

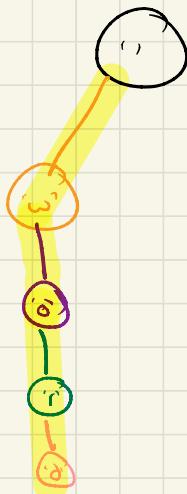
A2 Explanation : The Trees



Trie Trees

Insert ("word")

- ① Add "w" to subtrees,
with value as a
new TrieTree("w")
- ② Add "o" to subtrees of w,
make new TrieTree('o')
- ③ Add 'r' to subtrees of 'o',
make new TrieTree ('r')
- ④ Add 'd' to subtrees of 'r'
make new TrieTree ("d", "word")



Trie Trees

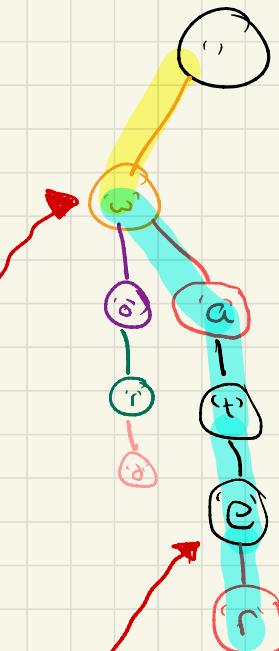
Insert ("water")

- ① Search for "w" in our
- children, retrieve that
TrieTree

- ② Add "a" to subtrees of w,
make new TrieTree ('a')

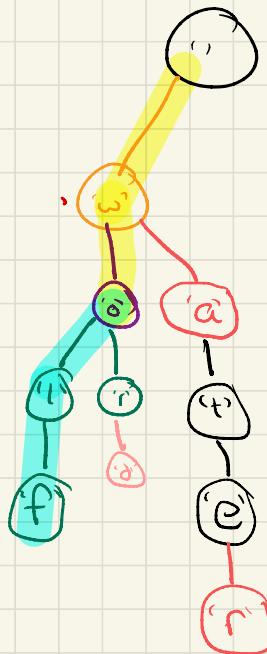
- ③/④ Add 't', 'e' to the
chain

- ⑤ Add 'r' to subtrees of 'e'
make new TrieTree ('r', "water")



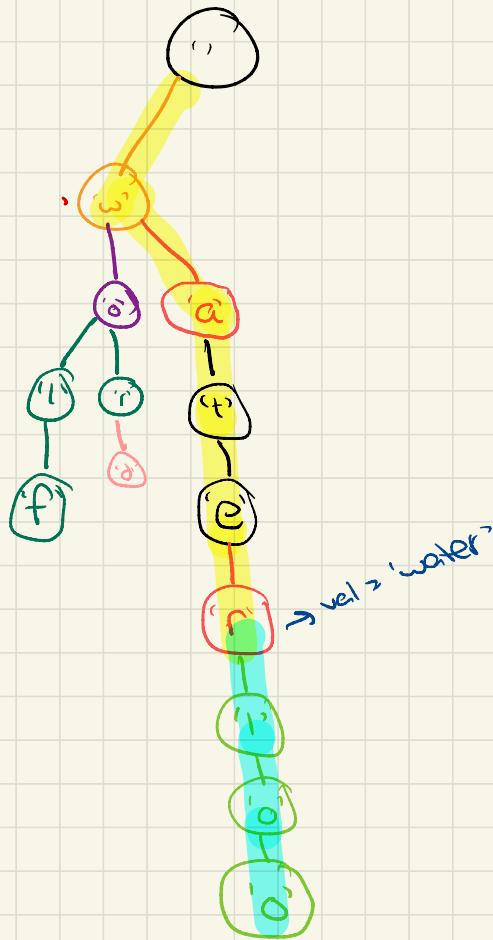
Trie Trees

Insert("wolf")



