Trie

Notation : `trie`

Description : A structure for organizing sequential data hierarchically. Members of a previous generation can spawn infinitely many members of the next generation, but the data cannot be read out of sequence. In other words a parent can spawn any number of children, but cannot skip a generation. This ensures that all the data in a trie are related to each other properly.

A simple kind of trie that everyone has used is a list: