

Written

[#1] Assume we have  $n$  full node in a ~~tree~~ binary tree

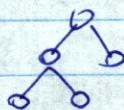
- when  $n=1$  (base case):



$$\text{full node} = 1$$

$$\text{leaves} = 2 = \text{full node} + 1 \quad \checkmark$$

- when  $n=2$  (base case 2):



$$\text{full node} = 2$$

$$\text{leaves} = 3 = \text{full node} + 1$$

$\checkmark$

- Suppose when  $n=k$ , our hypothesis is true  
then when  $n=k$ , we have  $k+1$  leaves.

- when  $n=k+1$ , it means:

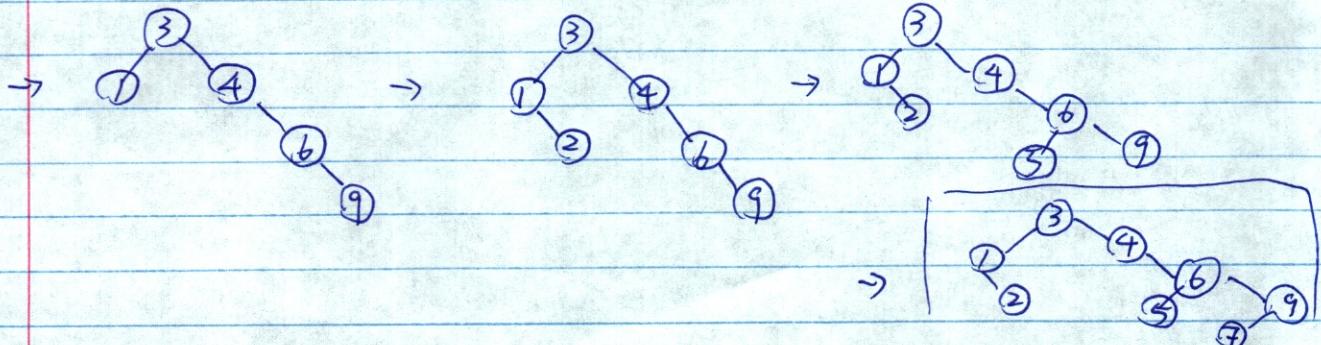
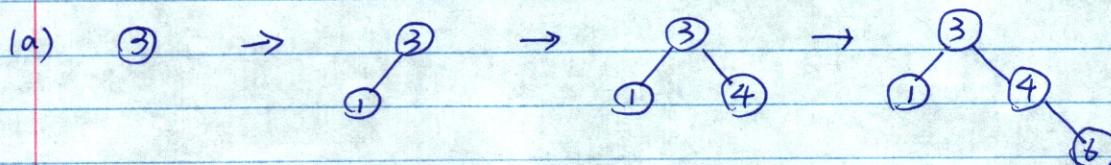
- we will have two leaves which are ~~green~~ from a note, which is a leave before
- then in this case, we will have  $k+1 + 2 - 1 = (k+1) + 1$

Then the assumption hypothesis is true for  
 $n \in \mathbb{N}^*$

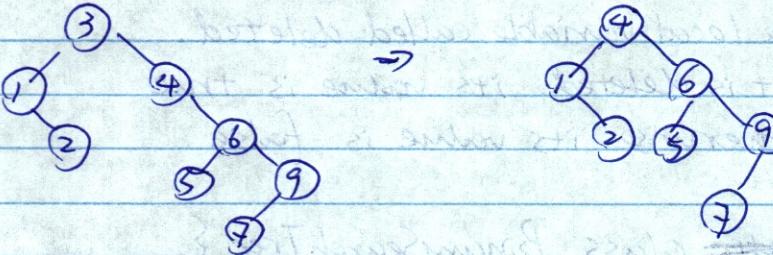
$\uparrow$  new leaves  
 $\uparrow$  old leave,  
now is a full node

