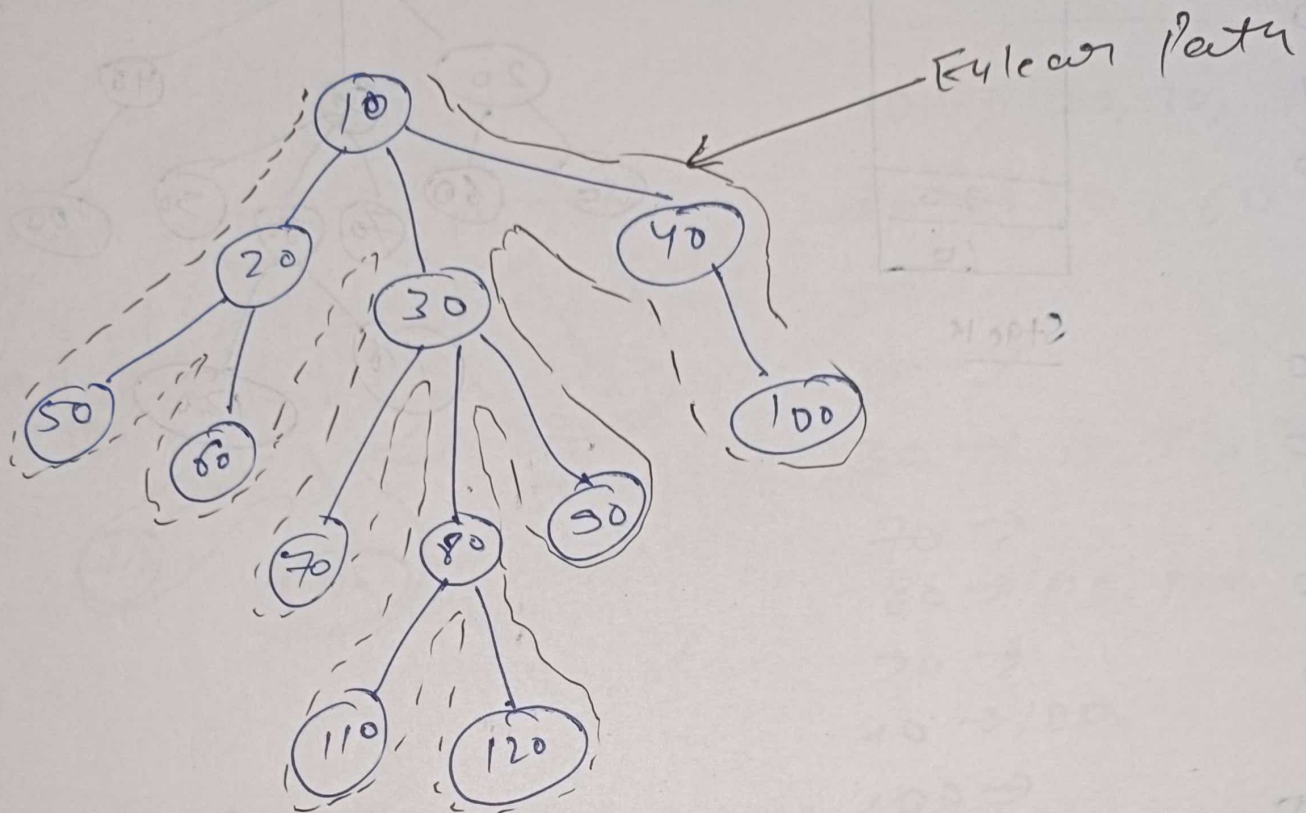


Generic Tree



i/p according
eulerian path

10
20
50
-1
60
-1
30
70
-1
80
110
-1
120
-1
90
-1
40
100
-1
-1
-1

end 50
end 60
end 90

Pass 10
10

20

50

-1

60

-1

-1

30

70

-1

80

110

-1

120

-1

-1

90

-1

-1

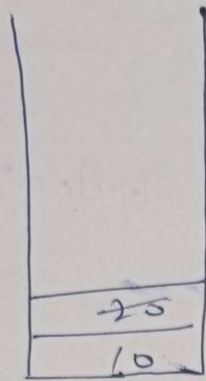
40

100

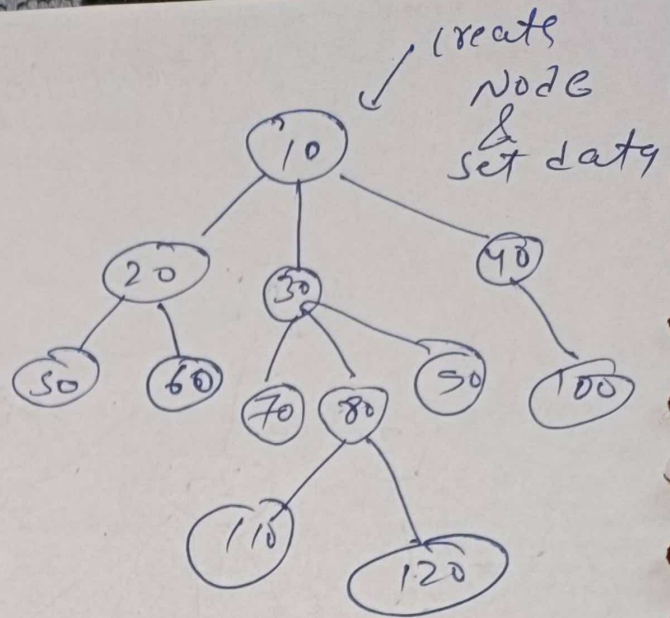
-1

-1

