

# TREES I

Good  
Evening



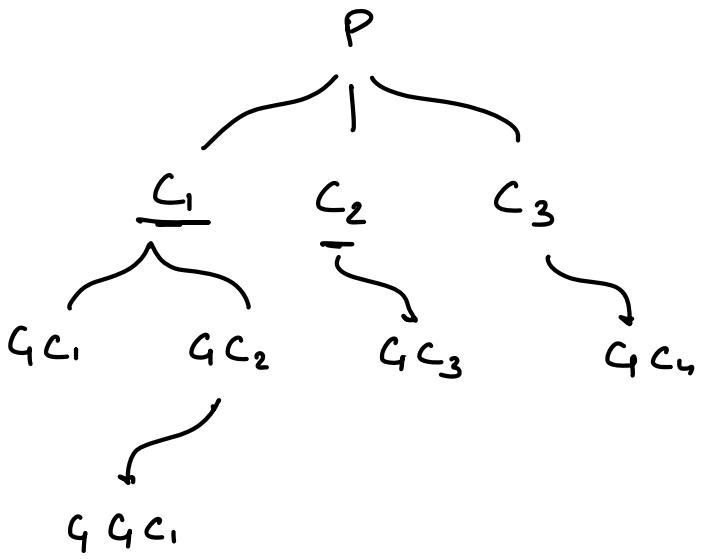
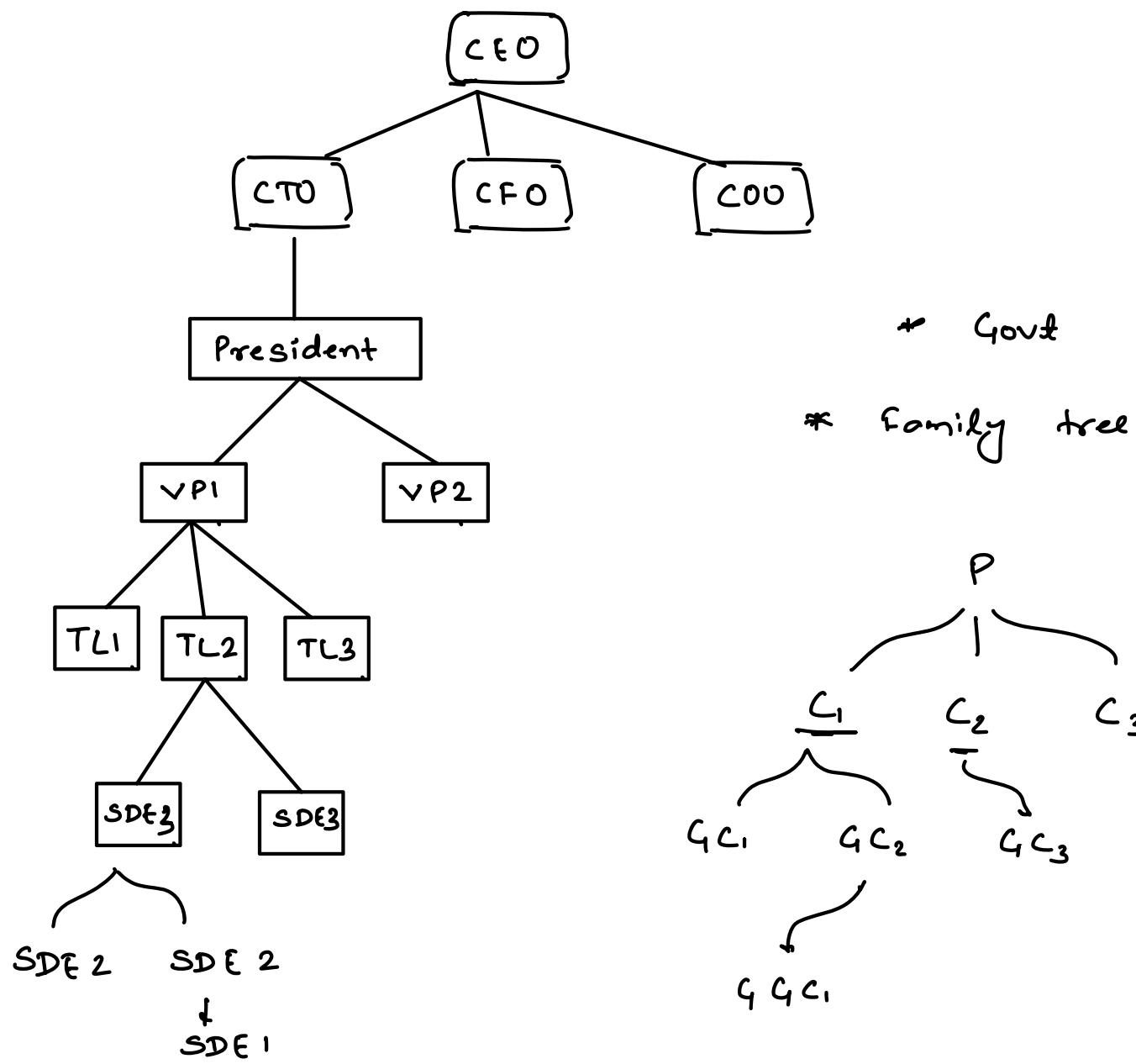
## Today's content

