

# Trees and Graphs

(For the below tasks, you may want to create a binary tree manually and use the same tree for all of these tasks. However, for task 6, you need two trees; hence, prepare another)

**NB: All the methods(1-7) as well as the main method/tester statements must be written in one class. DO NOT write a different class for each method.**

**Compile all your codes and simulation picture in ONE PDF and submit it .**

1. **RECURSIVELY** calculate the height of a tree.
2. **RECURSIVELY** calculate the level of a Node in a tree.
3. Print elements of all the Nodes of a tree using **Pre-order Traversal**.
4. Print elements of all the Nodes of a tree using **In-order Traversal**.
5. Print elements of all the Nodes of a tree using **Post-order Traversal**.
6. Write a method which will evaluate whether two trees are **exactly same** or **not**.
7. Write a method which will return a **copy (new tree) of a given tree**.

8. An adjacency matrix is given below:

	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>
<b>A</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>
<b>B</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>
<b>C</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>D</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>
<b>E</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>F</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>G</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>

a) Draw the equivalent graph.