-1



Stack



(i) pass data from i/p array

(ii) if i/p data == -1, pop from stack

Steps:-

(i) ~~pass data from i/p array~~

(ii) create Node & set data

(iii) Now push that Node into stack

if stack empty

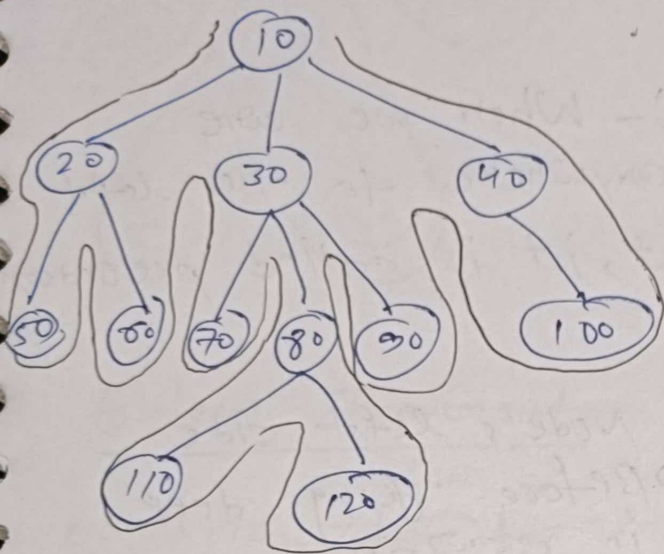
then set that Node as root & push into stack

not empty

Make the top of the stack as parent of the new Node.

