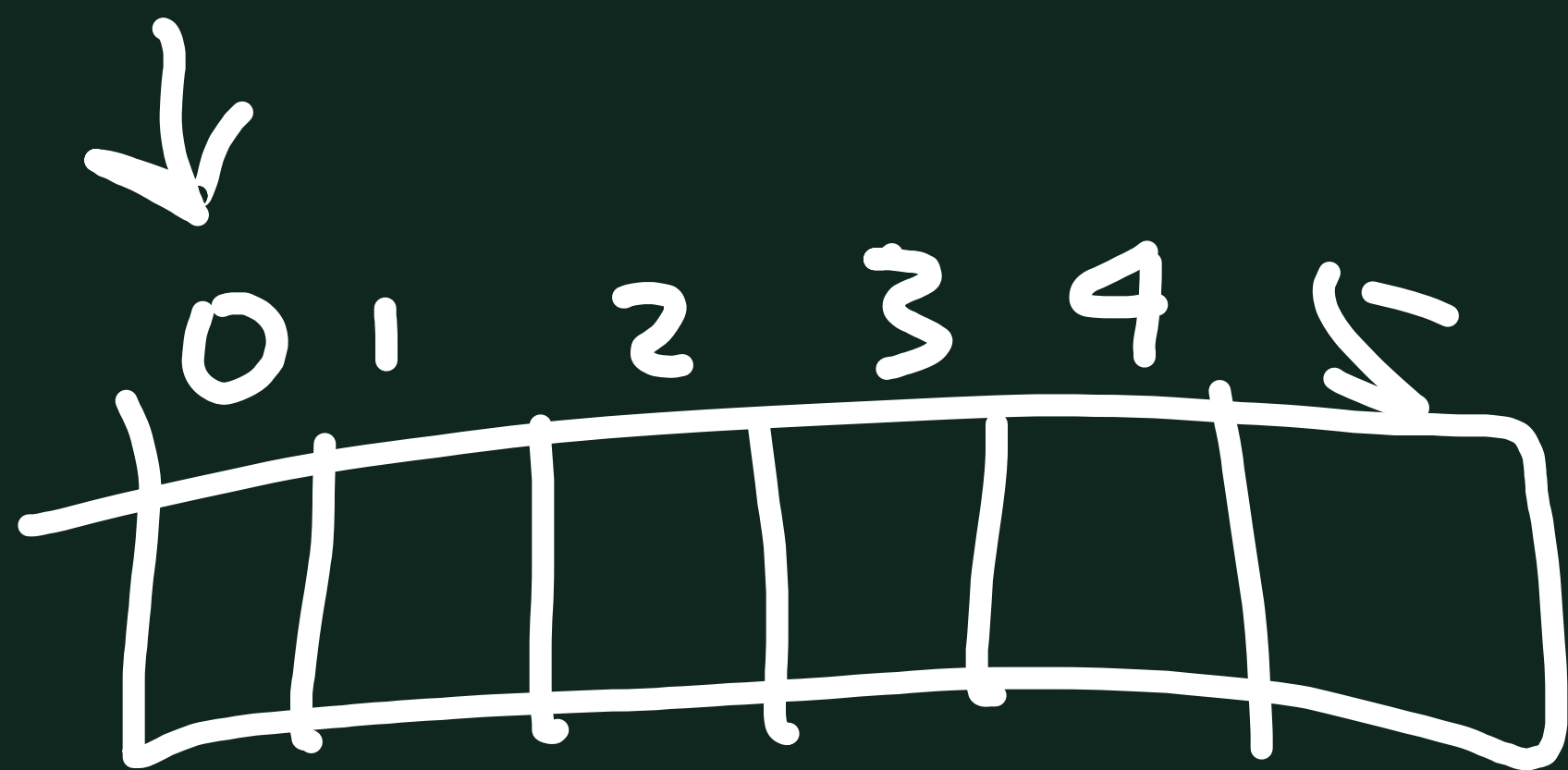


Data Structures



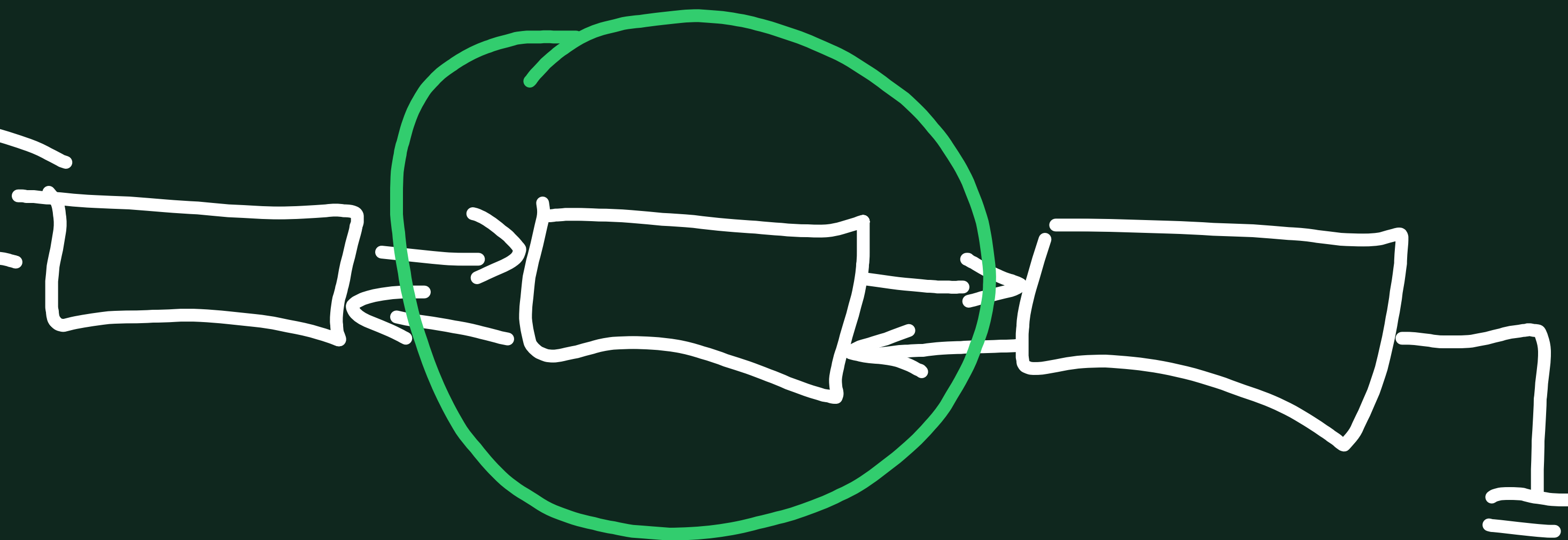
Arraylist



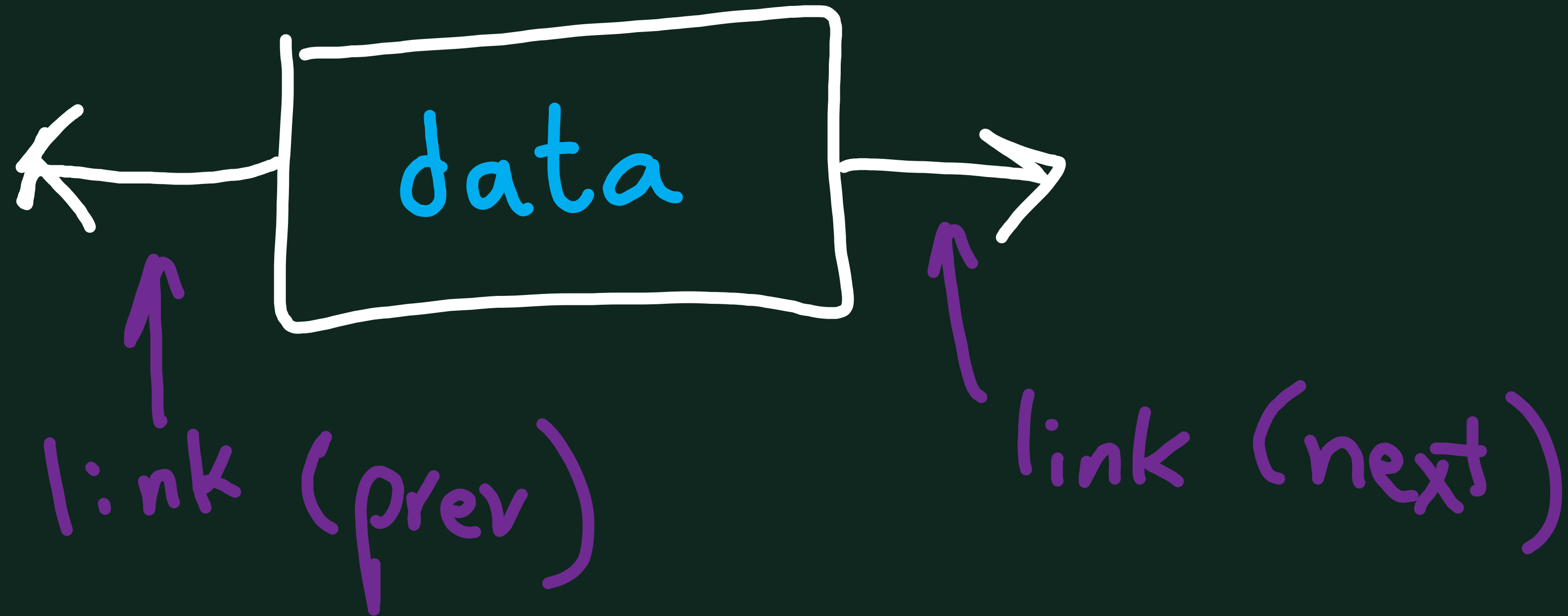
plhead

=

LinkedList

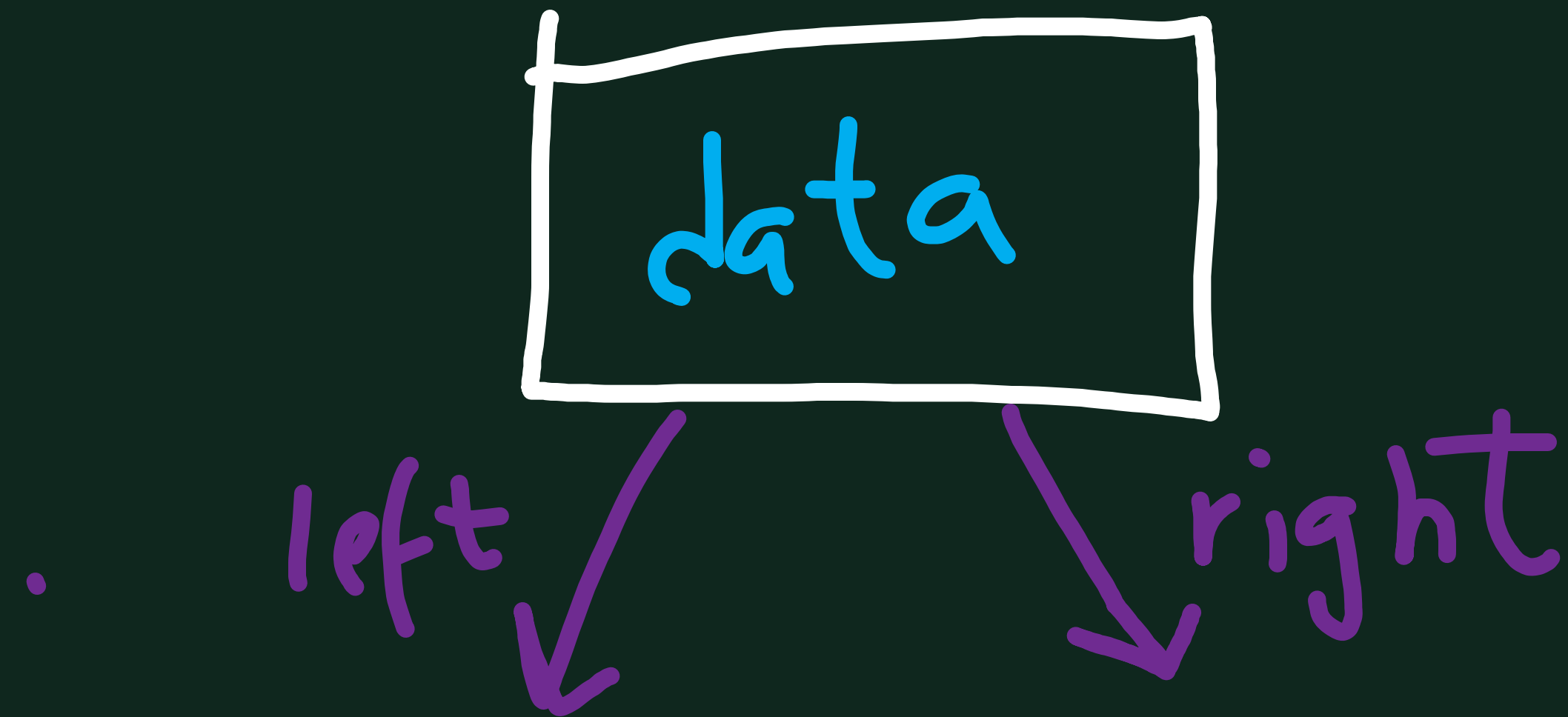


Node



```
public class Node {  
    private/public Node next;  
    private/public Node prev;  
    private/public String data;  
  
    // Constructors  
    // accessor / modifier methods if  
    // instance variables private  
    // toString will be useful!  
}
```

Binary Tree



```
public class BTNode {  
    private/public BTNode left;  
    private/public BTNode right;  
    private/public String data;  
}
```

// Other stuff
Constructors
Methods?

toString method will be handy!

