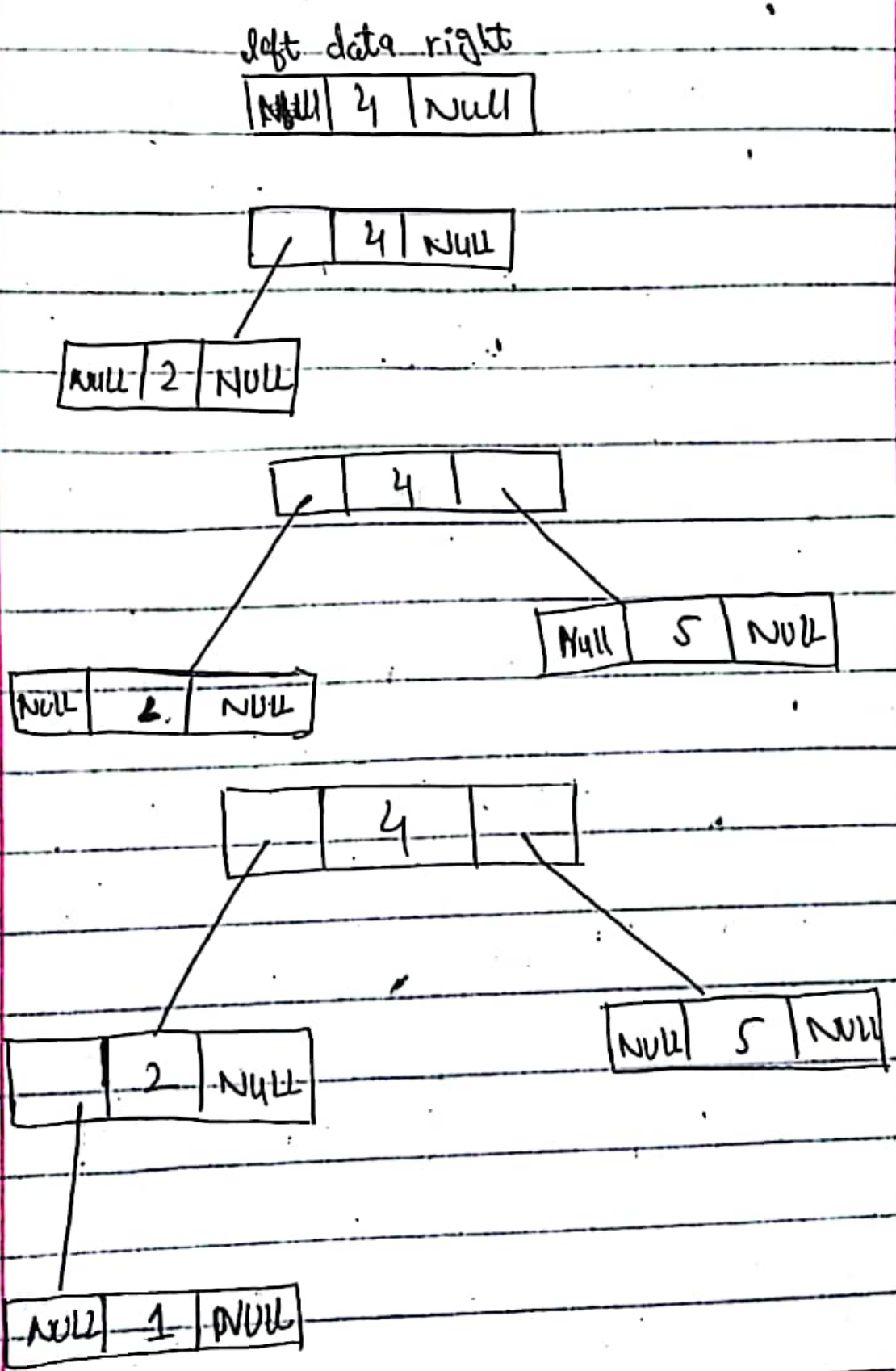