push into stack

Display a Generic Tree



o/p in Display

10 → 20, 30, 40

20 → 50, 60

50 →

60 →

30 → 70, 80, 90

70 →

80 → 110, 120

90 →

40 → 100

100 →

$d(10)$

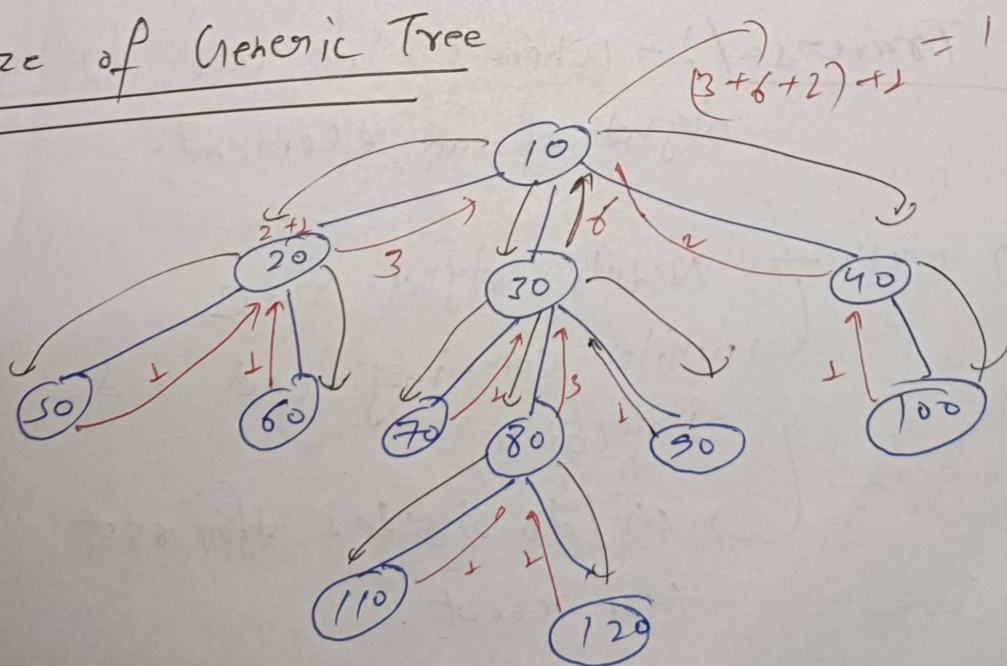
Means → $s(10)$ → self of 10

→ $d(20)$ → display if 20

→ $d(30)$ → " " 30

→ $d(40)$ → " " 40

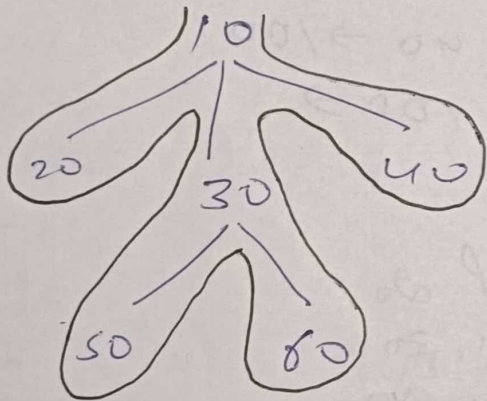
Size of Generic Tree



Traversal in Tree

Pre-Order Traversal :- When we are anywhere to the left of an element, it is called pre-order traversal

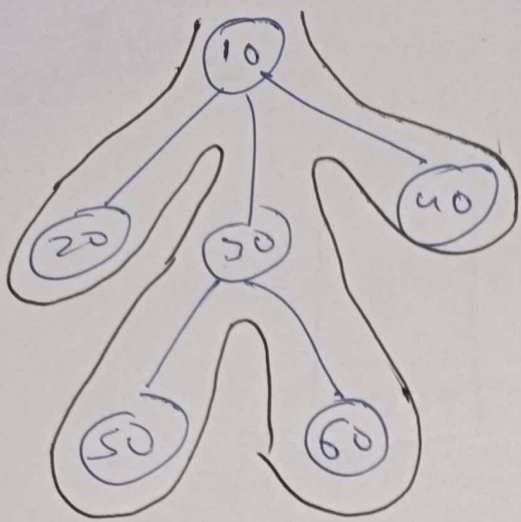
⇒ In eulerian path → Node's left side
→ Before going deep in recursion
→ root visited first then child



pre-order → 10
20
30
50
60
40

Post-order Traversal :- Whenever we are at the right of an element.

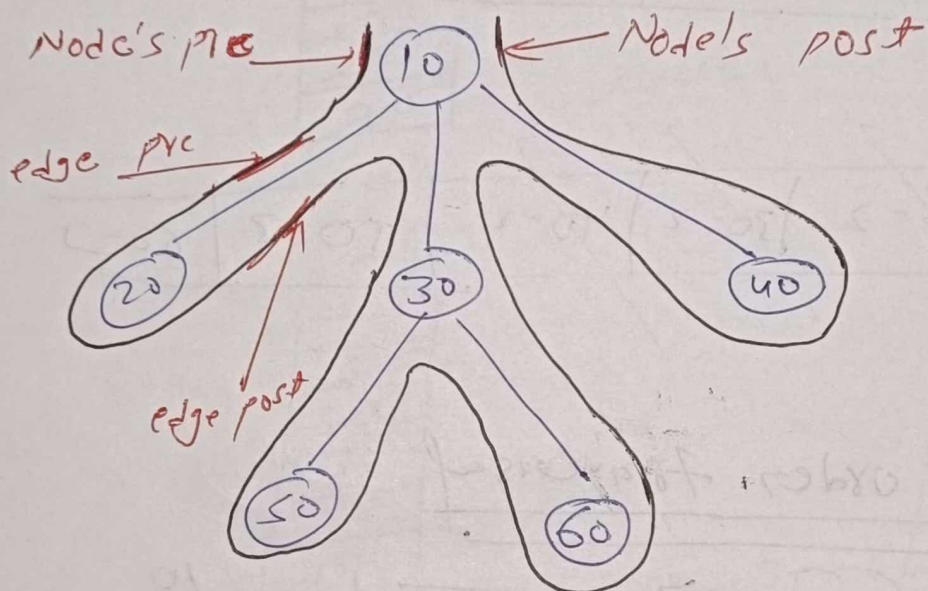
⇒ In eulerian path → Node's right side
→ while coming out of recursion
→ child is visited first then root



