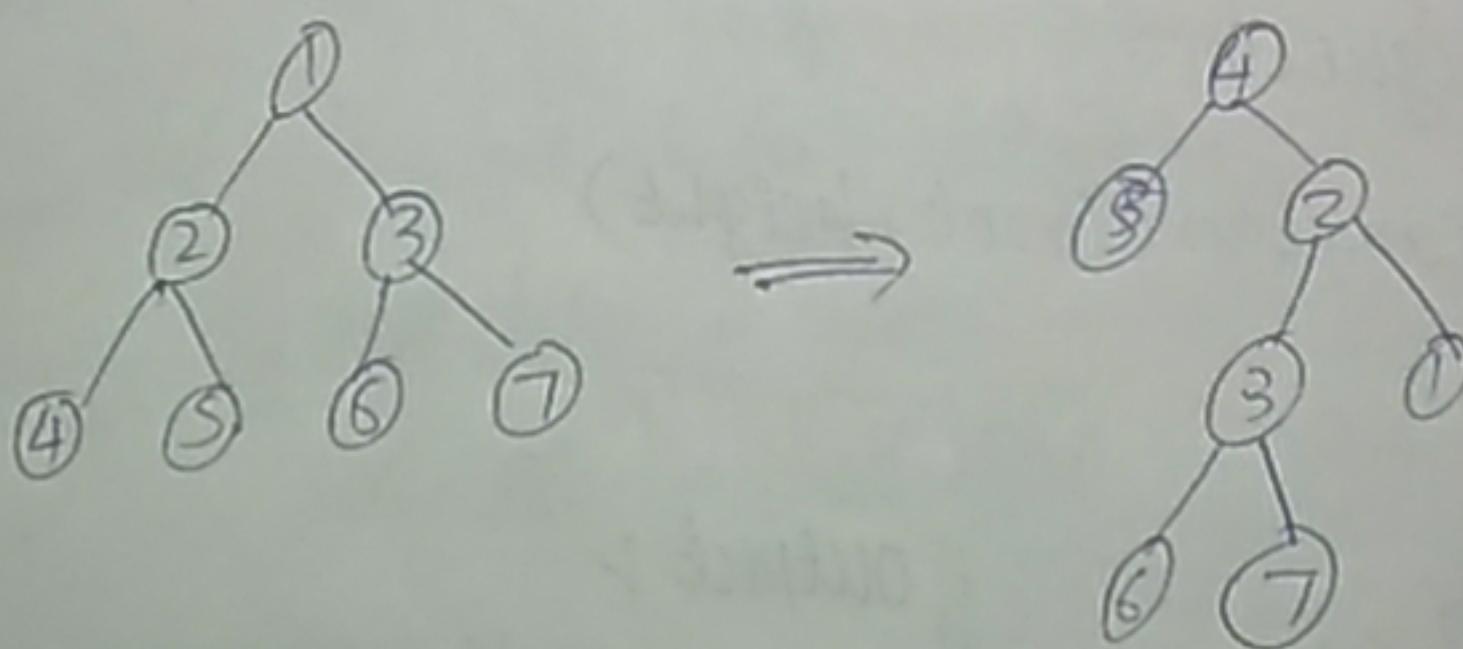


Day 22

Flip a binary tree

Given a binary tree, the task is to flip the binary tree towards right.

In a flip operation, left most node becomes the root of fliped tree and it parents becomes its right child and the right siblings becomes left child and same should be done for all left most node recursively.



$\text{root} \rightarrow \text{left} \rightarrow \text{left} = \text{root} \rightarrow \text{right}$

$\text{root} \rightarrow \text{left} \rightarrow \text{right} = \text{root}$

$\text{root} \rightarrow \text{left} = \text{Null};$

$\text{root} \rightarrow \text{right} = \text{Null}$

class Node:

def __init__(self, data):

self.data = data

self.right = None

self.left = None

def flip binary tree(root):

if root is None:

return root

if root.left == None and root.right == None:

return root

flip binary tree(

flipped root = flip binary tree(root.left)

root.left.left = root.right

root.left.right = root

root.left = root.right = None

return flipped

```
def printLevelOrder(root)
    if root is None:
        return
    from Queue import queue
    q = Queue()
    q.put(root)
    while(True):
        nodeCount = q.qsize()
        if nodeCount == 0:
            break
        while nodeCount > 0:
            node = q.get()
            print(node.data)
            if node.left is not None:
                q.put(node.left)
            if node.right is not None:
                q.put(node.right)
            nodeCount -= 1
```

