

Assignment No. 6

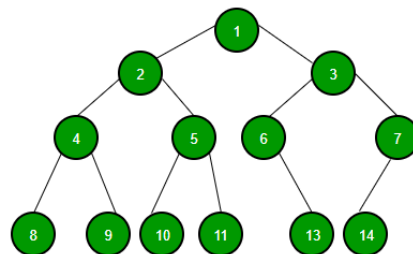
Name: Bhavin Ratansing Patil

Roll No.: 26 SEDA

Q.1 Create Binary Tree and Find height of the tree and print leaf nodes. Find mirror image and print original and mirror image.

Binary Tree

A tree whose elements have at most 2 children is called a binary tree. Since each element in a binary tree can have only 2 children, we typically name them the left and right child.



Algorithm:

1. Mirror of the tree Recursive:

Step 1: If tree! = NULL

Step 2: temp = tree->Right

tree->Right = tree->Left

tree->Left = temp

Step 3: Mirror_BST(tree->Left)

Step 4: Mirror_BST(tree->Right)

2. Height of the tree recursive:

Step 1: If (root=NULL)

Display "tree is empty"

stop

Step 2: Else

Step 3: return 1 + max(height(root->left), height(root->right))

3. Leaf Node of tree:

Step 1: if (r == NULL)
return 0;

Step 2: if (r->left == NULL && r->right == NULL)
printf("\t%d", r->data);

Step 3: return (leaf(r->left) + leaf(r->right))

Program:

```
#include <stdio.h>
#include <stdlib.h>
struct node *st[100];
int top = -1;
struct node
{
    int data;
    struct node *left;
    struct node *right;
} * root;
// -----
struct node *create()
{
    int ch;
    struct node *temp;
    printf("\nDo you want to create a Tree ?\n(1 for yes 0 for No): ");
    scanf("%d", &ch);
    if (ch == 0)
        return NULL;
    temp = malloc(sizeof(struct node));
    printf("\nEnter the data: ");
    scanf("%d", &temp->data);
    printf("\nEnter data for left child of %d", temp->data);
    temp->left = create();
    printf("\nEnter data for right child of %d", temp->data);
    temp->right = create();
    return temp;
}
// -----
struct node *search(struct node *temp, int data)
{
    if (temp == NULL)
    {
        printf("\n\tData is not present");
        return NULL;
    }
}
```

```

    }
    if (temp->data == data)
    {
        printf("\n\tData is present\n");
        return temp;
    }
    if (temp->data > data)
    {
        return search(temp->left, data);
    }
    else
    {
        return search(temp->right, data);
    }
}
// -----
void inorder(struct node *temp)
{
    if (temp != NULL)
    {
        inorder(temp->left);
        printf("\t%d", temp->data);
        inorder(temp->right);
    }
}
void preorder(struct node *temp)
{
    if (temp != NULL)
    {
        printf("\t%d", temp->data);
        preorder(temp->left);
        preorder(temp->right);
    }
}
void postorder(struct node *temp)
{
    if (temp != NULL)
    {
        postorder(temp->left);
        postorder(temp->right);
        printf("\t%d", temp->data);
    }
}
// -----
void push(struct node *temp)
{
    st[++top] = temp;
}

```

```

}

struct node *pop()
{
    return st[top--];
}

void inordernr(struct node *temp)
{
    struct node *r;
    while (temp != NULL)
    {
        push(temp);
        temp = temp->left;
    }

    while (top != -1)
    {
        r = pop();

        printf("\t%d", r->data);
        r = r->right;
        while (r != NULL)
        {
            push(r);
            r = r->left;
        }
    }
}

void preordernr(struct node *temp)
{
    struct node *r;
    while (temp != NULL)
    {
        printf("\t%d", temp->data);
        push(temp);
        temp = temp->left;
    }

    while (top != -1)
    {
        r = pop();

        r = r->right;
        while (r != NULL)
        {
            printf("\t%d", r->data);
            push(r);