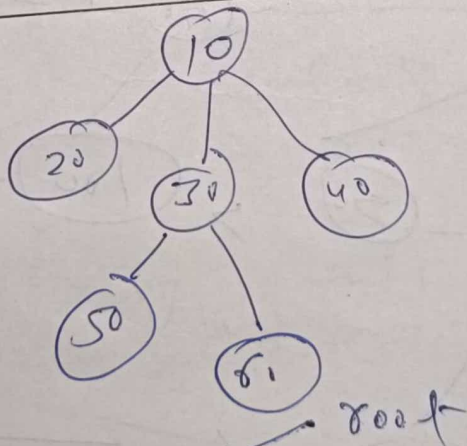
postorder traversal →

20
50
60
30
40
10

Euler Traversal



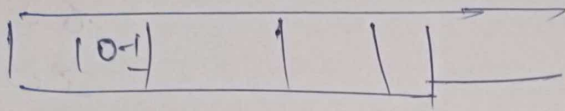
Level order traversal



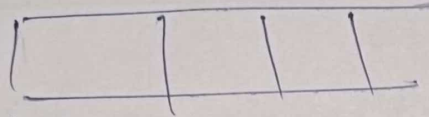
Algorithm → queue →

remove → print → add children → fill queue is not empty

why this will work



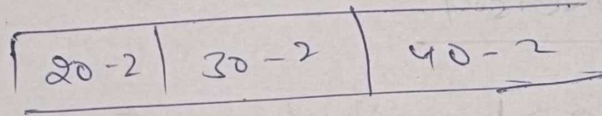
remove



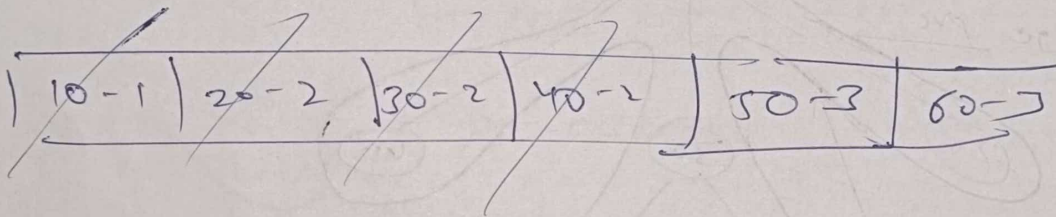
print

10

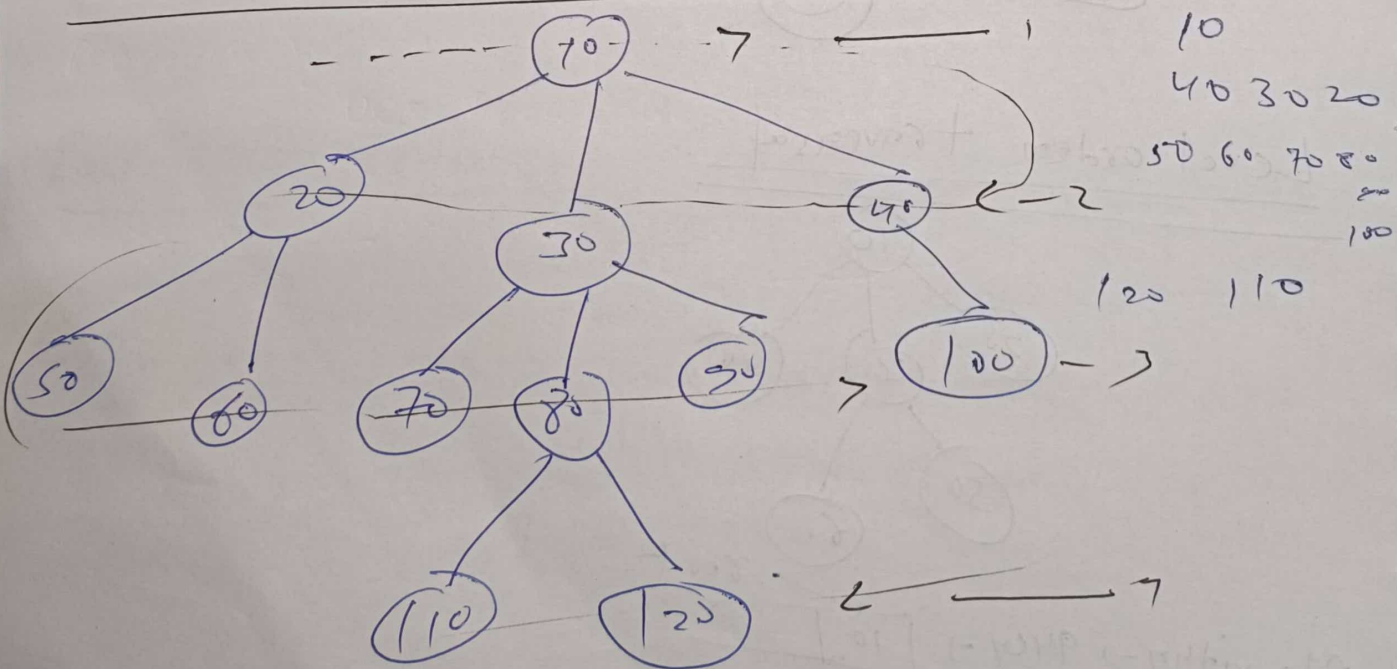
