

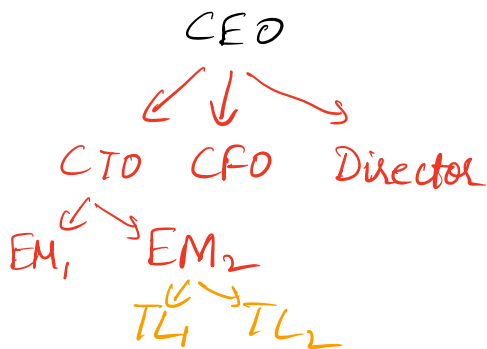
Arrays



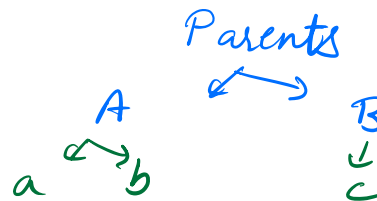
Linked Lists



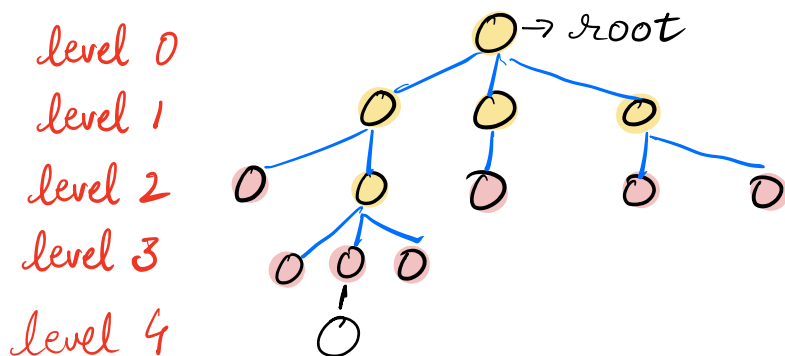
Hierarchy
Org structure



Family Structure



○



● Non Leaf Node

● Leaf Node

○ → Node

/ → Edge

Relationships

● Parent

● Child

● Siblings

● Cousins

Only one parent for a node
multiple children

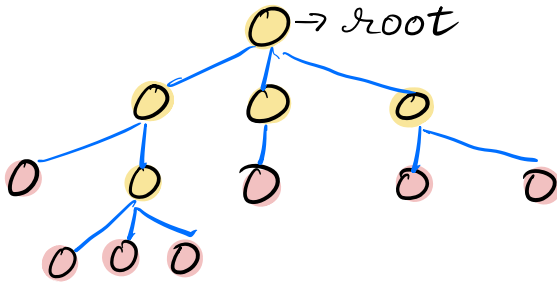
↳ originating from same parent

↳ originating from same grand parent.
(same level is needed)

Depth

recursion
 \Rightarrow BFS

level 0
level 1
level 2
level 3



0
1
2
3

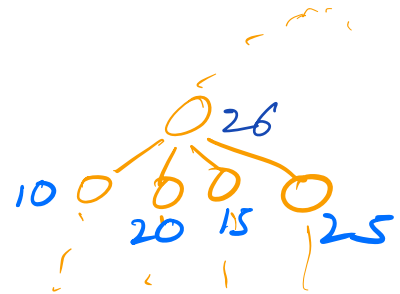
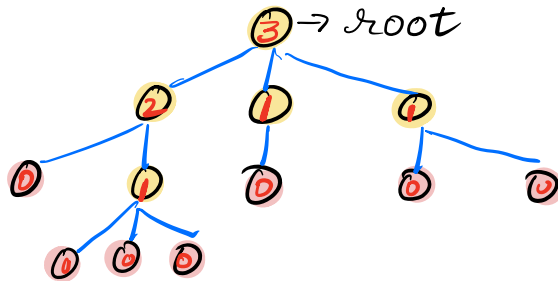
level = depth [Level is 0 index]

Depth(node) : Length of path from root to node

$$\text{Depth}(\text{node}) = \text{Depth}(\text{parent}) + 1$$

HEIGHT

level 0
level 1
level 2
level 3



Height(node) : Length of longest path from node to the deepest descendant leaf node.

