

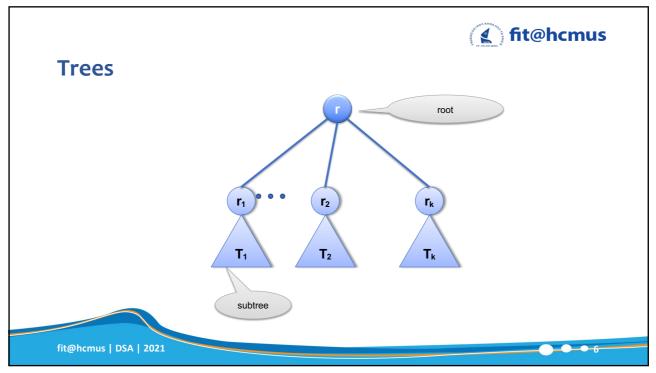


#### **Trees**

- Used to represent relationships
- o *hierarchical* in nature
  - "Parent-child" relationship exists between nodes in tree.
  - · Generalized to ancestor and descendant
  - · Lines between the nodes are called edges
- A subtree in a tree is any node in the tree together with all of its descendants

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### **Terminologies**

- o node: an item/element in a tree.
- o parent (of node *n*): The node **directly above** node *n* in the tree.
- o child (of node *n*): The node **directly below** node *n* in the tree.
- o root: The only node in the tree with no parent.
- o leaf: A node with no children.
- path: A sequence of nodes and edges connecting a nodes with the nodes below it.

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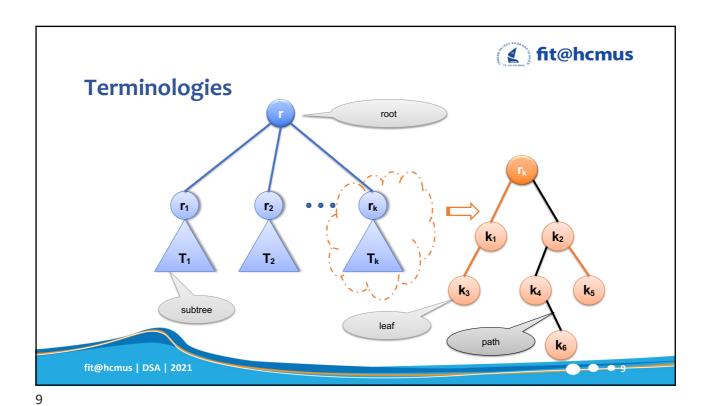


# **Terminologies**

- siblings: Nodes with common parent.
- o ancestor (of node *n*): a node on the path from the root to *n*.
- o descendant (of node *n*): a node on the path from node *n* to a leaf.
- o subtree (of node *n*): A tree that consists of a child (if any) of *n* and the child's descendants.

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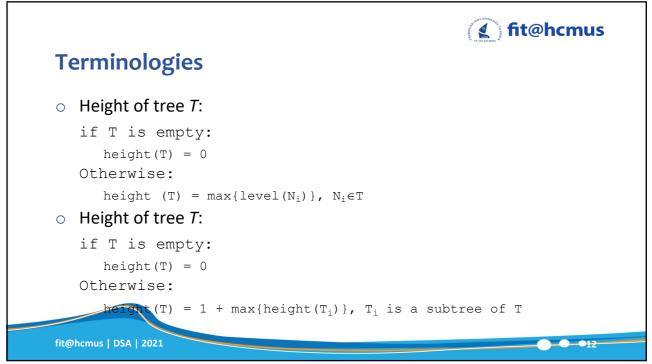
### **Terminologies**

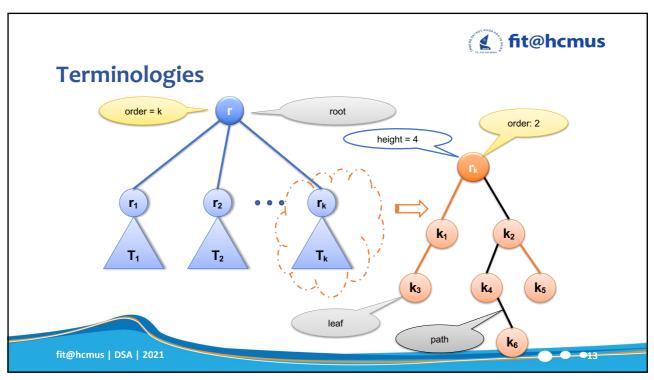
- Height of tree: number of nodes in the longest path from the root to a leaf.
- Height of a tree T in terms of the levels of its nodes
  - If T is empty, its height is 0.
  - If T is not empty, its height is equal to the maximum level of its nodes.