```

```

        r = r->left;
    }
}

// -----
int leaf(struct node *r)
{
    if (r == NULL)
        return 0;

    if (r->left == NULL && r->right == NULL)
    {
        printf("\t%d", r->data);
        return 1;
    }
    return (leaf(r->left) + leaf(r->right));
}

// -----
struct node *mirror(struct node *T)
{
    struct node *temp;
    if (T == NULL)
    {
        return NULL;
    }
    else
    {
        temp = T->left;
        T->left = mirror(T->right);
        T->right = mirror(temp);
        return T;
    }
}

// -----
int max(int value1, int value2)
{
    return ((value1 > value2) ? value1 : value2);
}

int height(struct node *temp)
{
    if (temp == NULL)
    {
        return 0;
    }
    else if (temp->left == NULL && temp->right == NULL)
    {
        return 0;
    }
}

```

```

        return (max(height(temp->left), height(temp->right)) + 1);
    }

void main()
{
    struct node *temp, *temp1, *temp3;
    int choice, ele;
    do
    {
        printf("\n1)Create\n2)Inorder(recursive)\n3)Preorder(recursive)\n4)Postorder(recursive)\n5)Inorder(Non-recursive)\n6)Preorder(Non-recursive)\n7)Search\n8)Print Leaf Node\n9)Height of Tree\n10)Mirror\n0)Quit\n\nEnter Your Choice: ");
        scanf("%d", &choice);
        switch (choice)
        {
            case 1:
                root = create();
                temp = root;
                break;
            case 2:
                printf("\n====Inorder (Recursive)====\n");
                inorder(temp);
                printf("\n=====\n");
                break;
            case 3:
                printf("\n====Preorder (Recursive)====\n");
                preorder(temp);
                printf("\n=====\n");
                break;
            case 4:
                printf("\n====Postorder (Recursive)====\n");
                postorder(temp);
                printf("\n=====\n");
                break;
            case 5:
                printf("\n====Inorder (Non - Recursive)====\n");
                inordernr(temp);
                printf("\n=====\n");
                break;
            case 6:
                printf("\n====Preorder (Non - Recursive)====\n");
                preordernr(temp);
                printf("\n=====\n");
                break;
            case 7:
                printf("\nEnter the data do you want to search: ");
                scanf("%d", &ele);

```

```

        printf("\n====Search Result====\n");
        search(root, ele);
        printf("\n=====\n");
        break;
    case 8:
        printf("\n====Leafs of Tree====\n");
        printf("\nNo. of Leaf Nodes = %d", leaf(temp));
        printf("\n=====\n");
        break;
    case 9:
        printf("\n====Height of Tree====\n");
        int h = height(temp);
        printf("\t%d", h);
        printf("\n=====\n");
        break;
    case 10:
        printf("Printing Original and Mirror in Inorder\n");
        temp3 = temp;
        printf("\n====Original Tree====\n");
        inorder(temp3);
        temp1 = mirror(temp3);
        printf("\n====Mirror Tree====\n");
        inorder(temp1);
        printf("\n=====\n");
        break;
    default:
        break;
}
} while (choice != 0);
}

