

TRIE

```
struct TrieNode {
```

```
    struct *TrieNode *children[26];
```

```
    bool isEndOfWord;
```

```
}; TrieNode() { isEndOfWord = False;
```

```
    for(i=0 → 26) children[i] = NULL; } };
```

"app", "bye", "apple", "by",
"apply"