- Trees Intro
- Naming convention
- Trees traversal
- Iterative in order
- Construct tree with pre[] & in[]

## Linear Data Structure

01. Array
02. Stack, queues
03. Linkedlist
04. string

## Hierarchichal Data Structure



## Tree

level 0 →

root

→ Root node

level 1 →

Q

Edge

A is parent of  
child C

level 2 →

P

K

B

C

A

C is child of

level 3 →

F

E

D

G

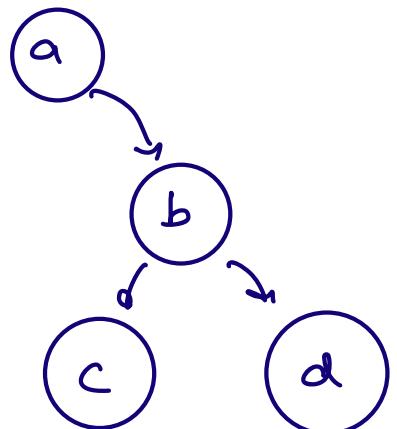
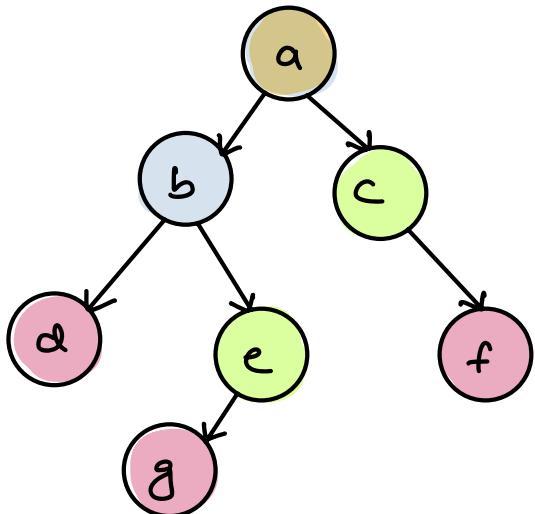
leaf  
nodes

level 4 → F is descendant  
of Q

\* Height (root) = 5 in terms of nodes

= 4 in terms of edges

**Binary Tree** :- for every node, we can have atmost 2 children



```
class Node {  
    int val;  
    Node left;  
    Node right;  
  
    Node (x)  
        val = x;  
        left = null;  
        right = null;  
}
```

