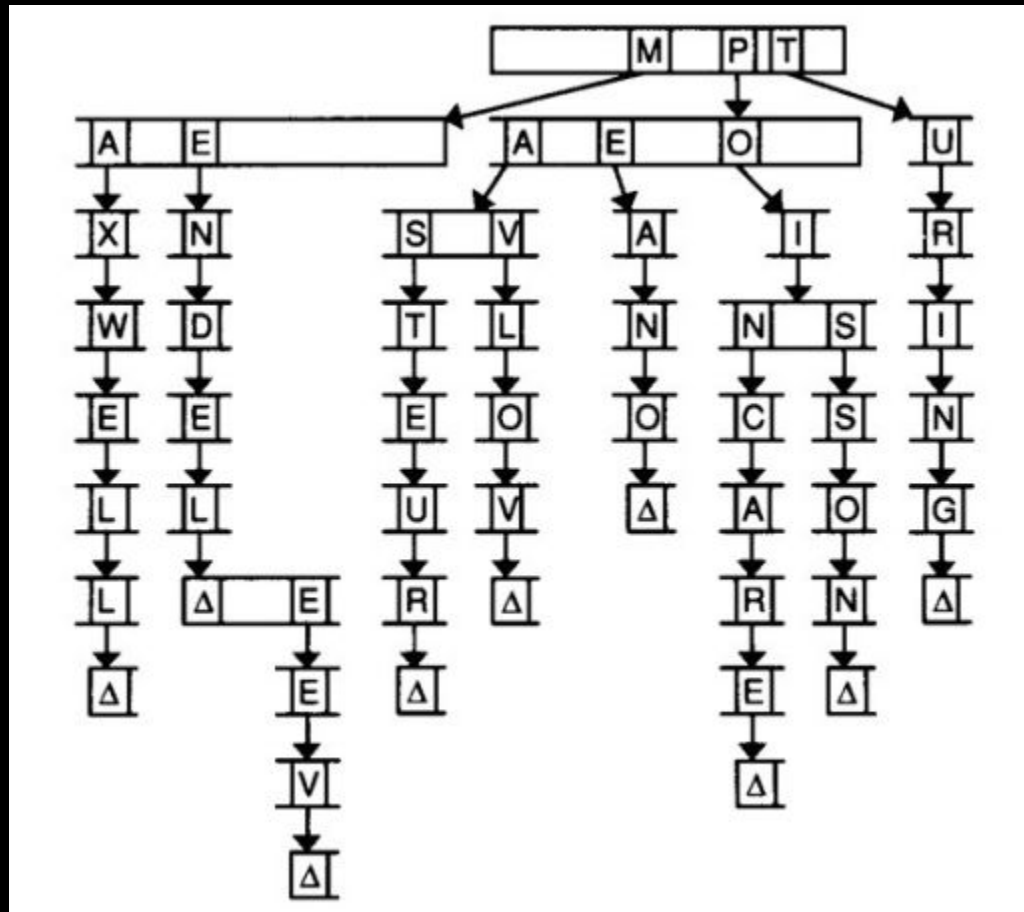


# Tries



```
typedef struct node
{
    // marker for end of word
    bool is_word;

    // pointers to other nodes
    struct node* children[27];
}
node;
```

is\_word      children



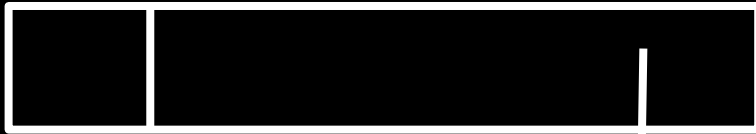
b

z



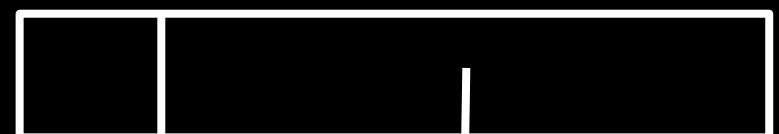
a

o



t

o



m