add children



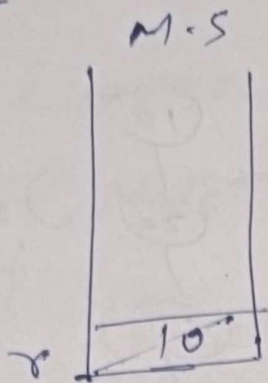
or



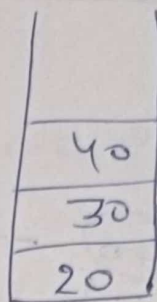
Zig-Zag Level order traversal



8 pg

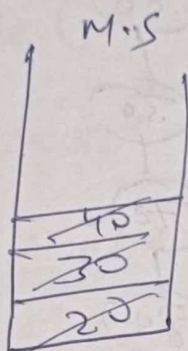


level = 1

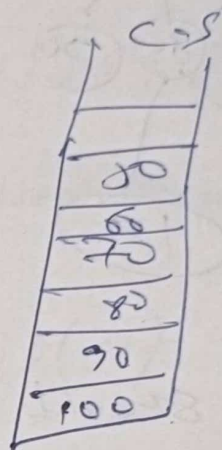


P_{9,10}

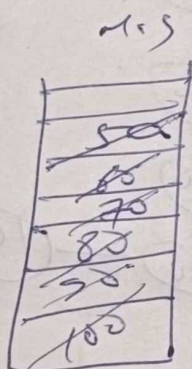
40 30 20
50 60 70 80
90
100



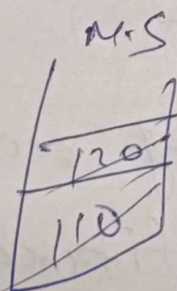
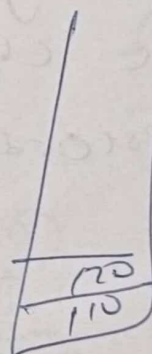
level = 2



