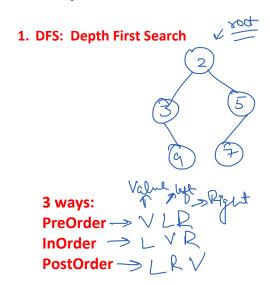
June 10 - Trees

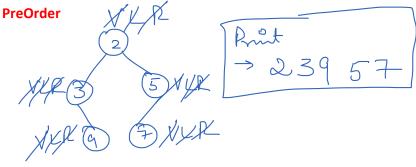
10 June 2020 20:13

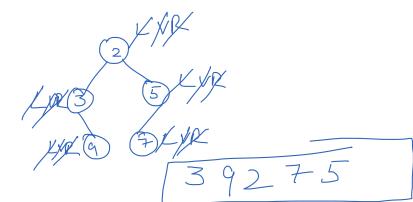
- 1. Traversals
- DFS Preorder, InOrder, PostOrder //Done
- BFS LevelOrder (With & Without Recursion) // at the end
 Check if two trees are identical //Done
- Check if two trees are mirror to each other //Done
- Convert a tree into its mirror tree //Done Check if two trees have the same structure //Done
- Check if two trees are IsoMorphic //Done
- 7. Get the height of a tree iteratively without using recursion

H.W.

Find the level of a given node.

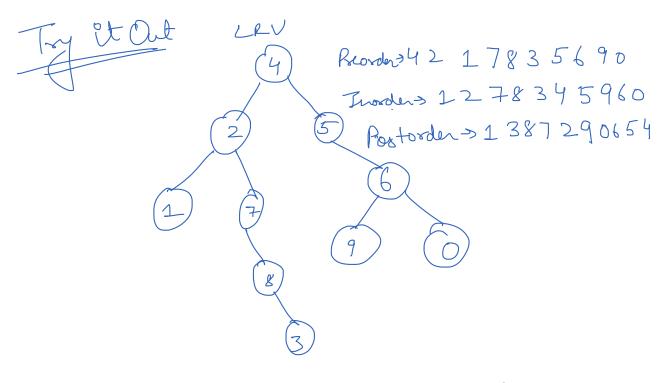






PostOrder

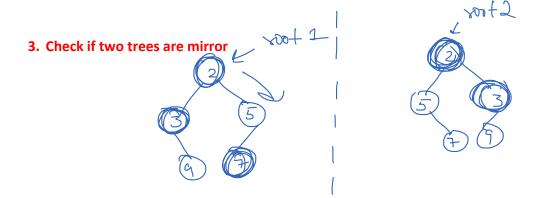
InOrder



2. Check if two trees are identical

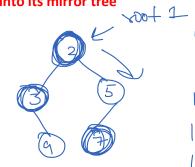
The state of the sta

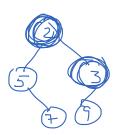
If both the nodes are empty then they are identical If both the nodes are not empty then they are not identical Check root.data Check LST's Check RST's

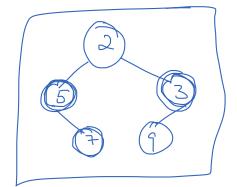


If both the nodes are empty then they are identical If both the nodes are not empty then they are not identical Check root.data of both trees Check LST of 1st tree && RST of 2nd tree, they must be mirror Check RST of 1st tree && LST of 2nd tree, they must be mirror

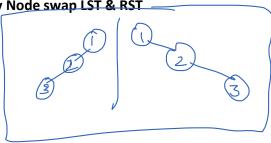
4. Convert a tree into its mirror tree





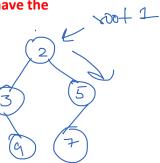


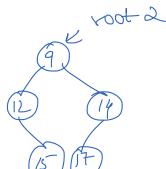
For every Node swap LST & RST



5. Check if two trees have the

same structure

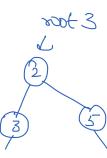


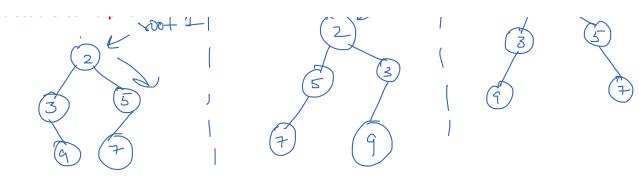


return type - boolean

If both the nodes are empty then they are identical If both the nodes are not empty then they are not identical **Check LST's Check RST's**

5. Check if two trees are IsoMorphic

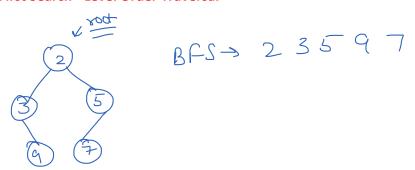




IsoMorphic -> For every Node, either the children are identical or they can be mirror to each other.

If both the nodes are empty then they are identical
If both the nodes are not empty then they are not identical
Check root.data of both trees
Either -> subtrees are identical in both the given trees
Or -> they are mirror

1. b) BFS: Breadth First Search - Level Order Traversal



Find the height

Print all levels from 0 to be

Print all levels from 0 to height

Novery Costly in terms of Memory & Time

Stop when

Stop when

Second of the se

Take a Queue
Put root into the queue
Till queue is not empty ->
{
 Print the first item in queue
 Put the children of first item in queue
 Remove the first item