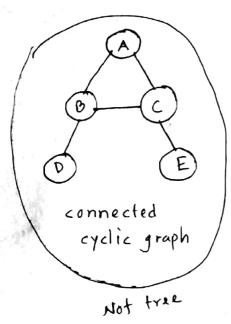
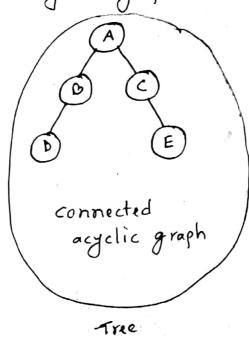
Binary Tree

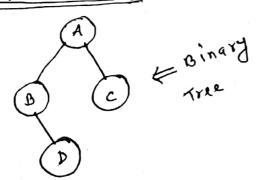
Tree:

A tree is a connected acyclic graph.





Different Tracs:

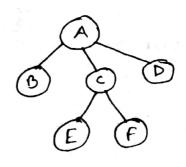


A -> B, C -> 2 children

B -> D -> 1 child a children

D, c -> No children

So, binary Tree



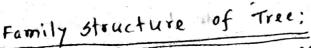
A→ B, C, D→ 3 children

C→E, F→ 2 children

B, D, E, F→ No child

At most 3 children

30, Ternery Tree



father of B is A

Grand father of E is A

II II II II G is A

II II II II G is A

II II II II II A

F E

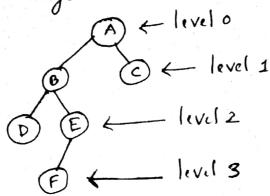
A has two children B, C

B 11 11 11 E, F

C 11 one child G

E, F, G No child -> Leaf node

0,c are siblings E,F are siblings



height (Tree) = max (leveli) = 3

Binary Tree Traversal Technique:

Postorder (left-right-root)
DFEBGCA

Level order (level by level)

ABCDEGF

void Preorder (node *root) {

if (root!=NULL) {

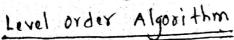
root > printf(":/c", root > data);

lift | reorder (roof > left);

right | if (root > right!=NULL)

right | reorder (roof > right);

right | reorder (roof > right);



@ Queue ← root

while (Queue ! = Empty) {

v = Quive

print*, y

if (left-child (v) exists)

Queue = leff-child(V)

if (right-child(v) exists)

Quiue = right-child(v)

Mechanism of level order algorithm

livel 0 -> level 1 -> (B)

level 2 -> C

Queue

Print*, U

Queue & D

Queue = left-child(v) Queue = right-child(v)

v = 'B'

anene B

Queue &

V = 'p'

D

Quine &

v = 'c'

X

v = 'E'

E

X

Visited Sequence = ABDCE = level order sequence

Acquences

Inorder: DBEFAGC (left-root-right)

Postorder: DFEBGCA (left-right-root)

0

E

C

