deletion of word from trie
void deleteWord(TrieNode* root, string word){
    // Base case
    if(word.length() == 0){
        root->isTerminal = false;
        return;
    }

    // 1 case hum solve kar lenge
    char ch = word[0];
    int index = ch - 'a';
    TrieNode* childNode;
    if(root->children[index] != NULL){
        // Present hai -> traverse
        childNode = root->children[index];
    }
    else{
        // Absent hai -> function se bahar ho jaaooo
        return;
    }

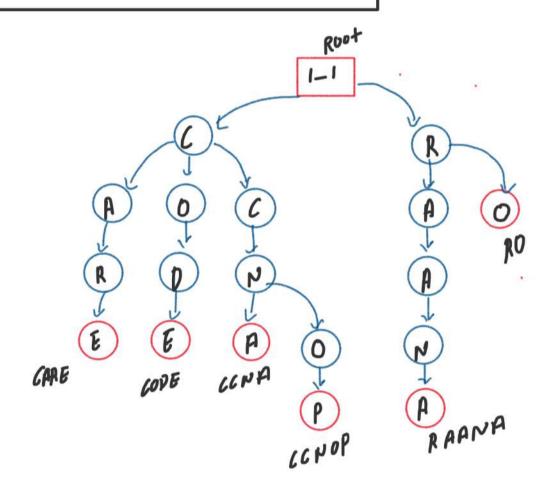
    // ab recursion solve kar lega
    deleteWord(childNode, word.substr(1));
}
```







## 7. Print All Words of Given Prefix String



1 CODE 2 CARE 3 CCNA 4 CCNOP 5 RAANA 6 RO

```
Input prefix = "CC"

Description of the content ["RAANA", "RO"]

Description of the content ["RAANA", "RO"]

Description of the content content ["RAANA", "RO"]

Description of the content co
```