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Launchpad Lecture -17

Trees -1

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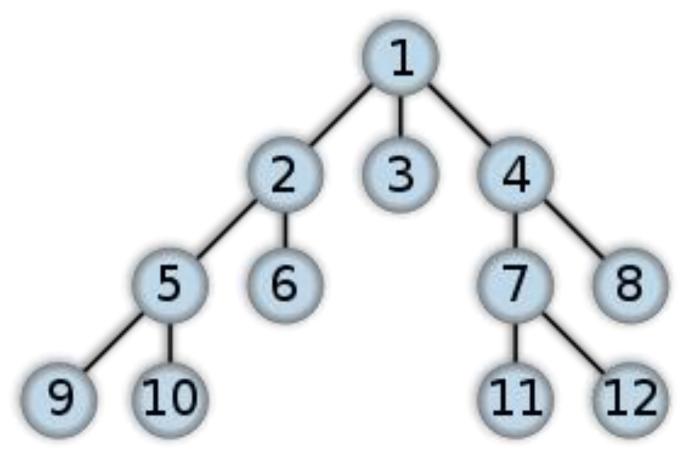
Assignment doubts?



What's common between a file system and a company's organizational structure?



Trees





Tree Terminologies

- 1. Node
- 2. Root
- 3. Children
- 4. Parent
- 5. Ancestor
- 6. Descendants
- 7. Sibling
- 8. Leaves



How to Implement a Node of a Tree

```
class node{
  int data;
  node** children;
  int children_count;
  node* parent; //Optional
}
```



How to Implement a Tree

- Use Nodes to create tree in every program
- 2. Define a Tree class



Tree class

```
Class Tree {
    node* root;
    int size();
    boolean isEmpty();
    node* root();
    node* parent(node*);
    node** children(node*); // etc etc
}
```



Lets see how to input and output Tree

- Write a function to take tree as input from user
- Print out a tree



Tree Important Properties

- 1. Degree of a Node
- 2. Depth of a Node
- 3. Height of Tree



Lets discuss few problems

- 1. Find the node with largest data in a tree
- 2. Print all the elements at depth K.



Your Turn

- Find number of Nodes greater than an integer x
- Find the node for which sum of the data of all children and the node itself is maximum



A tree walk or traversal is a way of visiting all the nodes in a tree in a specified order.



Lets code these tree traversals

- Preorder Traversal(Recursive)
- Preorder Traversal(Iterative)
- Postorder Traversal
- Levelorder Traversal





Thank You!

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