## Tree Traversal

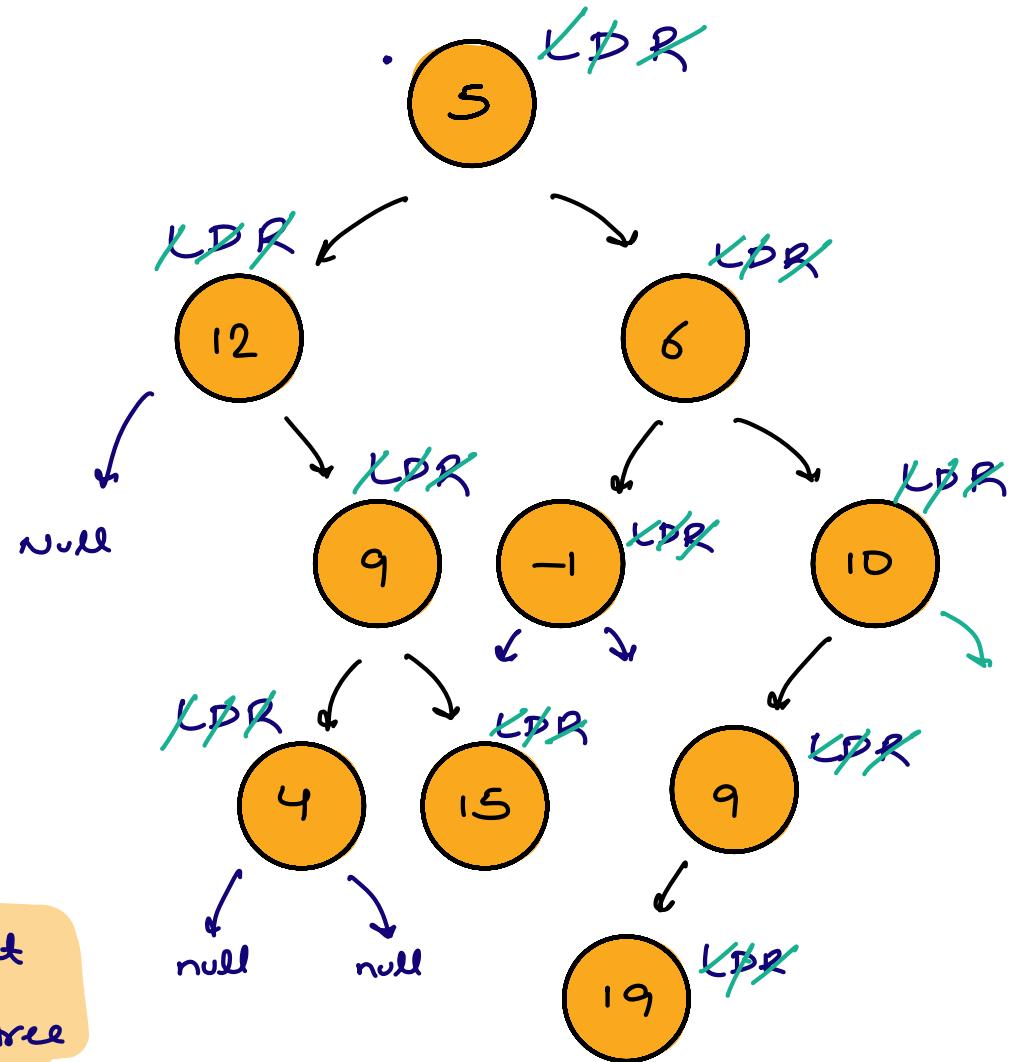
01. Inorder

02. Preorder

03. Postorder

\* Inorder Traversal

Left Subtree	Data	Right subtree
--------------	------	---------------



Inor = 12 4 9 15 (5) - 6 19 9 10

void inorder (root)

```
if (root == null) return;
```

```
inorder (root.left)
```

```
print (root.val);
```

