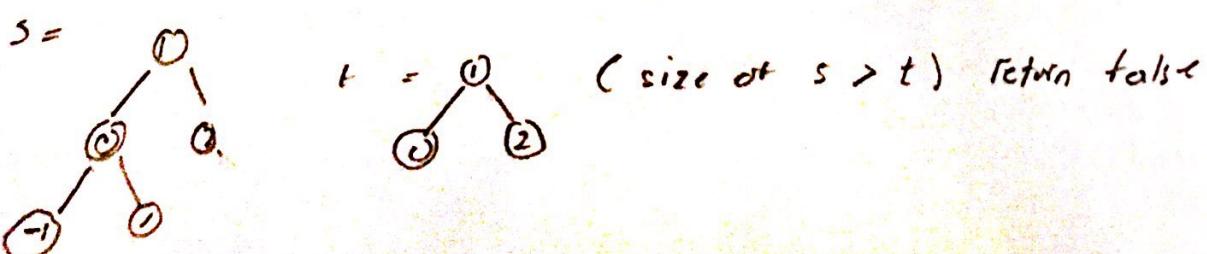
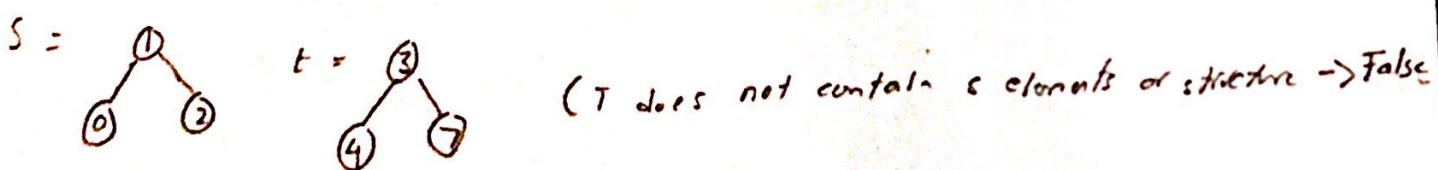
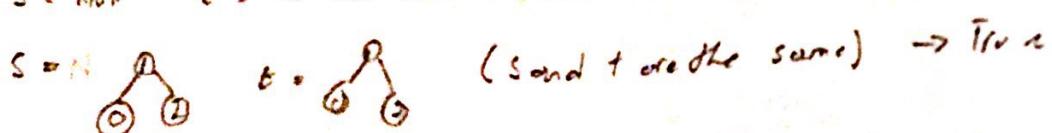


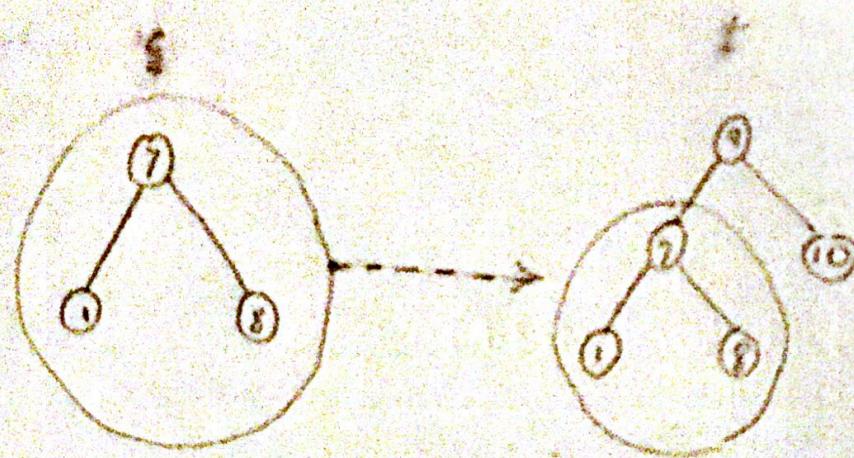
- ① Tree is a binary tree
- ② If s or t == Null or is empty return true
- ③ Binary tree can be of any size
- ④ Function returns a bool value (True, False?)
- ⑤ Tree T will not be a Null tree

Test Cases

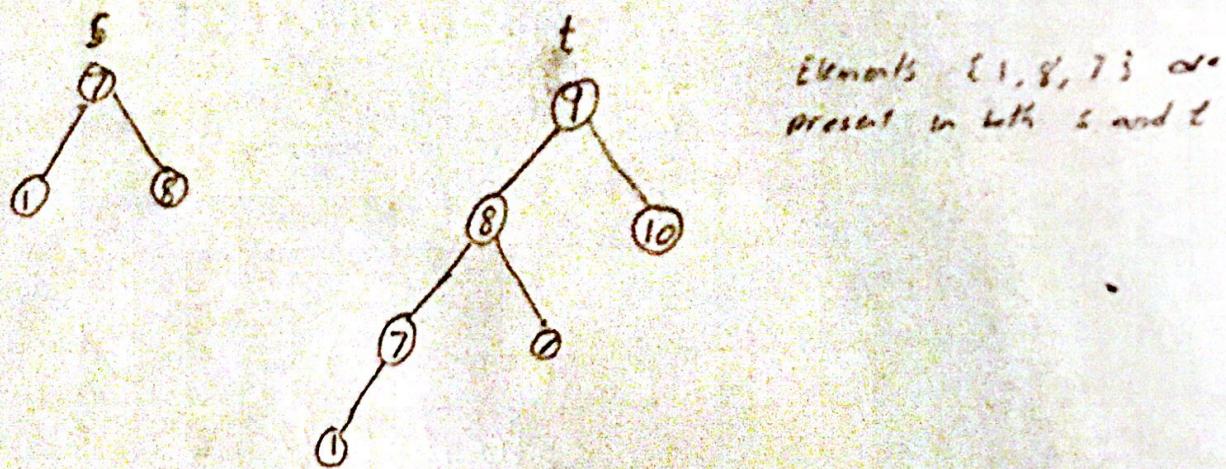
$s = \text{Null}$ $t = \text{a tree with } n \text{ elements}$ $\rightarrow \text{True}$



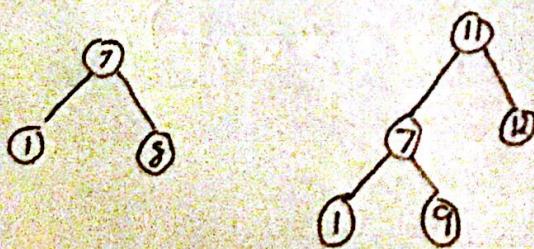
Case 1 Tree 't' contains element in the same order or structure)



Case 2 False (contains elements but not in the same order or structure)



Case 3 False (Does not contain all elements)



Write tree

```
template <typename T>
struct TreeNode
{
    T info,
    TreeNode<T>* left,
    TreeNode<T>* right;

    TreeNode(T i, TreeNode<T>* l, TreeNode<T>* r)
        : info(i), left(l), right(r)
    {};
}
```

```
template <typename T>
bool ContainsSubTree(TreeNode<T>* S, TreeNode<T>* t)
{
    if (t == nullptr || s == nullptr)
        return true;
    if (t->info == s->info)
    {
        bool Left = true;
        bool Right = true;
        if (S->left != nullptr && t->left != nullptr)
        {
            Left = ContainsSubTree(S->left, t->left);
        }
        if (S->right != nullptr && t->right != nullptr)
        {
            Right = ContainsSubTree(S->right, t->right);
        }
        return Left && Right;
    }
    else
        return false;
}
```

Optimize

Check if size of s is larger than t if given size or both trees
If not compute using regular function