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#### **General Tree**

- Set T of one or more nodes such that T is partitioned into disjoint subsets
  - A single node r , the root
  - Sets that are general trees, called subtrees of r

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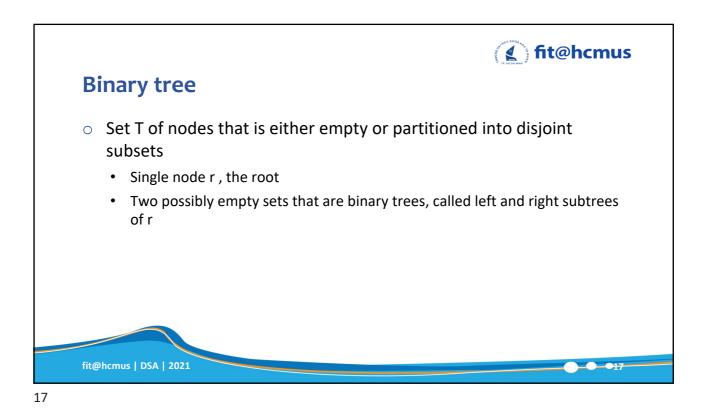
# n-ary tree

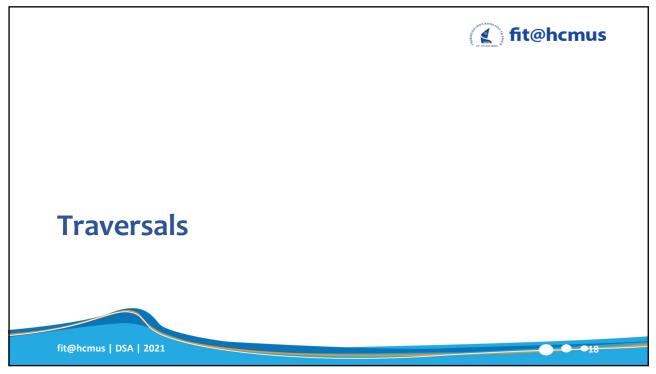
- set T of nodes that is either empty or partitioned into disjoint subsets:
  - A single node r , the root
  - n possibly empty sets that are n-ary subtrees of r

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#### **Traversal**

- Visit each node in a tree exactly once.
- Many operations need using tree traversals.
- o The basic tree traversals:
  - Pre-order
  - In-order
  - Post-order

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### **Pre-order Traversal**

```
PreOrder(root)
{
   if root is empty
      Do_nothing;
   Visit root; //Print, Add, ...
   //Traverse every Childi.
   PreOrder(Childo);
   PreOrder(Childo);
   ...
   PreOrder(Childo);
```

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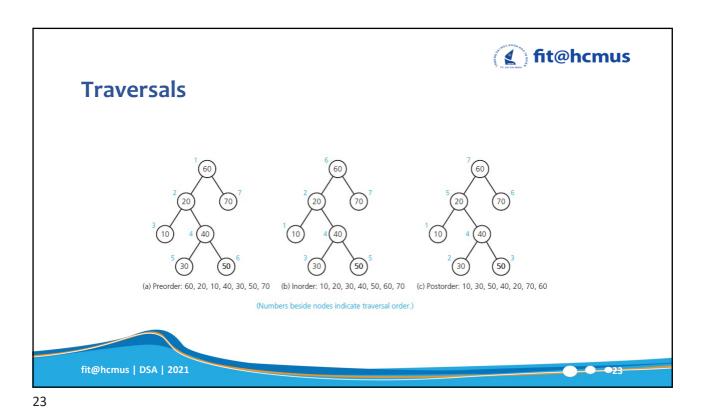
```
Post-order Traversal

PostOrder(root)
{
    if root is empty
        Do_nothing;
    //Traverse every Child;
    PostOrder(Childo);
    PostOrder(Childo);
    ...
    PostOrder(Childk-1);
    ...
    PostOrder(Childk-1);
    Visit at root; //Print, Add, ...
}
```

In-order Traversal

InOrder(root)
{
 if root is empty
 Do\_nothing;
 //Traverse the child at the first position
 InOrder(Childo);
 Visit at root;
 //Traverse other children
 InOrder(Childo);
 inorder(Childo);
 inorder(Childo);
 inorder(Childo);
 inorder(Childo);
 inorder(Childo);
}

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Examples

Pre-order

In-order

Post-order

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