1 ree Dota Structure - Nonlinear hierarchical D.S.
- Consits of nodes connected by edges I Why Tree D.S.?

In Linear D.S. Like Stack, Queve, Armays

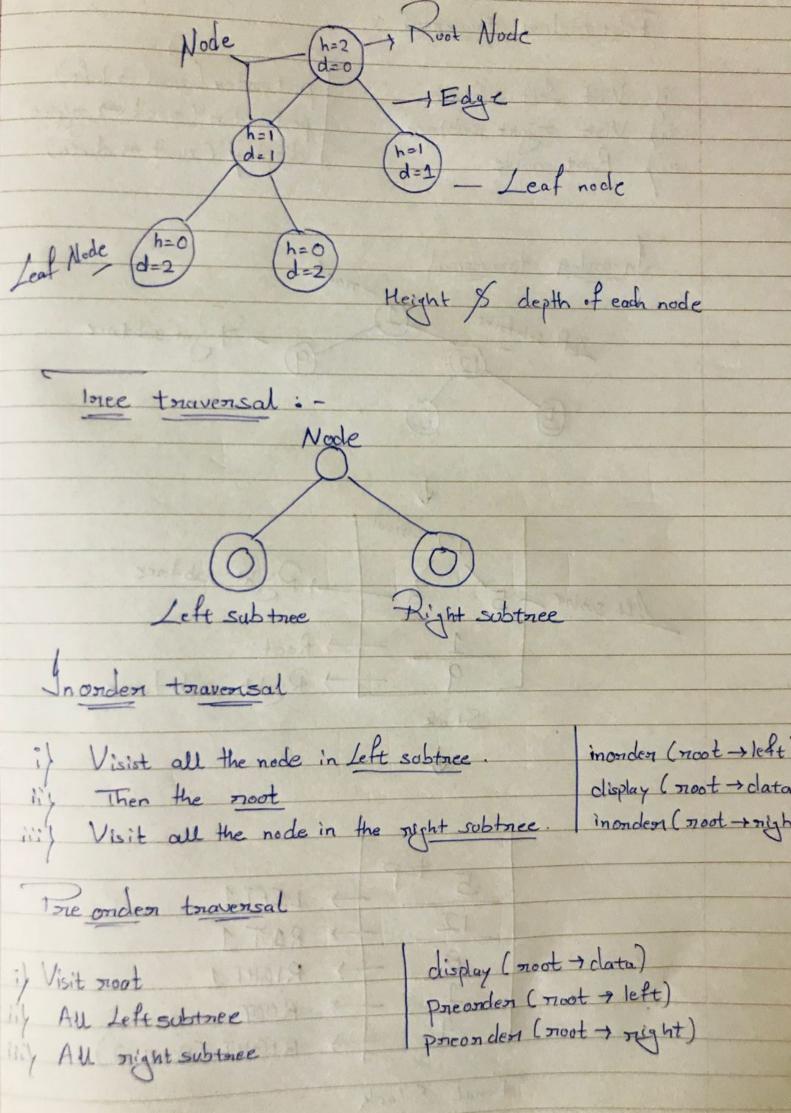
and Linked List time complenity increases

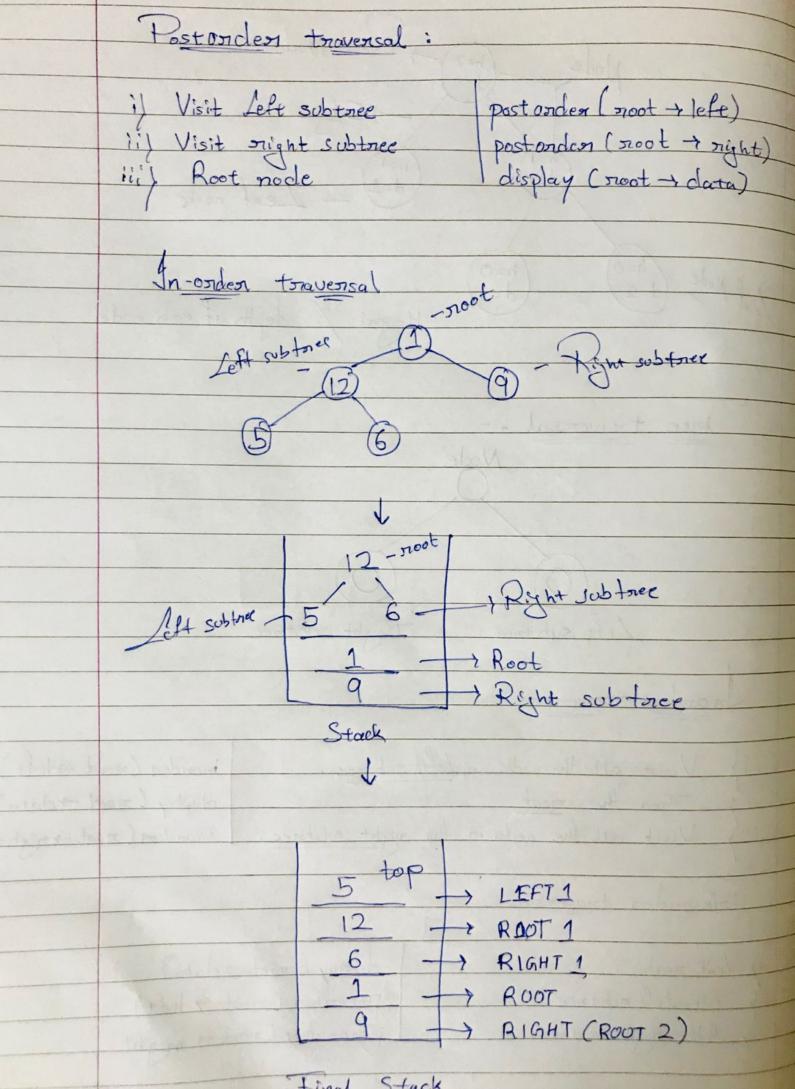
with increase in class size. -) Inee Terminologies! · Node - It consist of a key on value and

pointer to its child node.

· Last node of each path one Leaf nodes.

· First node is the root node C Topmost node of tree · Edge - Link Between two nodes · Height of Node - (Longest path from the node to a Leaf node) · Height of Tree - Root node to Leaf node. • Depth of Node - No. of edges from root to the node. = Types of tree :in B Triee if Binary tree ii) Binary Search tree v) B+ Tree m) AVL vi) Red - Black Torce





Page No .: Date: In order Tree traversal without Recursion & Stack (Mosmis Inaversal else . pre = cwor left com = noot while curor is not None: while pre-right! None and if court left is None: Presnight & Cwor : yeild cwordata Pre= pre-night if pre, right is None. cwon = cwor. night pore night = coon cur = curleft else:

pre-right = None CUMM Yeild cornidata cour = cour . right (false