$$\text{Height}(\text{node}) = 1 + \max[\text{Height}(\text{child})]$$

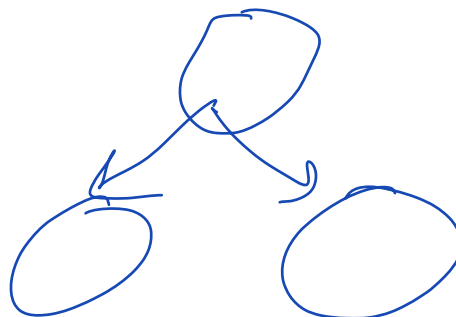
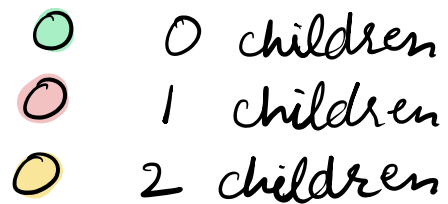
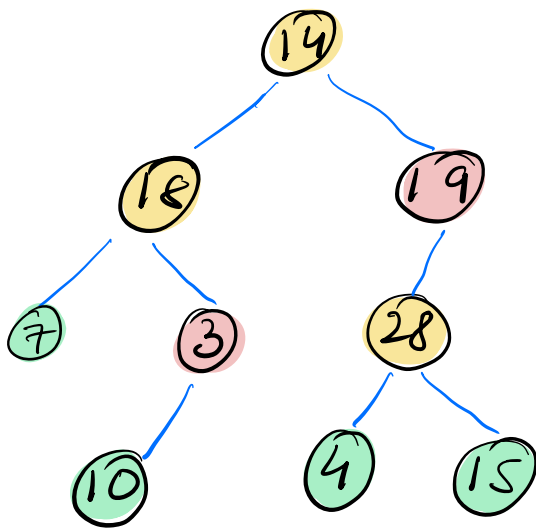
$$\text{Height}(\text{leaf}) = 0$$

Naming of trees

At max 2 children : **BINARY TREE**

At max 3 children : **TERNARY TREE**

At max N children : **N-ary TREE**

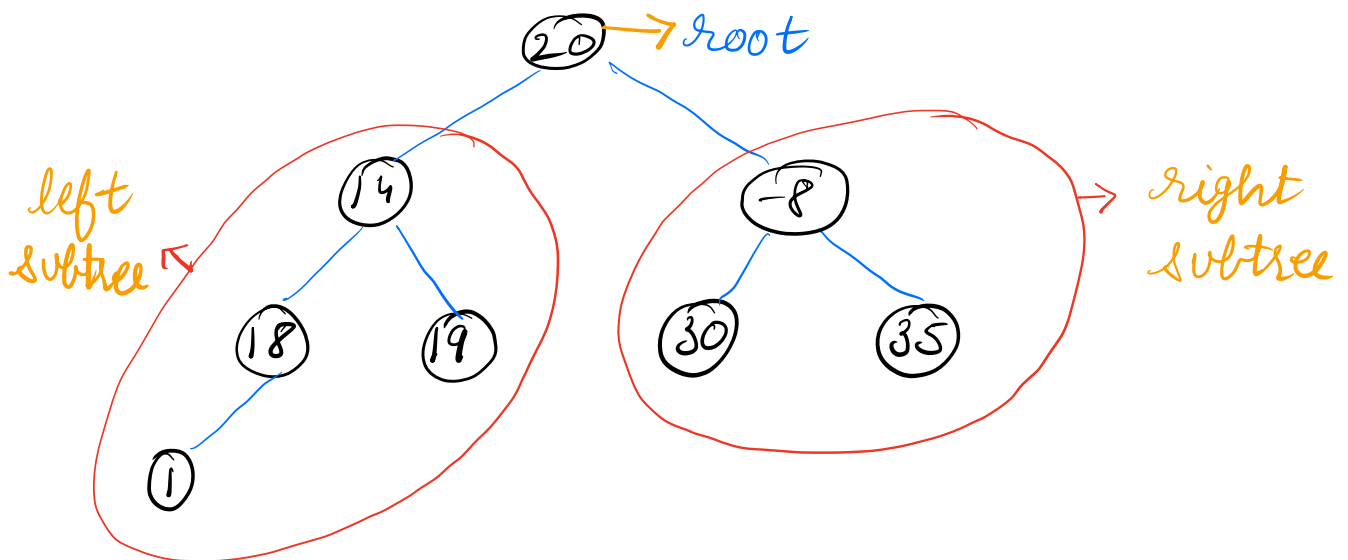
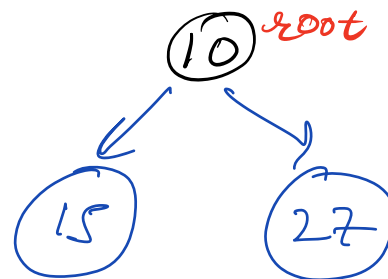