```

Output:

```
E:\DS Lab\Assignment No.6 BTHLM>assignment6

1)Create
2)Inorder(recursive)
3)Preorder(recursive)
4)Postorder(recursive)
5)Inorder(Non-recursive)
6)Preorder(Non-recursive)
7)Search
8)Print Leaf Node
9)Height of Tree
10)Mirror
0)Quit

Enter Your Choice: 1

Do you want to create a Tree ?
(1 for yes 0 for No): 1

Enter the data: 100

Enter data for left child of 100
Do you want to create a Tree ?
(1 for yes 0 for No): 1

Enter the data: 200

Enter data for left child of 200
Do you want to create a Tree ?
(1 for yes 0 for No): 1

Enter the data: 400

Enter data for left child of 400
Do you want to create a Tree ?
(1 for yes 0 for No): 0

Enter data for right child of 400
Do you want to create a Tree ?
(1 for yes 0 for No): 0

Enter data for right child of 200
Do you want to create a Tree ?
(1 for yes 0 for No): 1

Enter the data: 500

Enter the data: 500

Enter data for left child of 500
Do you want to create a Tree ?
(1 for yes 0 for No): 0

Enter data for right child of 500
Do you want to create a Tree ?
(1 for yes 0 for No): 0

Enter data for right child of 100
Do you want to create a Tree ?
(1 for yes 0 for No): 1

Enter the data: 300

Enter data for left child of 300
Do you want to create a Tree ?
(1 for yes 0 for No): 0

Enter data for right child of 300
Do you want to create a Tree ?
(1 for yes 0 for No): 1

Enter the data: 600

Enter data for left child of 600
Do you want to create a Tree ?
(1 for yes 0 for No): 0

Enter data for right child of 600
Do you want to create a Tree ?
(1 for yes 0 for No): 0
```


Enter Your Choice: 2

====Inorder (Recursive)====

400 200 500 100 300 600

=====

- 1)Create
- 2)Inorder(recursive)
- 3)Preorder(recursive)
- 4)Postorder(recursive)
- 5)Inorder(Non-recursive)
- 6)Preorder(Non-recursive)
- 7)Search
- 8)Print Leaf Node
- 9)Height of Tree
- 10)Mirror
- 0)Quit

Enter Your Choice: 3

====Preorder (Recursive)====

100 200 400 500 300 600

=====

- 1)Create
- 2)Inorder(recursive)
- 3)Preorder(recursive)
- 4)Postorder(recursive)
- 5)Inorder(Non-recursive)
- 6)Preorder(Non-recursive)
- 7)Search
- 8)Print Leaf Node
- 9)Height of Tree
- 10)Mirror
- 0)Quit

Enter Your Choice: 4

====Postorder (Recursive)====

400 500 200 600 300 100

=====

```

1)Create
2)Inorder(recursive)
3)Preorder(recursive)
4)Postorder(recursive)
5)Inorder(Non-recursive)
6)Preorder(Non-recursive)
7)Search
8)Print Leaf Node
9)Height of Tree
10)Mirror
0)Quit

Enter Your Choice: 7

Enter the data do you want to search: 100

=====Search Result=====

           Data is present

=====

1)Create
2)Inorder(recursive)
3)Preorder(recursive)
4)Postorder(recursive)
5)Inorder(Non-recursive)
6)Preorder(Non-recursive)
7)Search
8)Print Leaf Node
9)Height of Tree
10)Mirror
0)Quit

Enter Your Choice: 7

Enter the data do you want to search: 700

=====Search Result=====

           Data is not present

=====

```

```

1)Create
2)Inorder(recursive)
3)Preorder(recursive)
4)Postorder(recursive)
5)Inorder(Non-recursive)
6)Preorder(Non-recursive)
7)Search
8)Print Leaf Node
9)Height of Tree
10)Mirror
0)Quit

Enter Your Choice: 8

=====Leafs of Tree=====

           400           500           600
No. of Leaf Nodes = 3

=====

1)Create
2)Inorder(recursive)
3)Preorder(recursive)
4)Postorder(recursive)
5)Inorder(Non-recursive)
6)Preorder(Non-recursive)
7)Search
8)Print Leaf Node
9)Height of Tree
10)Mirror
0)Quit

Enter Your Choice: 9

=====Height of Tree=====

           2

=====

```

```
1)Create
2)Inorder(recursive)
3)Preorder(recursive)
4)Postorder(recursive)
5)Inorder(Non-recursive)
6)Preorder(Non-recursive)
7)Search
8)Print Leaf Node
9)Height of Tree
10)Mirror
0)Quit
```

Enter Your Choice: 10

Printing Original and Mirror in Inorder

====Original Tree====

400 200 500 100 300 600

====Mirror Tree====

600 300 100 500 200 400

=====