

# DSA through C++

## Binary Tree



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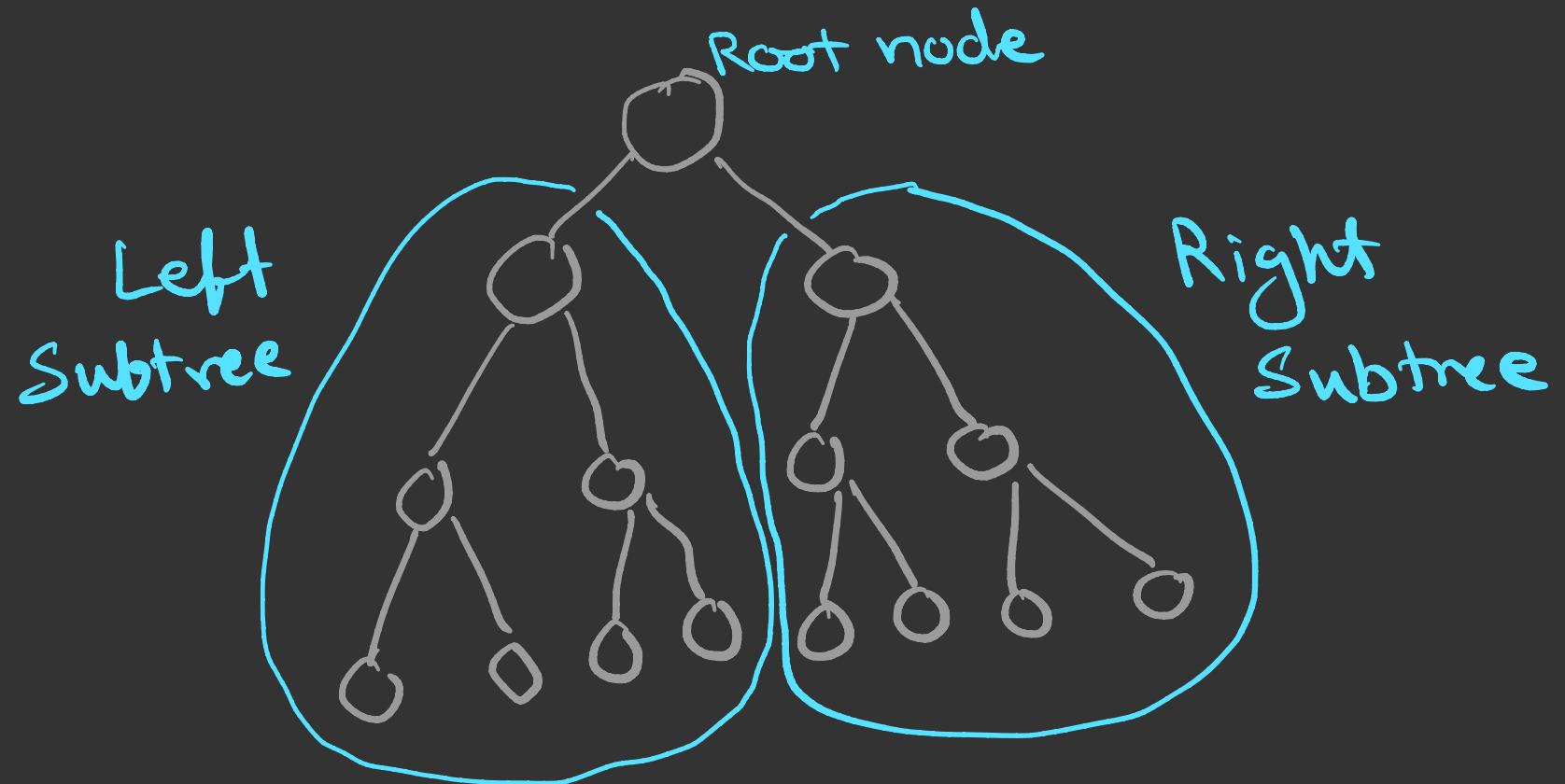
## Agenda

- ① Binary Tree
- ② Complete Binary Tree
- ③ Almost Complete Binary tree
- ④ Strict Binary Tree
- ⑤ Representation of Binary tree