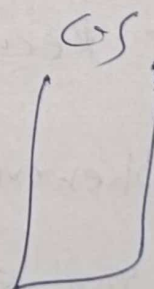
120 110



level = 3



level = 4



if we are going
→

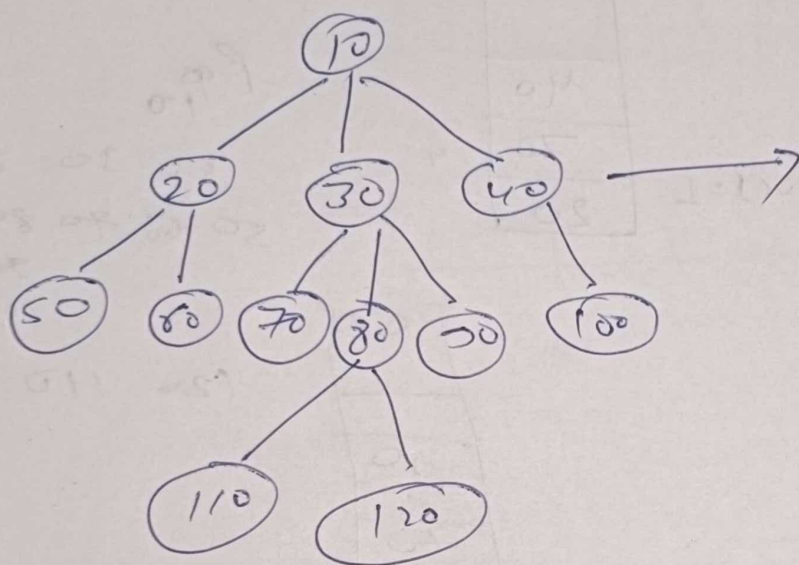
in this
direction

such

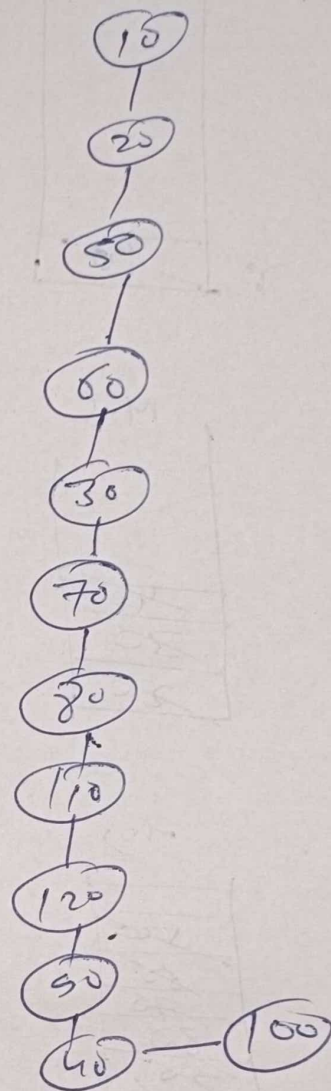
add child

in also
this direction
into stack

Linearize a Generic Tree



Que. Tree should be transform such that every node have only one child like as in its preorder.



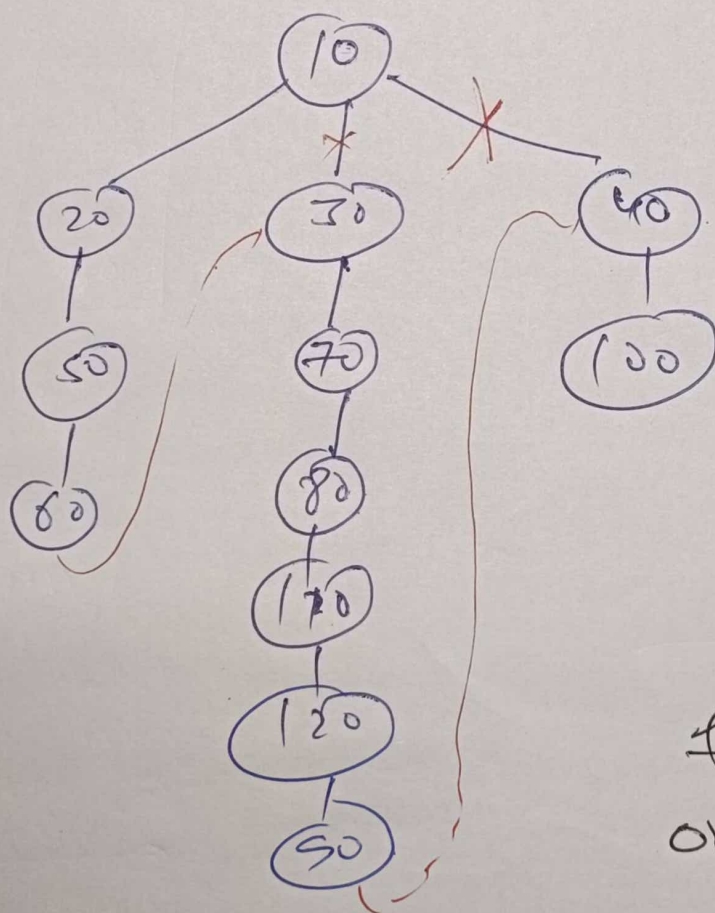
Approach-1

Use Recursion here

Recursion :- Whenever you are using recursion then you should have confidence or faith such that recursion solve the problem & you have to ~~not~~ solve only one sub problem like in this question

Suppose after using recursion like

```
void linearize(Node* node)
{
    for(Node* child : node->children)
    {
        recursion {
            linearize(child);
        }
        while (node->children.size() > 1)
        {
            Node* lc = node->children.remove(last child)
            Node* sl = -1
            Node* sl = getTail(sl)
            sl <-----
        }
    }
}
```



Faith is like
that Recursion
will solve for
20, 30 & 40
i.e. Recursion
convert 20, 30 &
40 in linear
and now you
have to write
code for only
for 10 or
only for one sub
problem.