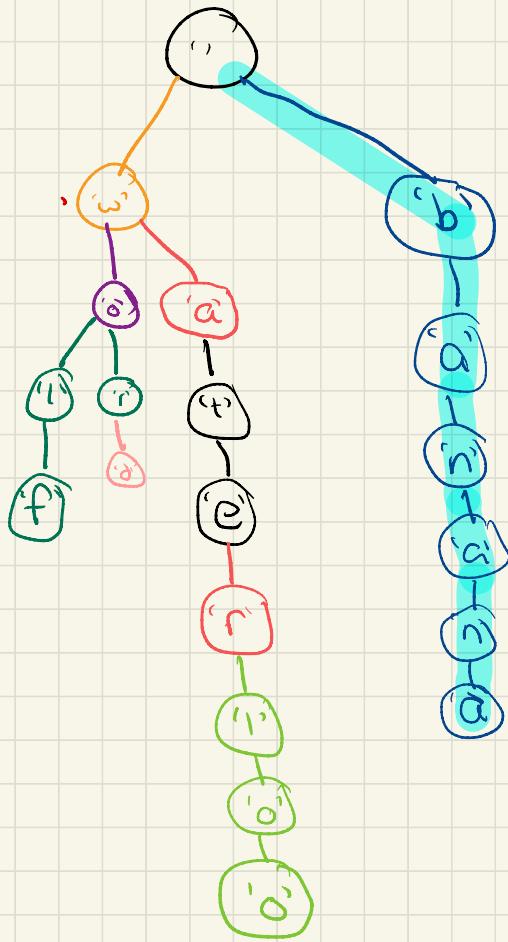
Trie Trees

Insert ("waterloo")



Trie Trees

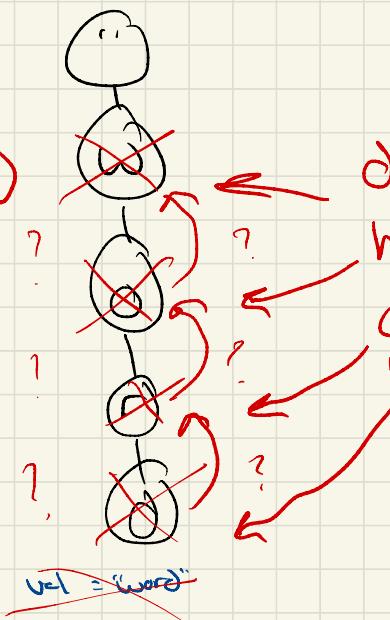
Insert ("banana")



Deleting Items in Trie Trees

insert ("word")

delitem ("word")

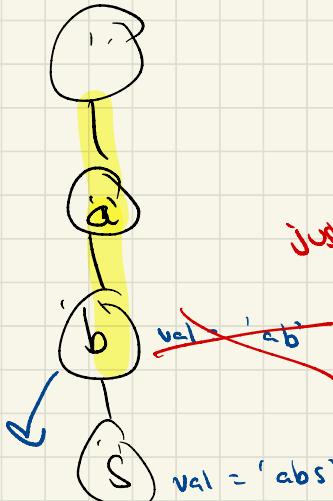


Ex. 1

delete nodes which
have no other
children.

insert ('ab')
insert ('abs')
delitem ('ab')