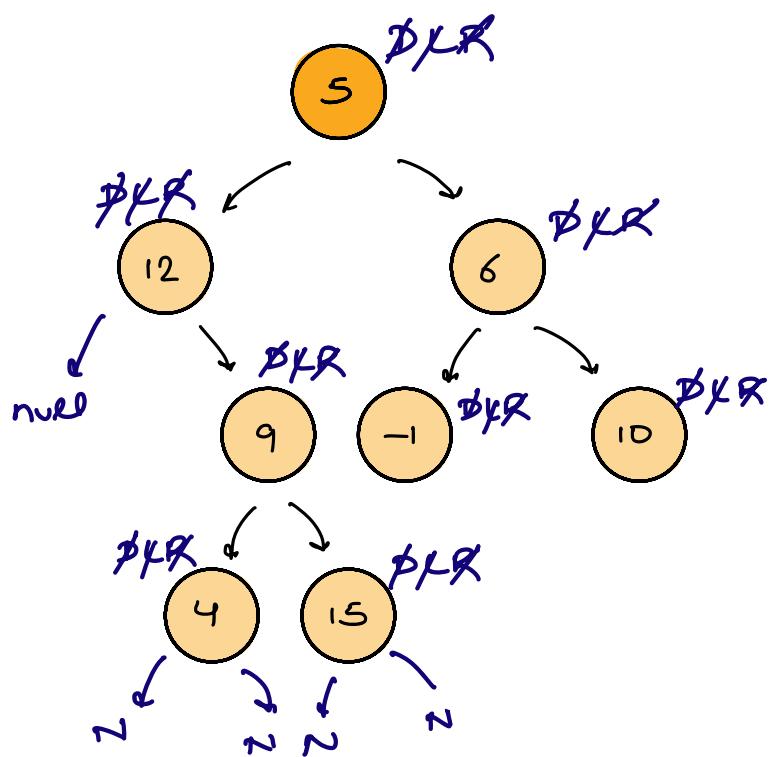
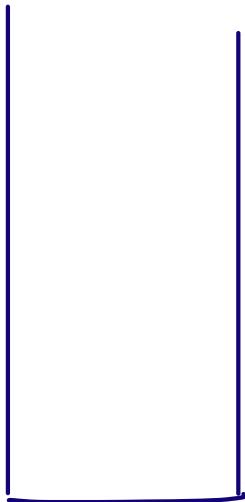
```
inorder (root.right);
```

TC: O(N)

SC: O(ht)

## \* Preorder Traversal

Data    left subtree    Right subtree



Output = 5 12 9 4 15 6 − 10

void preorder (root)

if (root == null) return;

TC: O(n)

print (root.val);

Sc: O(H)

preorder (root.left);

preorder (root.right);

## Postorder

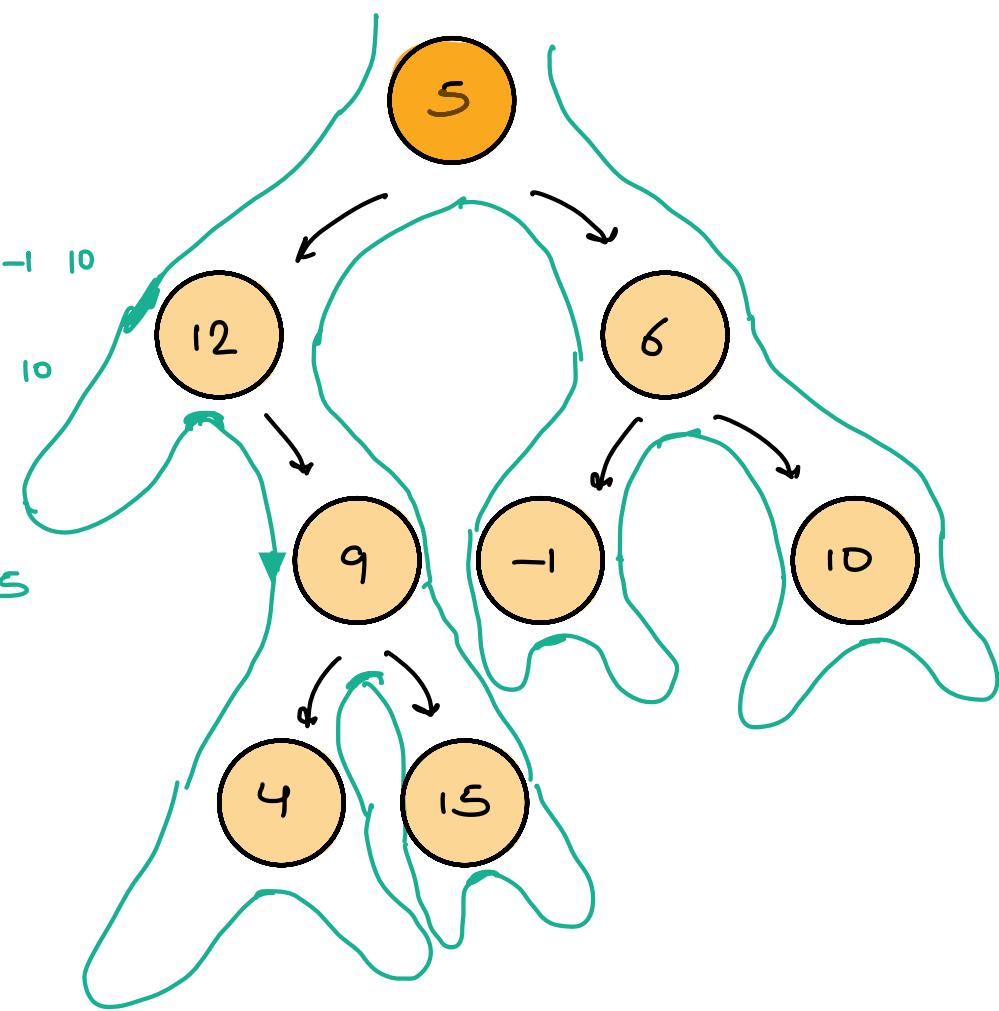
left      Right      Data  
Subtree    Subtree