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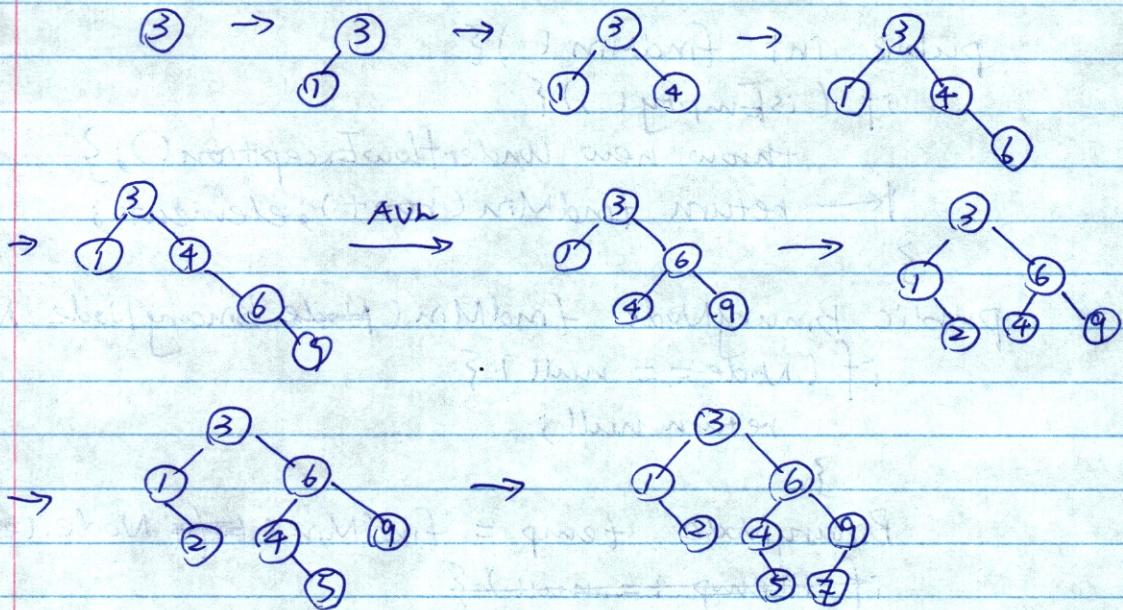
[#2] 3, 1, 4, 6, 9, 2, 5, 7



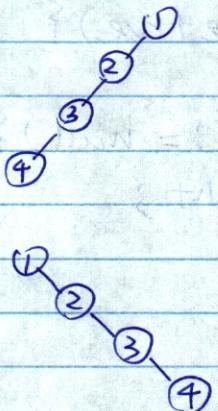
(b)



#3 Avl Tree 3, 1, 4, 6, 9, 2, 5, 7



#4



postfix : 4, 3, 2, 1

prefix : 1, 2, 3, 4

postorder : 4, 3, 2, 1

preorder : 1, 2, 3, 4

- Postorder and preorder for these two binary trees are identically same. However, they are different binary trees.

[#5] Add a local variable called deleted.

if it is deleted, its value is true  
otherwise its value is false

```
public  
private static class BinarySearchTree {  
    private BinaryNode root;  
    private deleted boolean deleted;  
  
    public int findMin() {  
        if (isEmpty()) {  
            throw new UnderflowException();  
        } ← return findMin(root); element;  
    }  
  
    public BinaryNode findMin(Node BinaryNode Node) {  
        if (Node == null) {  
            return null;  
        }  
        BinaryNode temp = findMin(left Node.left);  
        if (temp == null) {  
            return temp;  
        } else if (temp.deleted != false true) {  
            return temp;  
        } else if (temp.right == null) {  
            return temp.right;  
        } else {  
            return null;  
        }  
    }  
  
    public static class BinaryNode {  
        private deleted boolean deleted; // add  
        : constructors all other things stay same  
    }  
}
```