1. The array representation of a **binary search tree (BST)** is given below [None value means the node is empty]:

[None, 6, 4, 11, 2, 5, 8, 12, None, None, None, None, None, 10, None, 20] (The first None value indicates a dummy node of the tree)
Answer the following questions-

A. Draw the BST.

[2.5]

- B. A specific type of traversal prints out the node values in sorted order. What is the traversal's name? Write that particular traversal sequence of the tree in part A.
 [2.5]
- C. Write the post order traversal sequence of the tree in part A. Use that traversal sequence to insert the elements in that order in an initially empty BST, and show the resulting BST.
 [3]

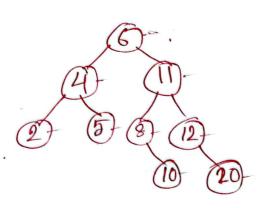
Note: Consider the first element of the post order sequence as the root.

- D. Perform the following operations step by step on the Binary Search Tree you created in part .
 - i. Delete node 6 with the help of its successor.
 - ii. Delete node 8 with the help of its predecessor.

[2]



A



B. Inonder Sequence:

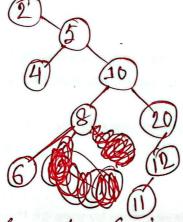
The traversal sequence—

2 4 5 8 6 6 8

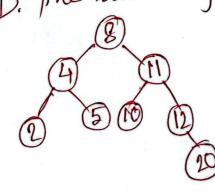
2 4 5 6 8 10 11 12 20

C. Post Order Traversal seguence-

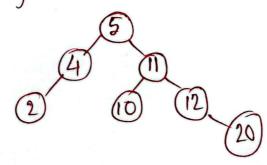
2 5 4 10 8 20 12 11 6



D. The successor of node 6 is 8. After deliling 6'.



De The predecessor of node 8 is 5. After deleting 5, the resulting free-

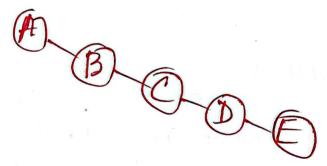


What is the maximum height of a tree with N nodes? Justify your answer with an example.

Maximum height = N-1

Sap All nodes being the right child/left child of
the parent, the maximum height will be N-1.

Suppose, N=5 : True with 5 nodes of maximum height.



3. If we insert nodes into a BST in different orders, will it generate different binary trees? Justify your answer with examples.

[3]

It will. Let's consider 6,4,2,3 are four node. We ean insert this in different ways and there will different types trees for each such as if insert in this sequence: $6 \rightarrow 4 \rightarrow 2 \rightarrow 3$ And now " > 2 > 6 > 3 > 4 | Tree: 26

So, yes it will generate different types of trees.

def count_node(root): #TO DQ

[5]

def count-node (noot):

if noot ez is None:

netwin 0

netwin 1 + count-node (noot. night) technique (noot. left)