BINARY TREES

```
class Node {  
    int data  
    Node left  
    Node right
```

```
Node root = new Node(10)  
root.left = new Node(15)  
root.right = new Node(27)
```

```
Node (int x) {  
    data = x  
    left = null  
    right = null
```



left subtree → Family of the left child.

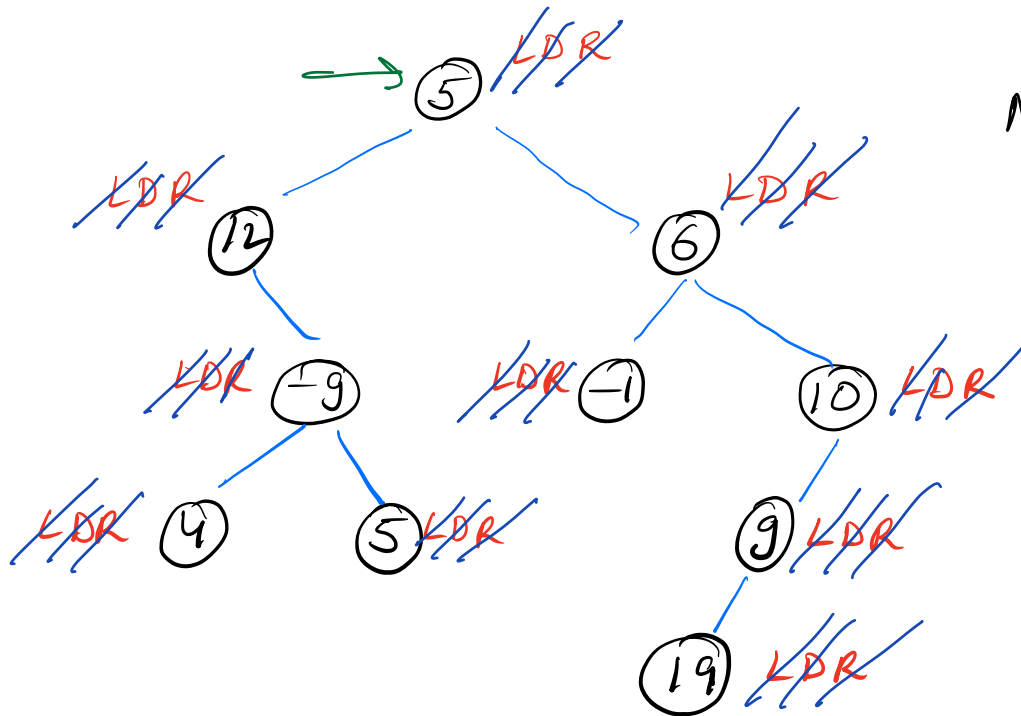
Recursion

- 1) **Assumption**: Decide what your function does, and assume it does exactly that
- 2) **Main Logic**: Solving Assumption with subproblem
- 3) **Base Condition**: When should code stop.