## Binary Tree

A binary tree is defined as a finite set of elements, called nodes, such that

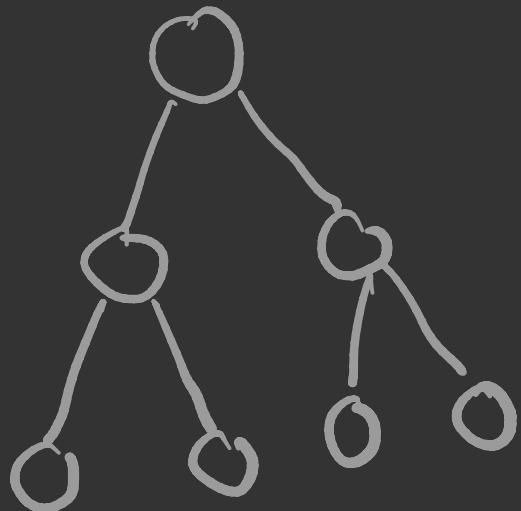
- $T$  is empty (called the Null tree or empty tree), or
- $T$  contains a distinguished node  $R$ , called the root of  $T$ , and the remaining nodes of  $T$  form an ordered pair of disjoint binary trees  $T_1$  and  $T_2$



Any node in the binary tree has either  
0, 1 or 2 child nodes.

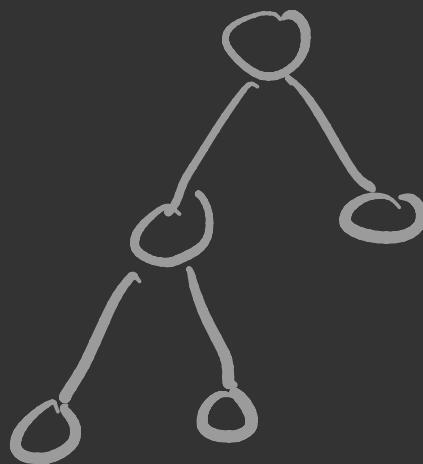
# Complete Binary Tree

All levels are completely filled.



## Almost Complete Binary Tree

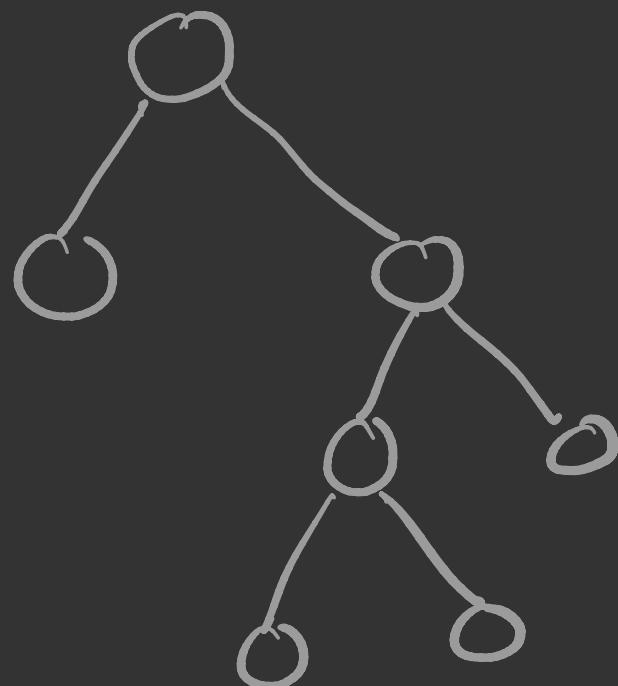
All levels are completely filled, except possibly the last level and nodes in the last level are all left aligned.



# Strict Binary Tree

Each node of a strict Binary Tree will have either 0 or 2 children.

