Part B Complexity Analysis Jacol Hollawy 11/2/22
A STATE OF THE PROPERTY OF THE
Find Closest Manager (parent, head) c
if (Parent = 2 hull) & signand sent if we have the note that we are letting to and understand
3 Starte Man Starte
if we have the pole that a late to had understood
what the tree looks like then we will have to traverse the tree looking
for the mode regulting in O(h) complexity
for the mode, reauthing in O(h) complexity
manual if (node!= found) (a)
larged on height
Search left lasted on height
Search left and return node if found
3
if (node: = found) s search the right oide lusted on height and noturn if found
if(node: = found) {
search the night side lusted on height
and return if found
return null; if mode is not found than return null after cearching the whole tree.
return null; if mode is not found than relien mills after
cearching the whole hills.
For worst rase it understands the mode it is looking for so It begins
to Esearch the The and can't find it, resulting in O(h) -> height.
to Estable) the fee one for the fee of the feet of the
1 40 Code stanto at root making its man down the \$ 1066
Code starts at root making its may down the # left than right stopping at the mode it is looking
2 3 12 1 /2.
785632

in order for the tree to be O(h) we need a BST which was traverse without Starto here and if it finds it Tree example Votherwise is will move down V Continues down and himmeases 3) Meto to bottom and if not found it will give you O(h) time. sourch the right aide and roturn it lound word road it wordenstands the more it is brooking by Code starts at root indicina its usus down the til