Poe = 5 12 9 4 15 6 -1 10

In = 12 4 9 15 5 -1 6 10

Postorder = 4 15 9 12

-1 10 6 5



void postorder (root)

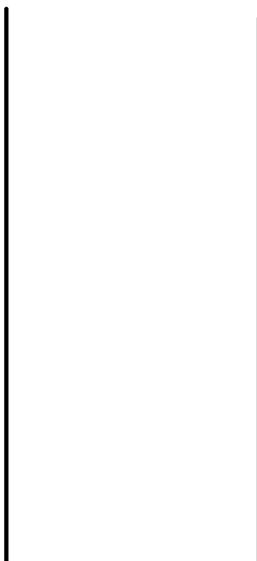
```
| if (root == null) return;  
|  
| post order (root.left)  
| post order (root.right);  
| print (root.val);
```

3

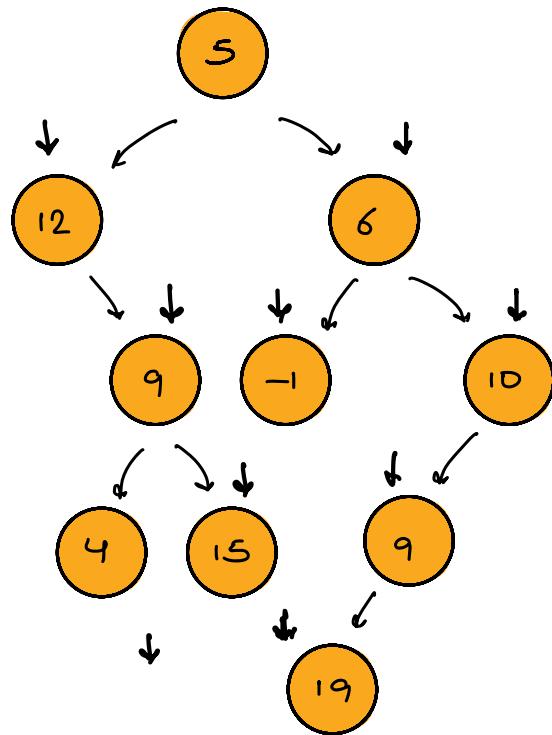
9:53 pm → 10:03 pm

## \* Inorder Iterative (LDR)

01. Call left child ↗
02. print data .
03. call right child .



Node state



12 4 9 15 5 -1 6 19 9 10

state = 1 → add left child

state = 2 → print (root.data)  
add right child ←

State = 3 → remove yourself

```

class pair {
    Node node;
    int state;
}

public void iterativeInorder (Node root)
{
    Stack <pair> st;
    Pair p = new pair (root, 1);
    st.push (p);

    while (st.size () > 0)
    {
        pair top = st.peek ();
        if (top.state == 1)
        {
            top.state++;
            if (top.node.left != null)
            {
                Pair c = new pair (top.node.left, 1)
                st.push (c)
            }
        }
        else (top.state == 2)
    }
}