Tree Traversals

- 1) Preorder [data Left Right]
- 2) Inorder [Left data Right]
- 3) Postorder [Left Right data]

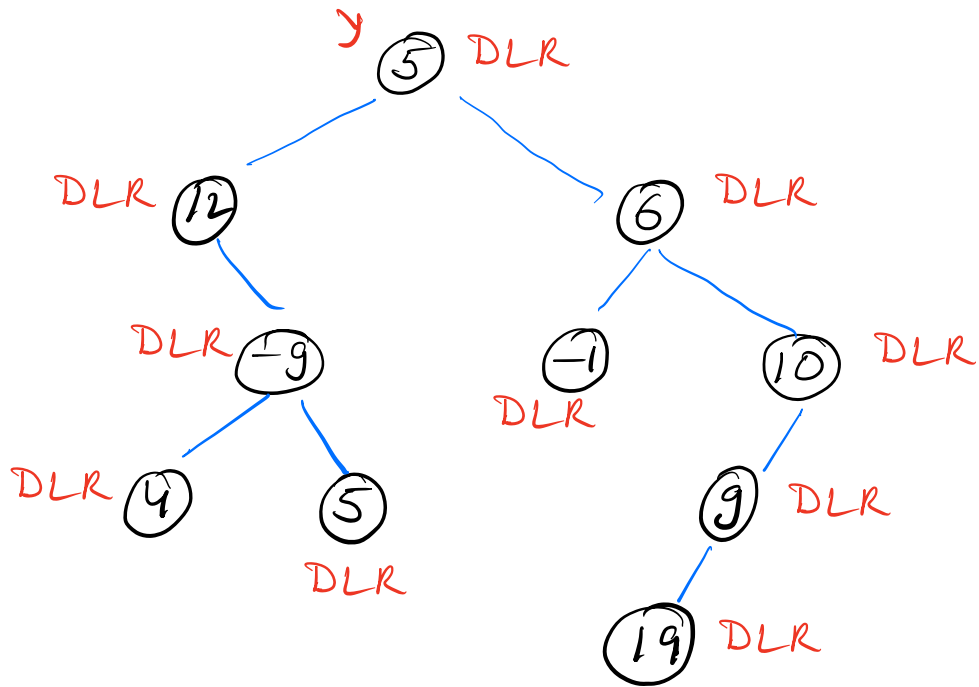
Inorder example



$1 \rightarrow 3$
 $N \rightarrow 3N$

Ans: 12 4 9 5 5 -1 6 19 9 10

Pre order example



Ans: 5 12 -9 4 5 6 -1 10 9 19

HW: Post order LR data

4 5 -9 12 -1 19 9 10
6 5



2 / 3

Q1 INORDER TRAVERSAL Code

Assumption: Print all node values
in inorder fashion

Base Case: if $node == null$ return

Logic: LDR
left subtree → right subtree

```
void inorder (Node node) {  
    if (node == null)   
        return  
    inorder (node.left)  
    print (node.data)  
    inorder (node.right)  
}
```

TC: $O(N)$

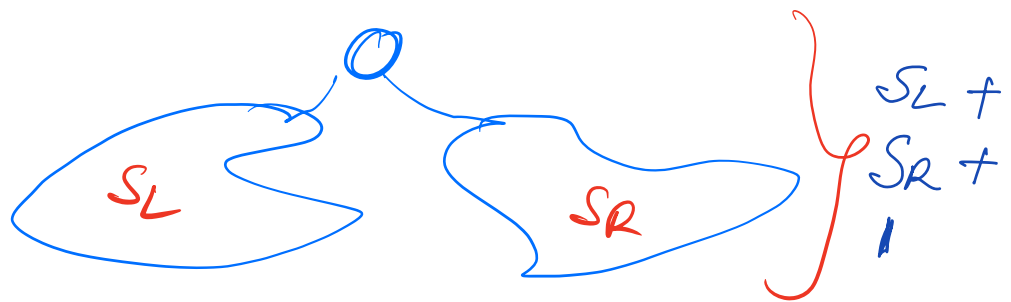
SC: $O(N)$

Q2 Given Binary Tree, calc size of tree

Assumption: Returns no of nodes in tree

Base Case: if root is NULL, ans = 0

Logic:



```
int size(Node node) {
```

```
    if (node == NULL)
```

```
        return 0
```

```
    S_L = size(node.left)
```