Don't delete 'b',
because it has
children

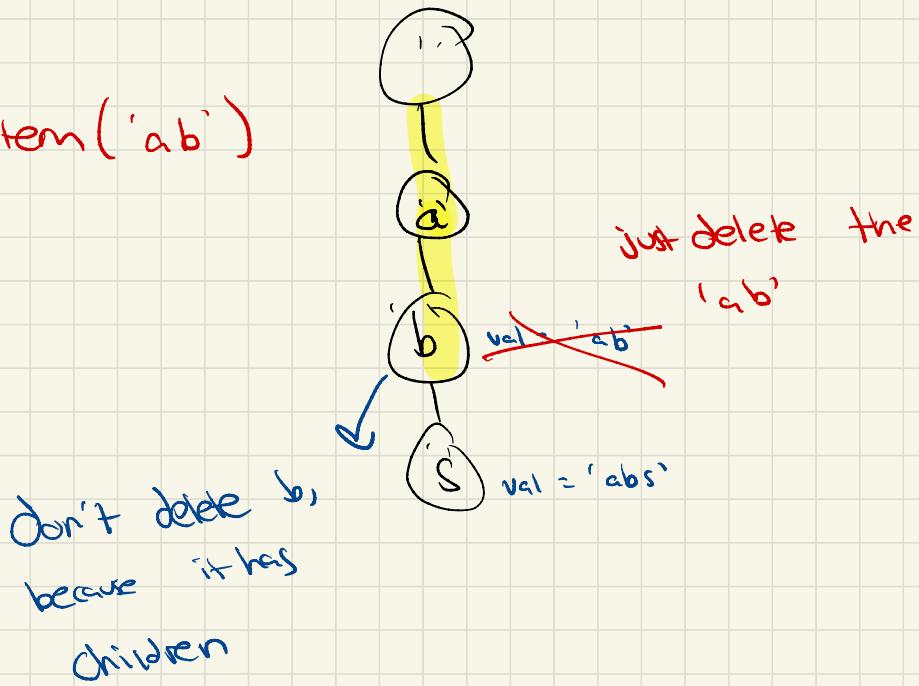


Ex. 2

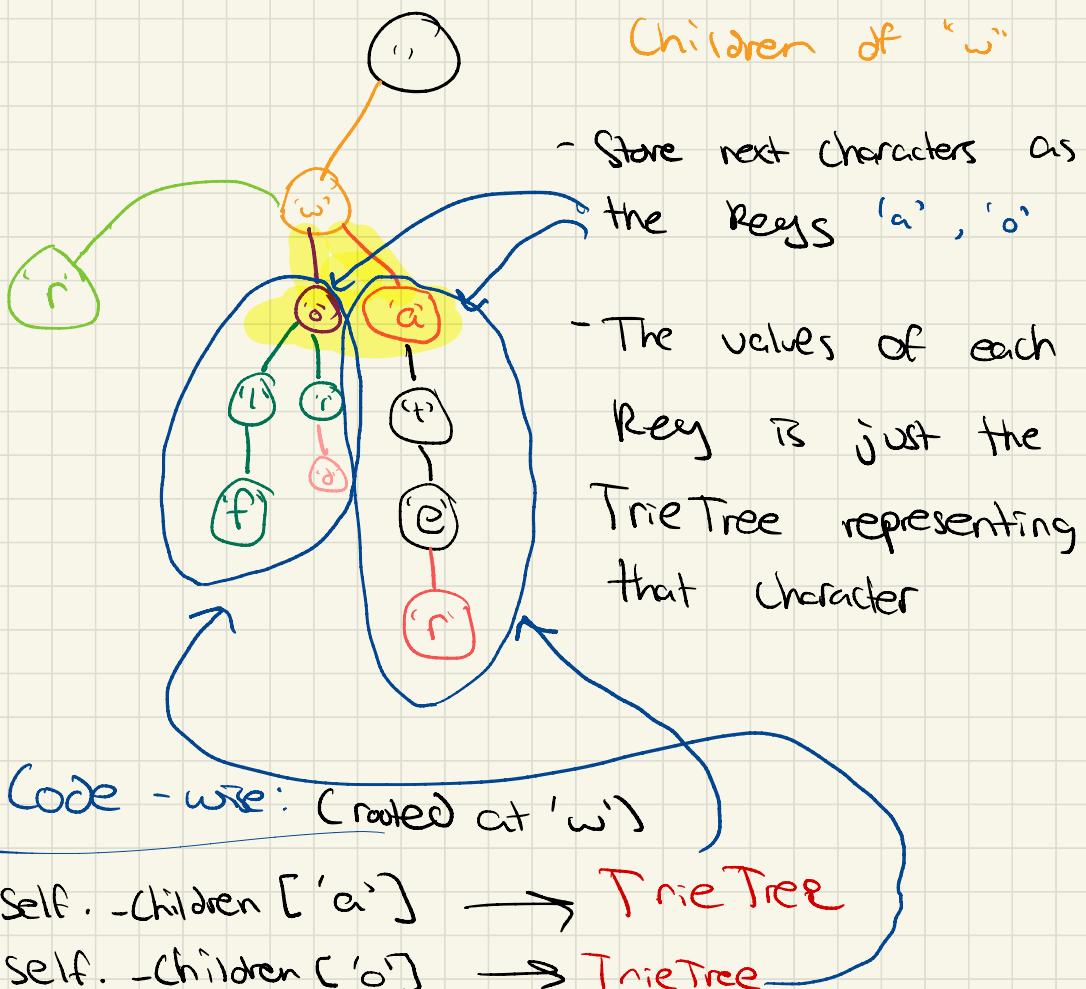
just delete the value
'ab'