```

```
top.state++;
print( top.node.val );

if ( top.node.right != null ) {
    Pair c = new pair( top.node.right, 1 );
    st.push(c);
}
```

```
else ( top.state == 3 )
    st.pop();
```

```
3
```

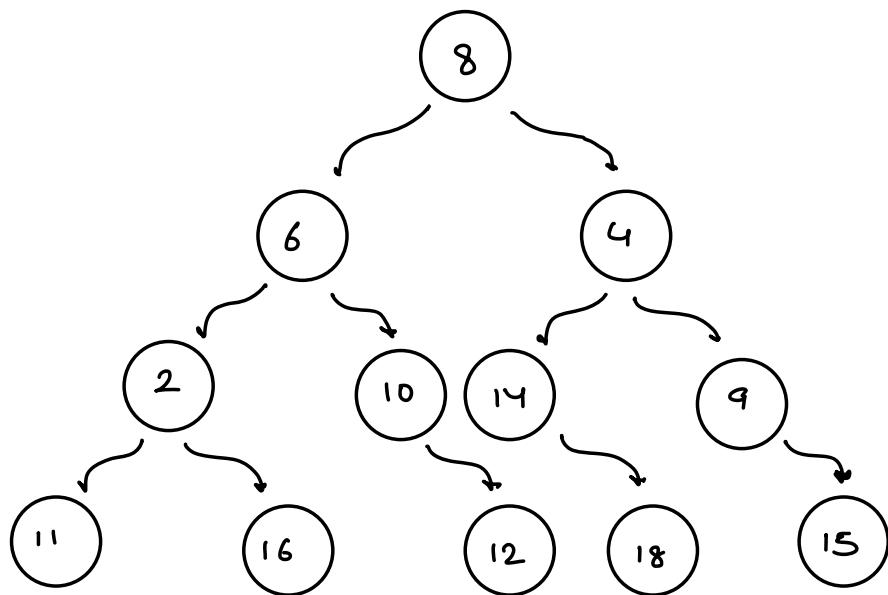
TC:  $O(n)$

SC:  $O(h)$

3

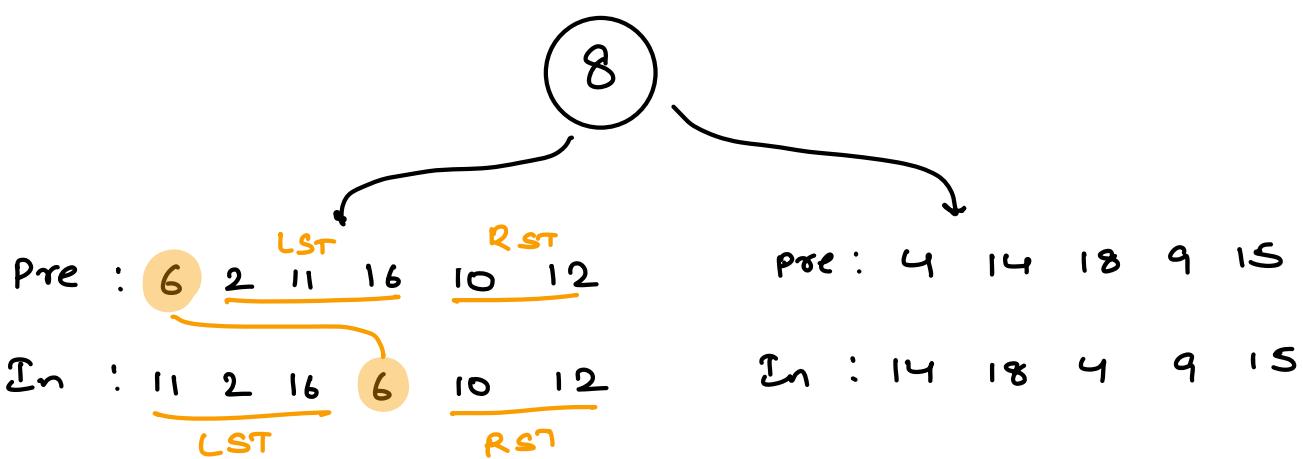
Q Given preorder[] & inorder[] of Binary

