

Problem: Implement depth-first traversals (in-order, pre-order, post-order) on a binary tree.

Constraints

- Can we assume we already have a Node class with an insert method?
 - Yes
- What should we do with each node when we process it?
 - Call an input method `visit_func` on the node
- Can we assume this fits in memory?
 - Yes

Test Cases

In-Order Traversal

- 5, 2, 8, 1, 3 -> 1, 2, 3, 5, 8
- 1, 2, 3, 4, 5 -> 1, 2, 3, 4, 5

Pre-Order Traversal

- 5, 2, 8, 1, 3 -> 5, 2, 1, 3, 8
- 1, 2, 3, 4, 5 -> 1, 2, 3, 4, 5

Post-Order Traversal

- 5, 2, 8, 1, 3 -> 1, 3, 2, 8, 5
- 1, 2, 3, 4, 5 -> 5, 4, 3, 2, 1

Algorithm

Test Cases

Note:

- This following are all forms of depth-first traversals

In-Order Traversal

- Recursively call in-order traversal on the left child
- Visit the current node
- Recursively call in-order traversal on the right child

Complexity:

- Time: $O(n)$
- Space: $O(m)$, where m is the recursion depth, or $O(1)$ if using an iterative approach

Pre-Order Traversal

- Visit the current node
- Recursively call pre-order traversal on the left child
- Recursively call pre-order traversal on the right child

Complexity:

- Time: $O(n)$
- Space: $O(m)$, where m is the recursion depth, or $O(1)$ if using an iterative approach

Post-Order Traversal

- Recursively call post-order traversal on the left child
- Recursively call post-order traversal on the right child
- Visit the current node

Complexity:

- Time: $O(n)$
- Space: $O(m)$, where m is the recursion depth, or $O(1)$ if using an iterative approach