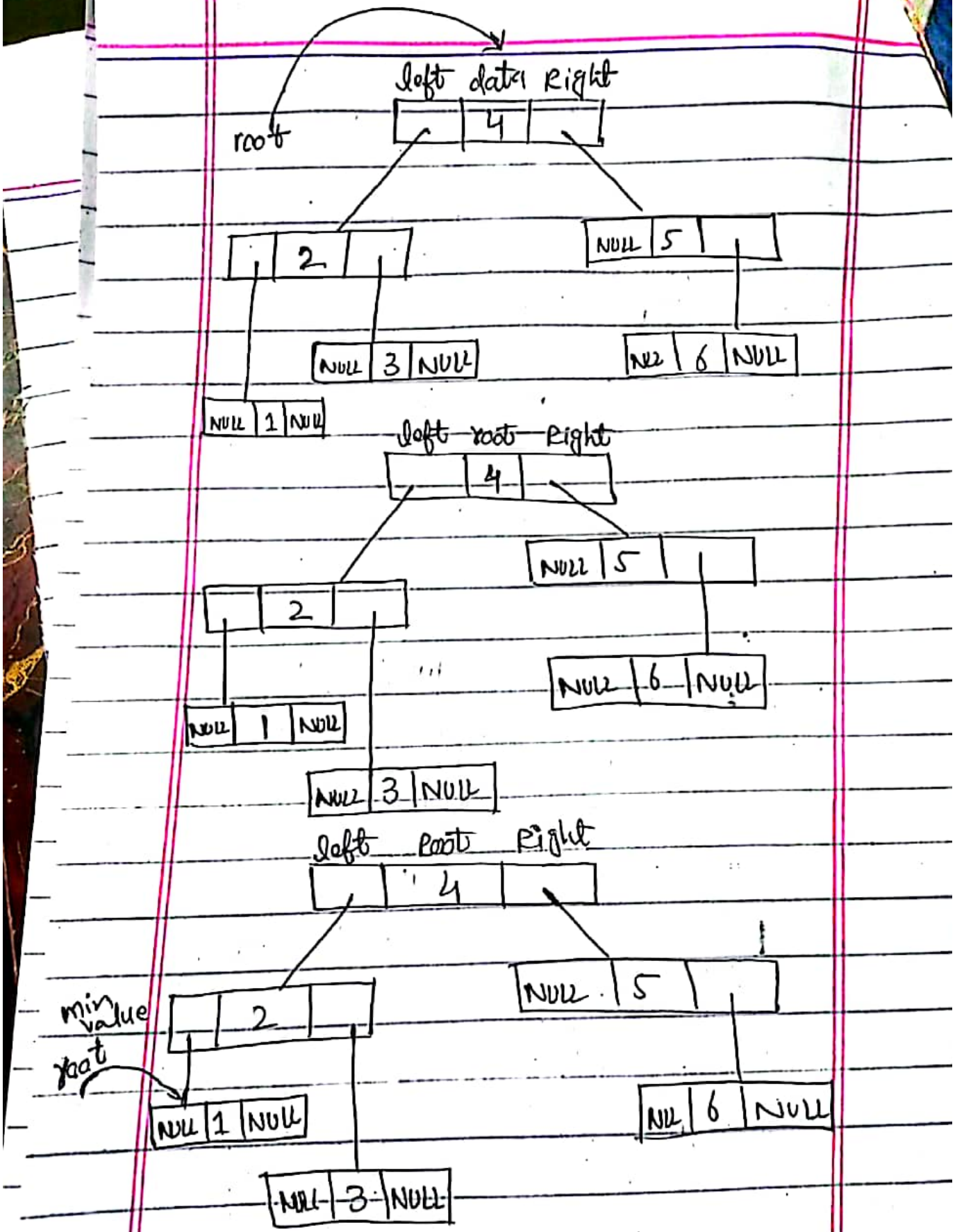
