Implement Trie (Prefix tree)

Implement a trie with the following methods:

- · Insert
- · search
- · starts with

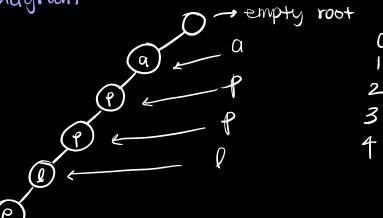
+rie.inser+("apple");

trie. search ("apple"); //true

trie search ("app"), // false

trie . vtartowith ("app"); // true

Diagram



- -each node of a trie har a collection of other nodes/letters
- A node can have a flag such as "Isward"
- A node can have a key, representing a lotter
- A node can have an array or map of child nodes

if a letter does not already exist in the collection of child nodes, a new node should be created & referenced

Implementation

voir Node = function(letter)?

let letter = this letter;

let children = new May();

let isword = false;

```
class Trie ()?
   this. root = new Node ("");
   function insert (word) ?
        for ( let i=0; i< word. Length; i++)
            let letter = word[i];
            if (! root. children. get(letter)) {
               let newletter= new Node ("a");
               root. Child ren. set (letter, newletter);
            if (i === word.length -1) { // last letter in word
                root. Children, get (letter). is word = true;
            3
            root = root children ger (exter);
   3.
   function search (word) ?
       for ( pex i= 0; i < word. length, i++)?
           let letter = word[i];
           if (! root. children. get(letter) ?
                 return falk;
           3
           if ( i === word. length -1) {
               return root. Isword? true: false;
           3
           root = root. Children. get (letter);
      3
```

```
function starts with (substring)?

for (set i= 0; i < prefix .length, i++)?

let letter = prefix[i];

if (!root. child ren. get(letter)?

return false;

}

if (i = == prefix.length -1)?

return true;

}

root = root. children. get(letter);

}
```