## **Tree**

## node.nb\_instances

- 1. in [1, 1 + 49/3[
- 2. in [1 + 49/3, 1 + 98/3]
- 3. in ]1 + 98/3, 50]

## height

- 4. in [1, 1 + 48/3[
- 5. in [1 + 48/3, 1 + 96/3]
- 6. in ]1 + 96/3, 49]

# height\_vs\_size

- 7. in [0.0, 1/3[
- 8. in [1/3, 2/3]
- 9. in ]2/3, 1.0]

### leaf\_balanced

- 10. in [0.0, 1/3[
- 11. in [1/3, 2/3]
- 12. in [2/3, 1.0]

### height\_balanced

- 13. in [0.0, 1/3[
- 14. in [1/3, 2/3]
- 15. in ]2/3, 1.0]

### size\_balanced

- 16. in [0.0, 1/3[
- 17. in [1/3, 2/3]
- 18. in ]2/3, 1.0]