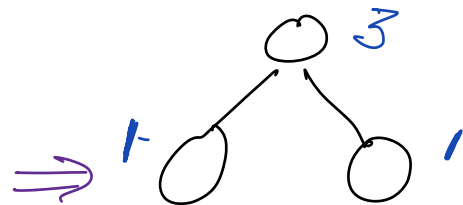
```
    S_R = size(node.right)
```

```
    return S_L + S_R + 1
```

```
}
```

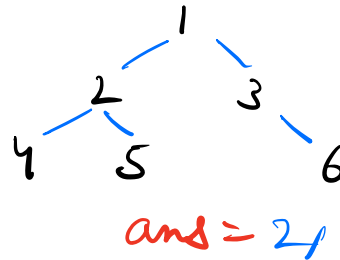
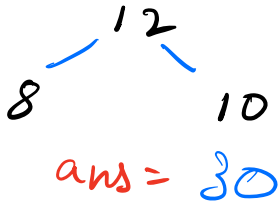
TC: $O(N)$

SC: $O(N)$



Q3 Given Binary Tree, find sum of node values of all nodes.

Eg:



Assumption: Return sum of node values

Base Case: if root is NULL, ans = 0

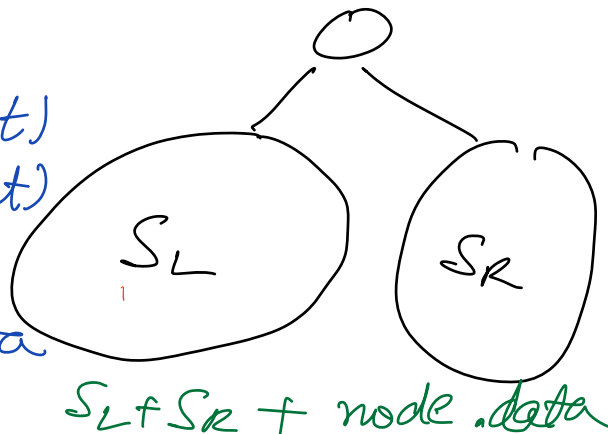
Logic:

```
int sum(Node node) {  
    if (node == NULL)  
        return 0
```

```
    SL = sum(node.left)  
    SR = sum(node.right)
```

```
    return SL + SR + node.data
```

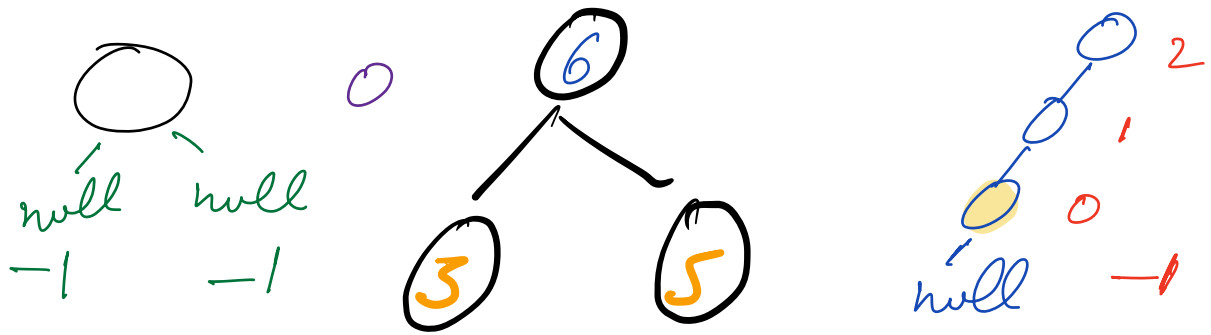
```
}
```



TC: $O(N)$

SC: $O(N)$

Q4) Height of a tree



```
int height (node) {  
    if (node == null)   
        return -1  
    hl = height (node.left)  
    hr = height (node.right)  
    return 1 + max (hl, hr)  
}
```

TC: $O(n)$
SC: $O(n)$

Ques 4