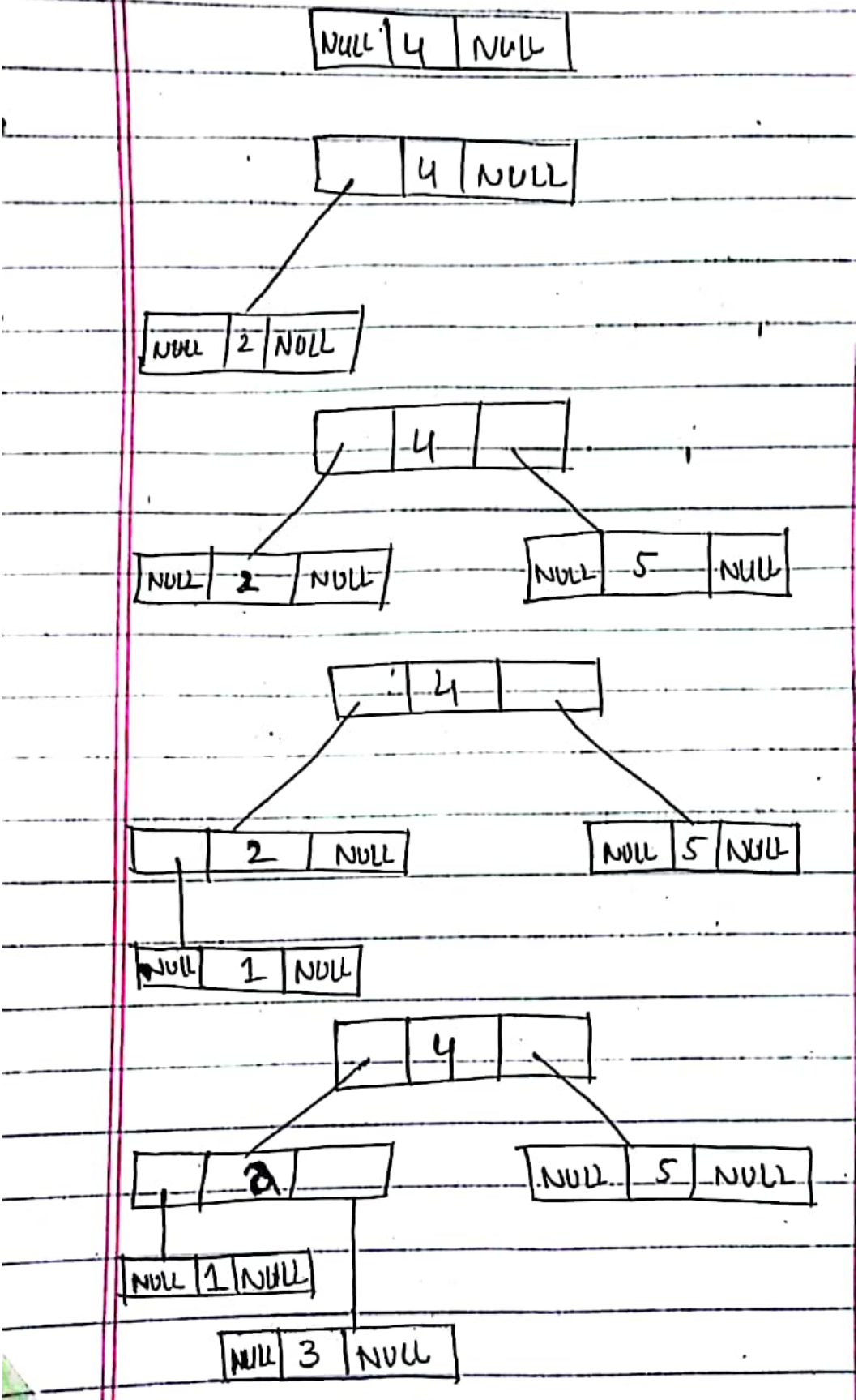
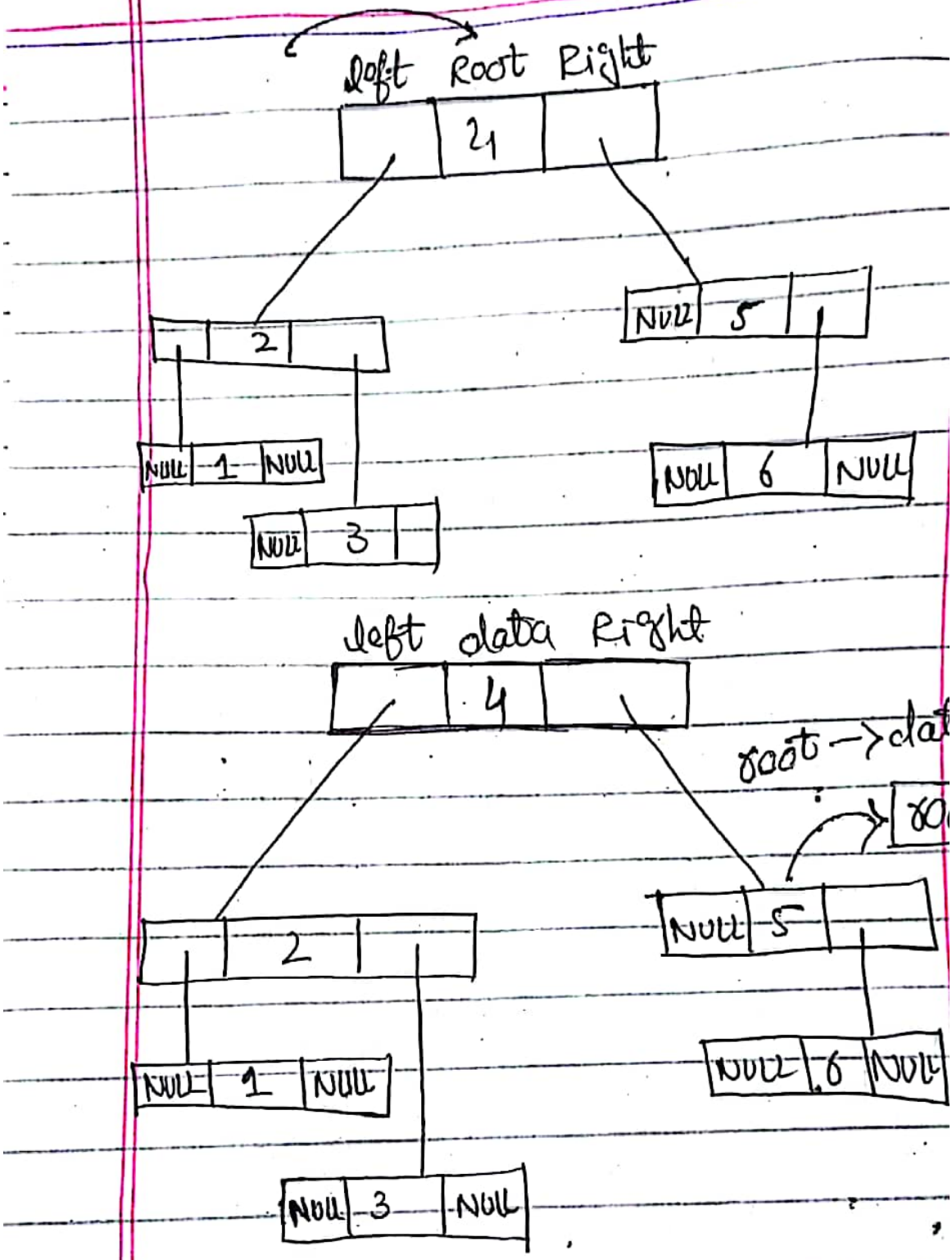
1- Searching for minimum Value:-