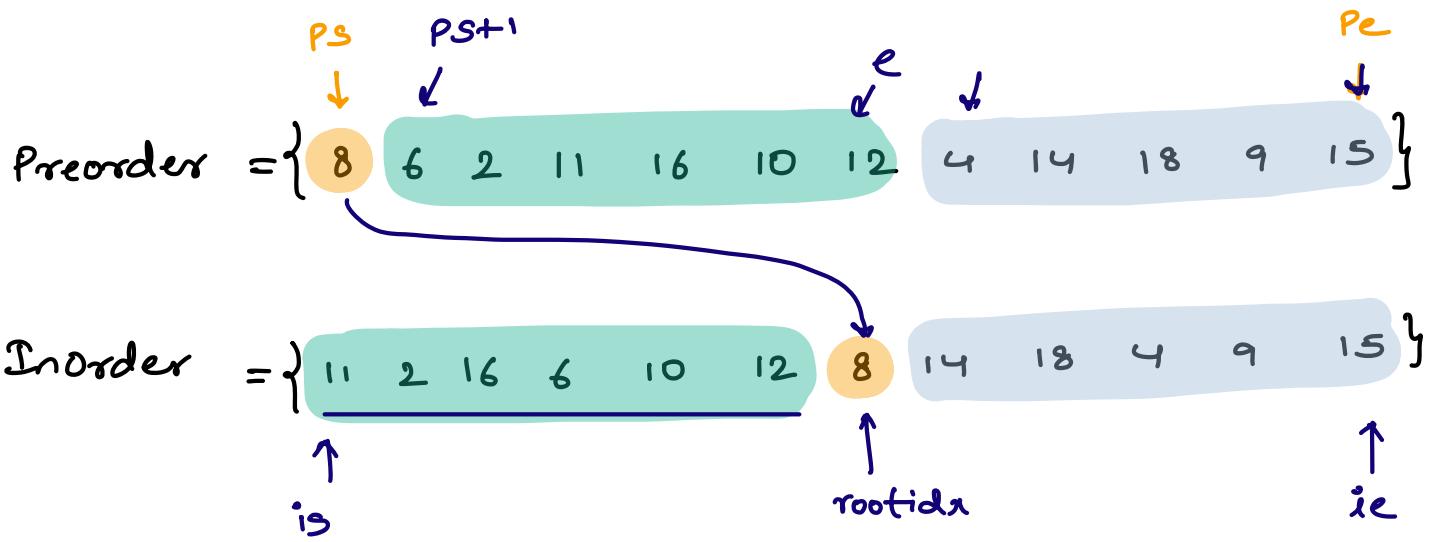
Tree with distinct values . Construct BT



$$\text{Preorder} = \{ \underset{\text{LST}}{8, 6, 2, 11, 16, 10, 12}, \underset{\text{RST}}{4, 14, 18, 9, 15} \}$$

$$\text{Inorder} = \{ \underset{\text{LST}}{11, 2, 16, 6, 10, 12}, \underset{\text{RST}}{8, 14, 18, 4, 9, 15} \}$$





Node create ( int []pre , ps , pe , int []in , is , ie )

if ( $ps > pe$ ) return null;

int root data = pre[ps]

```
Node root = new Node (root.data)
```

```
int rootidx = find (in[], is, ic, rootdata)
```

```
int elementsLST = rootidx - iS
```

`root.left = create ( pre, ps+1, ps + elements LST , in, is,  
rootidx-1 )`

`root.right = create (pre, ps+elemLST+1, pe, in,  
rootIndex+1, ie)`

return root;

$$a \quad b = b - a + 1$$

elements in LST [is rootidx-1]

Elements LST = rootidx - r - is + r

Elements LST = rootidx - is

(a) (b)  
[ps+1 e] = elements in LST

$$e - (ps+1) + 1$$

$$e - ps - r + r = \text{elements in LST}$$

$$e = \text{elements LST} + ps$$