PREORDER (node)
if (node != null)

PARENT (print)
left

LEFT

RIGHT

INORDER

LEFT

PARENT

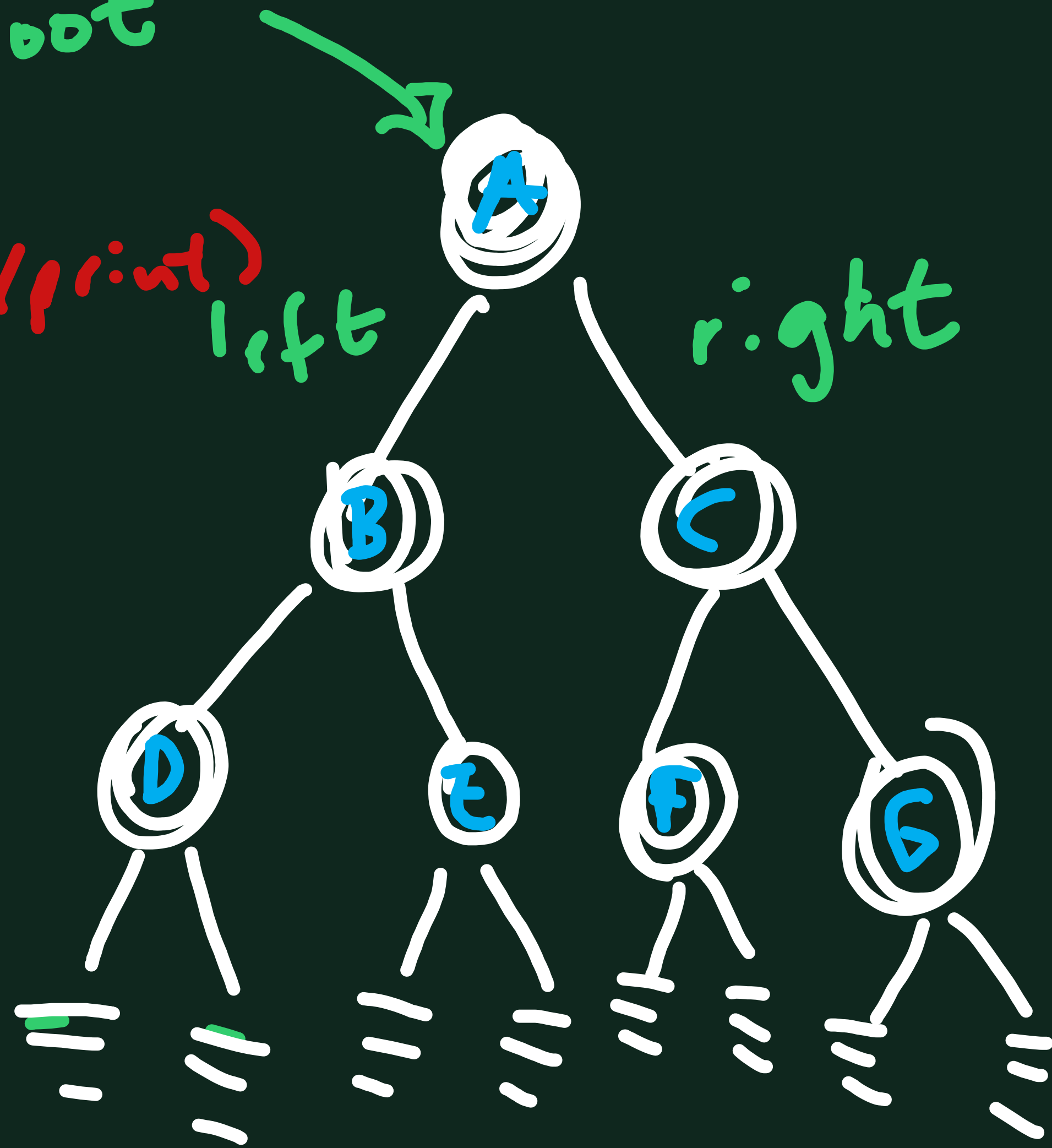
RIGHT

POSTORDER

LEFT

RIGHT

PARENT



BT Node



— link

≡ null

→ PRE-ORDER
IN-ORDER
POST-ORDER