left data Right
root
4
2
NULL 5
NULL 3 NULL
NULL 6 NULL
NULL 1 NULL
left root Right
4
NULL 5
2
NULL 6 NULL
NULL 1 NULL
NULL 3 NULL
left Root Right
4
NULL 5
min value
root
2
NULL 1 NULL
NULL 3 NULL
NULL 6 NULL

2- Searching For maximum Value:




left Root Right
21
2
NULL 5
NULL 1 NULL
NULL 6 NULL
NULL 3
left data Right
4
root->dat
2
NULL 5
NULL 1 NULL
NULL 6 NULL
NULL 3 NULL

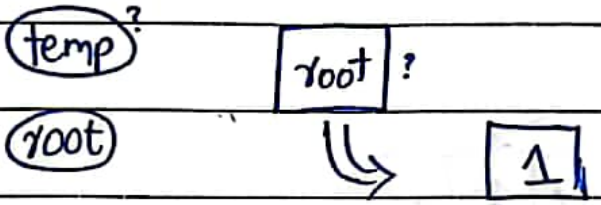
Date: ____/____/20____

Pre-order tree traversal:

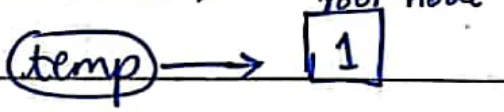
```
int main()
{
    struct Node* root = newNode(1);
```

(The newNode function is called)

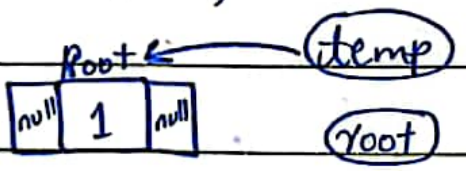
```
Node* newNode(int data)
{ Node* temp= new Node;
```




```
temp->data = data;
```

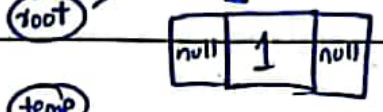



```
temp->left = temp->right = NULL;
return temp; }
```



(again going to main function)

```
root->left = newNode(2);
```



(again newNode function called)

Excellent ☐ Good ☐ Need improvement ☐

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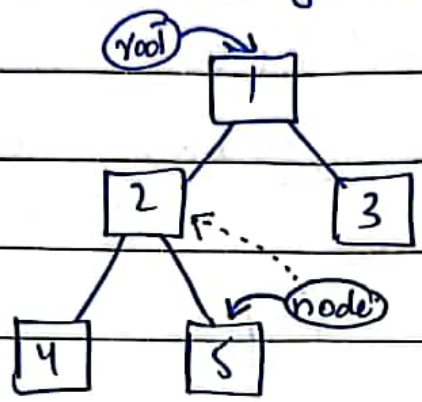
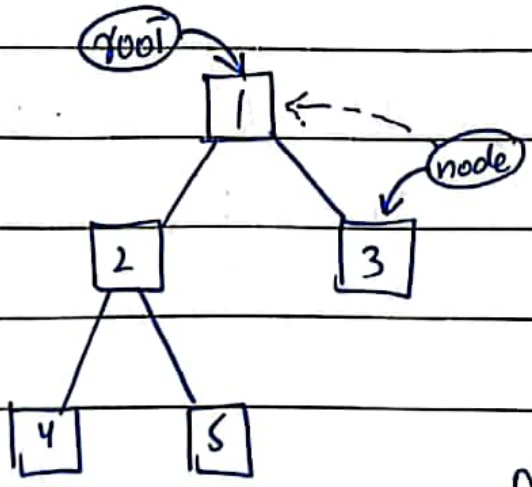
Now, this node "4" doesn't has left subtree (if condition applied), so function returns.

- printPreorder(~~right~~ node->right);



Output: 1 2 4 5



(function is called again)

Output: 1 2 4 5 3

After this, the main function is terminated by return 0;.