val = 'abs'

`delitem('ab')`



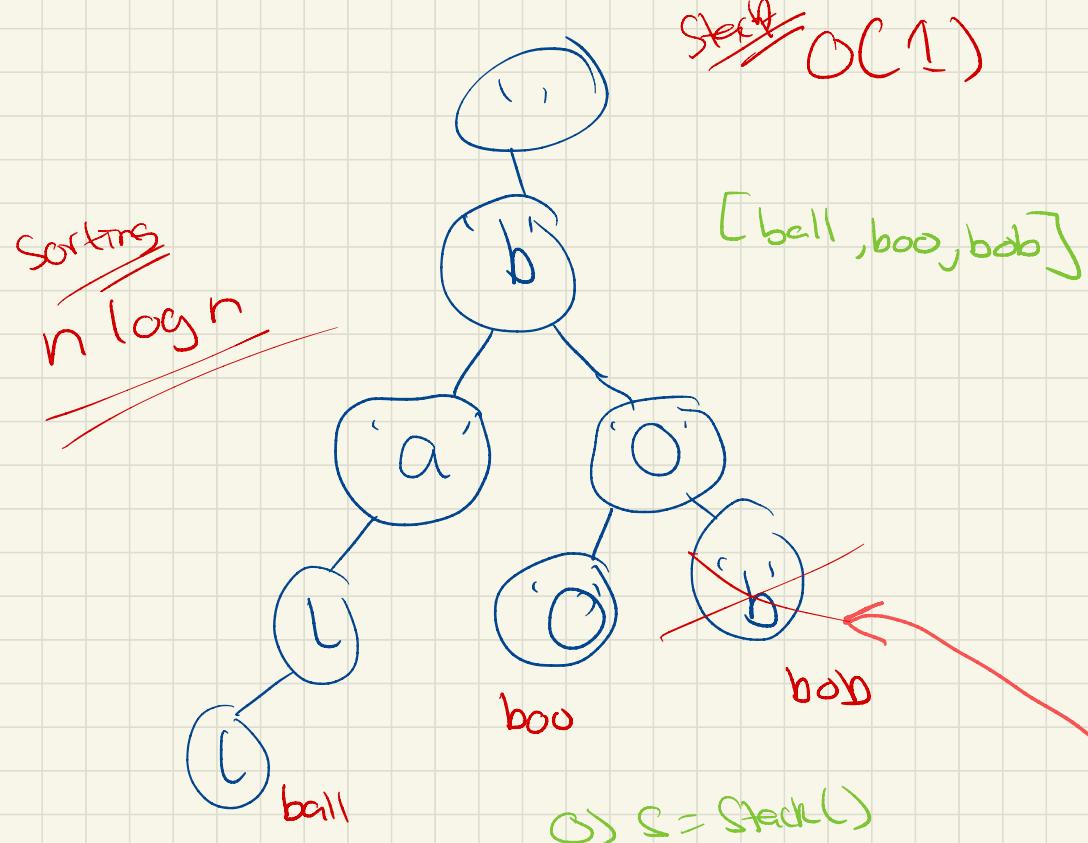
Explaining self.-children



Add new Trie Tree

Let's say I went to add the word "write"

self.-children ['r'] = TrieTree('r')