Input :

```
root = Node(1)
root.left = Node(2)
root.right = Node(3)
root.right.left = Node(4)
root.right.right = Node(5)
print("level order traversal of given tree")
print(levelOrder(root))
root = flipbinarytree(root)
print("level order traversal of fliped tree")
print(levelOrder(root))
```

Output :

level order traversal of given tree

1

2 3

4 5

level order traversal of fliped tree

2

3 1

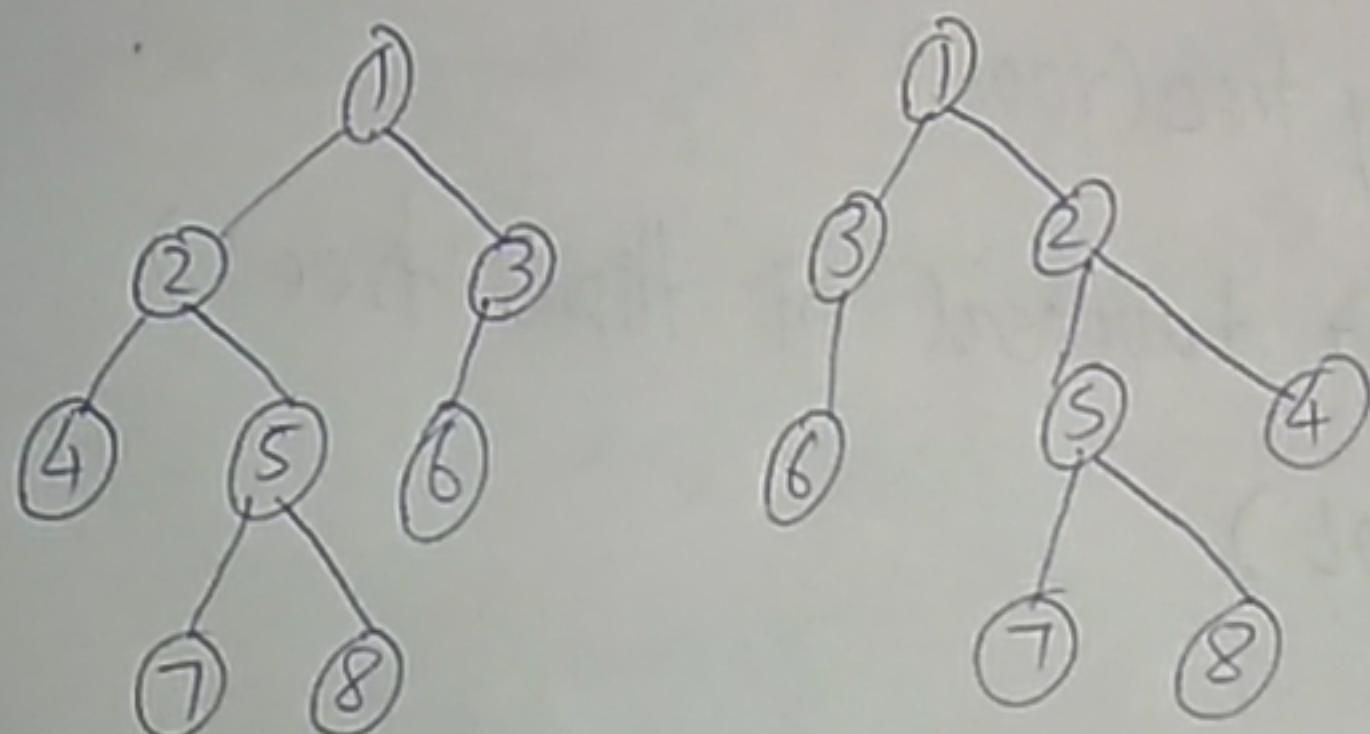
4 5

Tree Isomorphism Problem

~~What~~ If two trees are isomorphic, Two trees

are called isomorphic if one of them can be obtained from other by a series of flips.

by swapping left and right children of a number of nodes.



class Node :

def __init__(self, data):

self.data = data

self.right = None

self.left = None

def isomorphic(n₁, n₂):

If n₁ is None and n₂ is None:

return True

If n₁ is None ^{or} ~~and~~ n₂ is None:

return False

If n₁.data != n₂.data:

return False

return ((isomorphic(n₁.left, n₂.right) and

isomorphic(n₁.right, n₂.right)) or

isomorphic(n₁.left, n₂.right) and

isomorphic(n₁.right, n₂.left))