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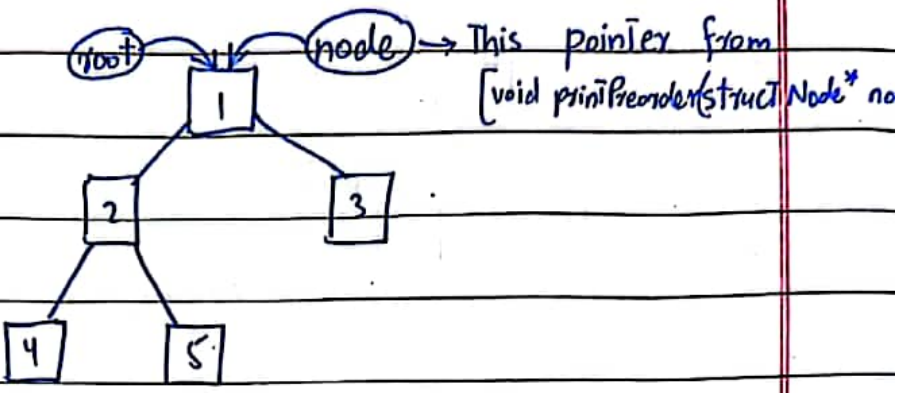
- printPreorder(root);

(now printPreorder function is called)

(if condition doesn't apply so...)

- cout << node → data << " ";

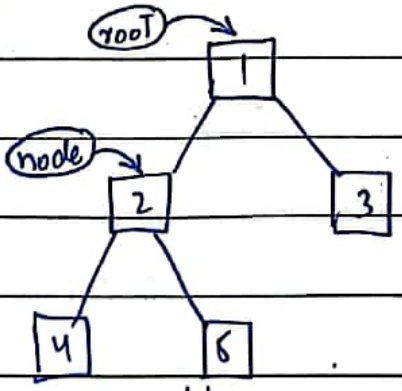


→ This pointer from [void printPreorder(struct Node* no

By this, node's data is printed (1).

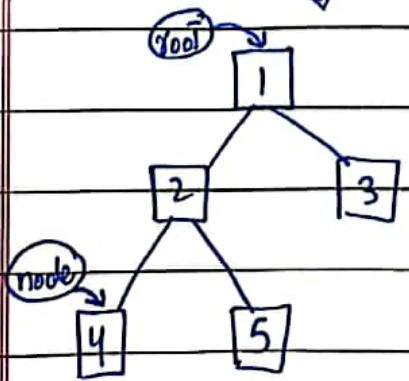
Output: 1

- printPreorder(node → left);



(again, the whole function is called for left node)

Output: 1 2



Output: 1 2 4

Post-order tree traversal:

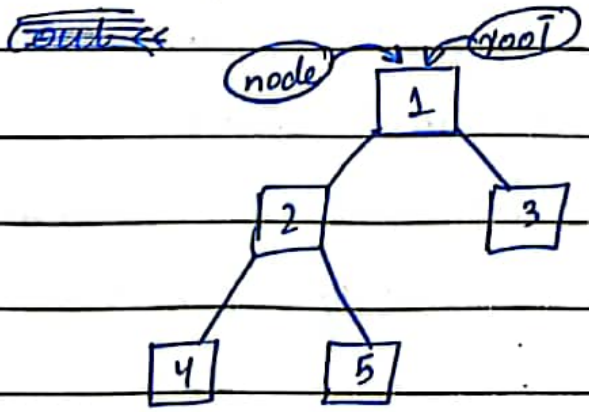
```
int main(){
struct Node* root = newNode(1);
root -> left = newNode(2);
root -> right = newNodee(3);
root -> left -> left = newNode(4);
root -> left -> right = newNode(5);
```

(Tree is created by same procedure as previous code).

```
printPostorder(root);
```

(printPostorder function is called)

