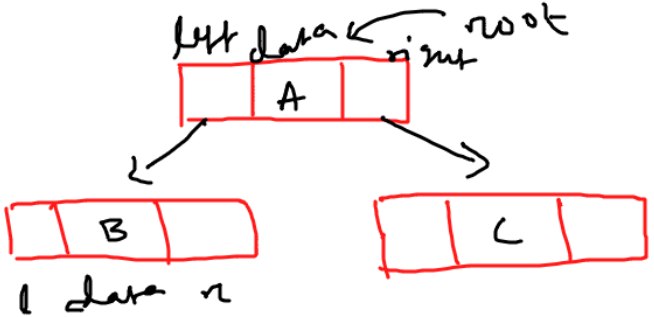
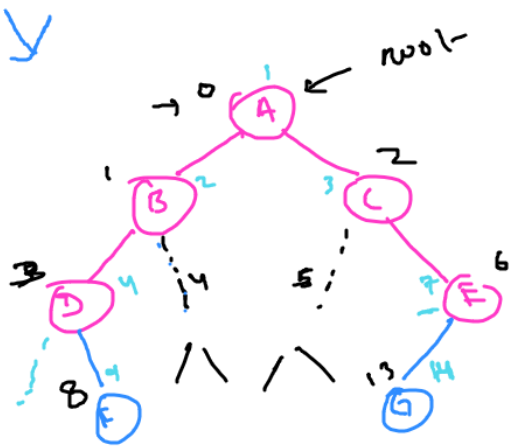


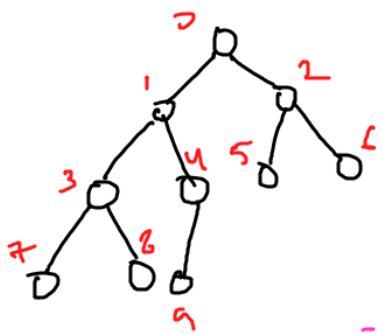
← LL Representation



Index of a given node is 'i' :

$L_i = 2*i+1$ $\quad R_i = 2*i+2$

$P_i = (i-1)/2$



Index

0 → 4 → Internal Node Index

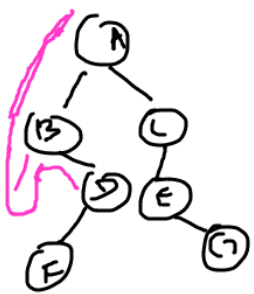
5 → 9 → Leaf Node Index

10 = N

= Internal Nodes Indices = 0 to $\frac{N}{2} - 1$

Leaf Nodes Indices = $N/2$ to $N-1$

Traversal



1st time → Preorder
2nd time → Inorder
3rd time → Post order.

A B D

```
void Morder (Node root)
{
    if(root)
    {
      1. inorder (root->left);
      2. S.o.p (root -> data);
      3. inorder (root -> right);
    }
}
```

```
Void preorder (Node root)
{
    if(root)
    {
      1. S.o.p (root -> data);
      2. preorder (root -> left);
      3. preorder (root -> right);
    }
}
```

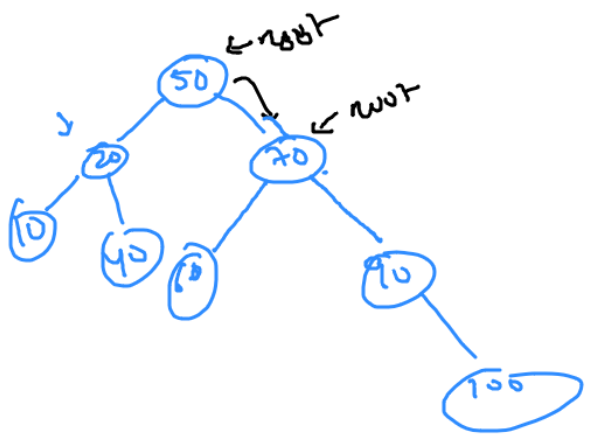
```
if(root)
{   postorder (root -> left)
    postorder (root -> right)
    S.o.p (root -> data)
}
```

Binary Search Tree - BST

Left < Root < Right ←

BST construction (Insert operation)

50, 70, 60, 20, 90, 10, 40, 100

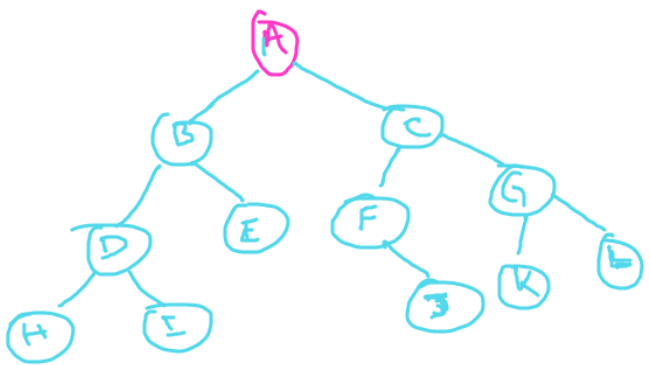


To construct a unique binary tree, we need:

(1) Preorder and inorder

(or)

(2) Postorder and inorder



(1)

Preorder : A B D H I E C F J G K L

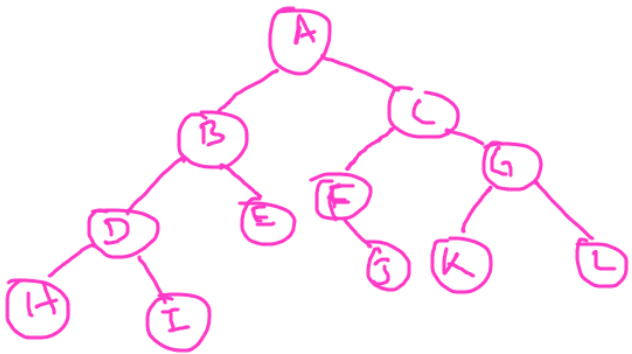
Inorder : H D I B E A F J C K G L

Construct Binary tree.

Postorder : H I D E B J F K L G C A

Inorder : H D I B E A C F J G K L

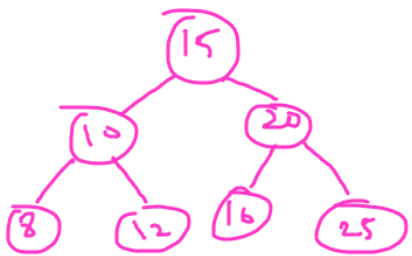
Construct binary tree.



Preorder :

: 15, 10, 8, 12, 20, 16, 25 ⇒ Inorder : 8, 10, 12, 15, 16, 20, 25

Given preorder traversal, construct unique BST.



Note :-

Inorder traversal of BST is the ascending order of elements.

↑

left < root < right