~~delitem('bob')~~

7) `toDelete = point.char`

8) `parent = s.pop()`

9) `delete toDelete from parent.-children`

Repeat 6-9 while
not `s.is_empty()`

① `s = Stack()`

1) Search for `b`, `s.push(b)`

2) Search for `o`, `s.push(o)`

3) Search for `b`, `s.push(b)`

4) delete value '`bob`' from

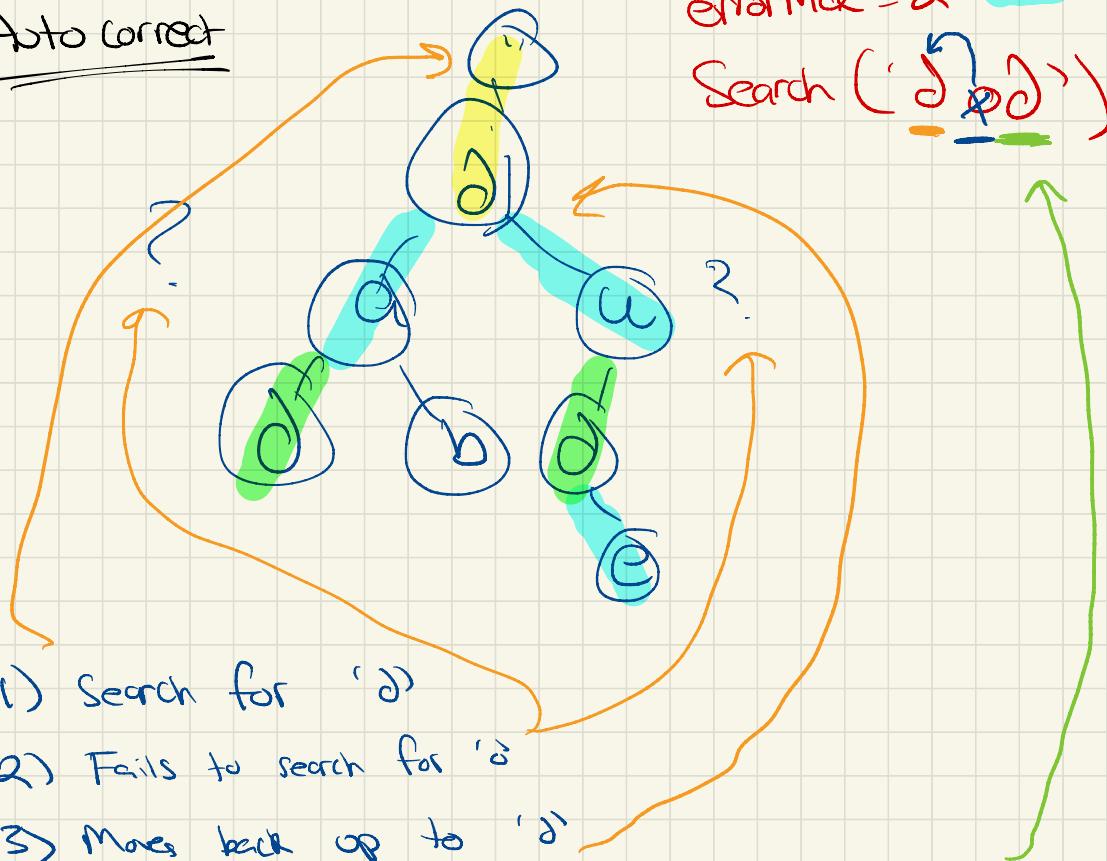
Start popping

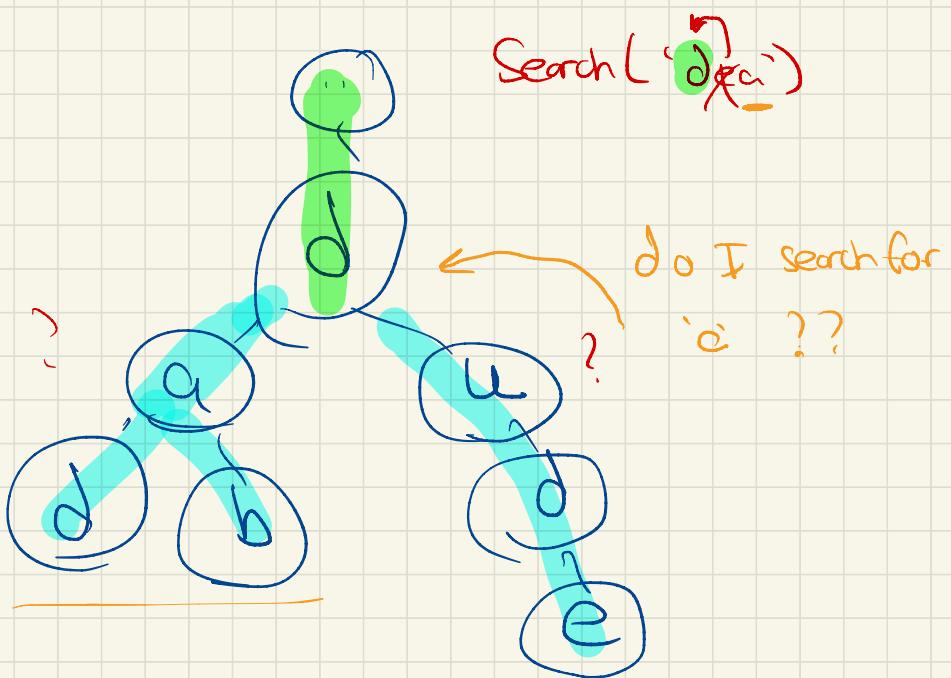
5) `parent = s.pop()`

6) Check if `parent` has children

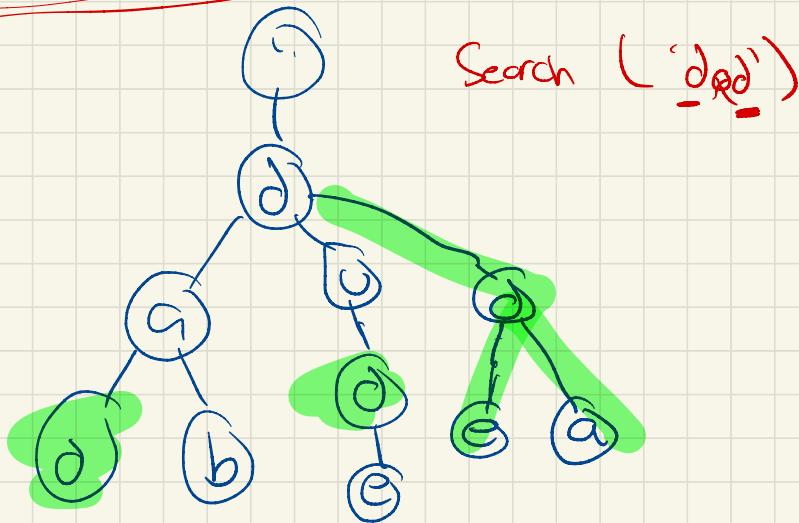
- If it has children, return (you're
done)

Auto correct





A2 Clarification To ASL



Should I still return [ddc, ddc]
or [dde, ddःa]