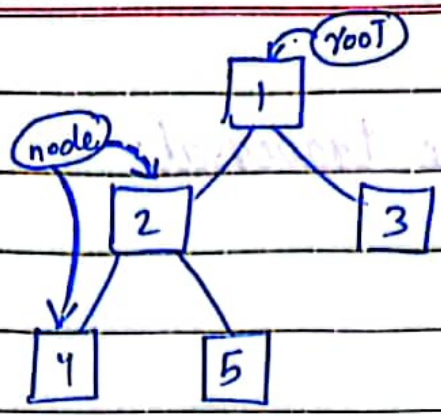
if-condition is not applicable so function proceeds to next line.




```
printPostorder(node -> left);
```

Signature: _____ Excellent ☐ Good ☐ Need improvement ☐

CamScanner



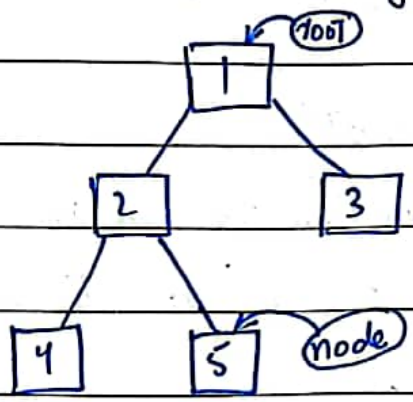
(whole function called again for each node)

Now "4" node doesn't has left & right subtree, so its data is printed in output by

- cout << node → data << " ";

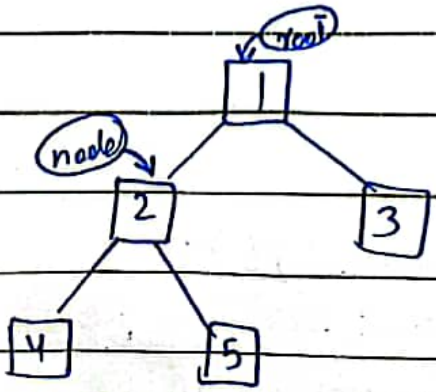
Output: 4

- printPostorder (node → right);



Now, this "5" doesn't has any left or right subtree, so; its data will be printed in output.

Output: 4 5



Output: 4 5 2

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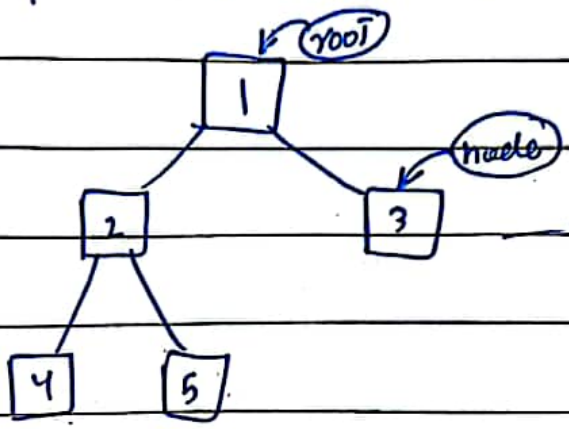
Again, function calls:

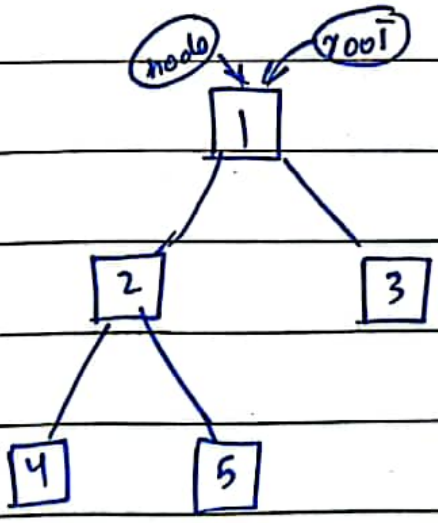
- printPostorder(node->right);

Now, in function, node pointer points to right of root.



→ (doesn't has left or right subtree)

Output: 4 5 2 3



Output: 4 5 2 3 1.