Full Binary Tree



## Representation of Binary Tree

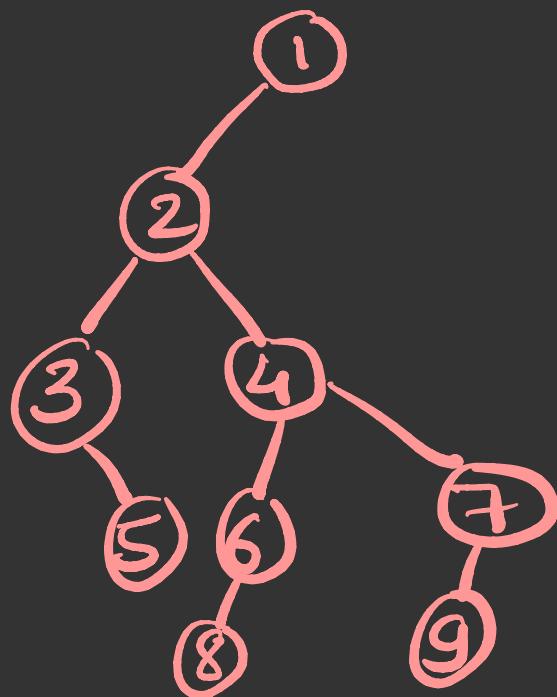
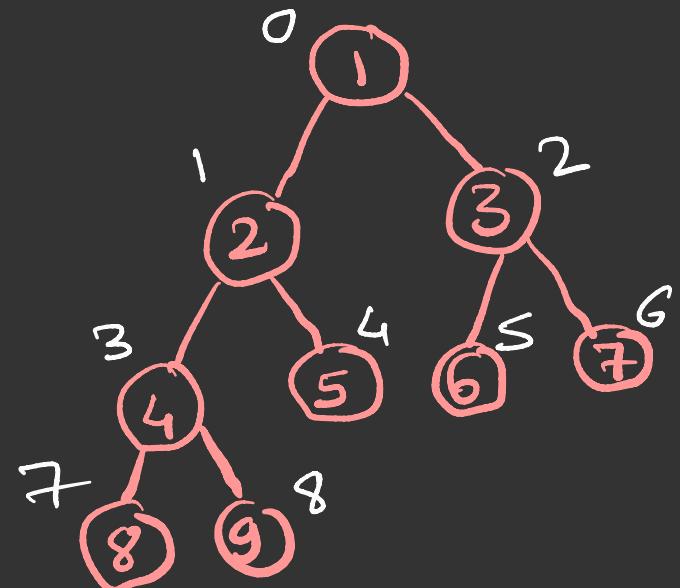
There are two possible representations of binary tree

- ① Array Representation
- ② Linked Representation (by default)

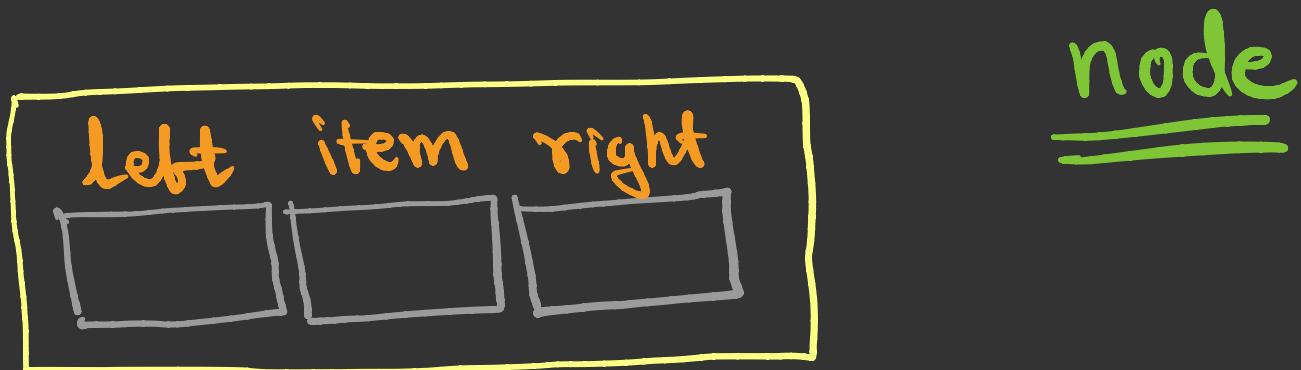
# Array Representation



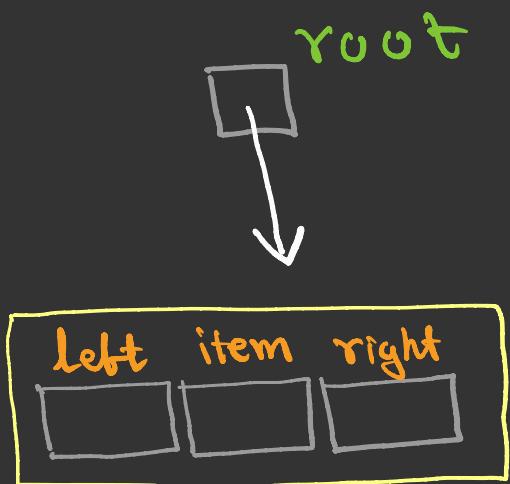
Heap



# Linked Representation



Root



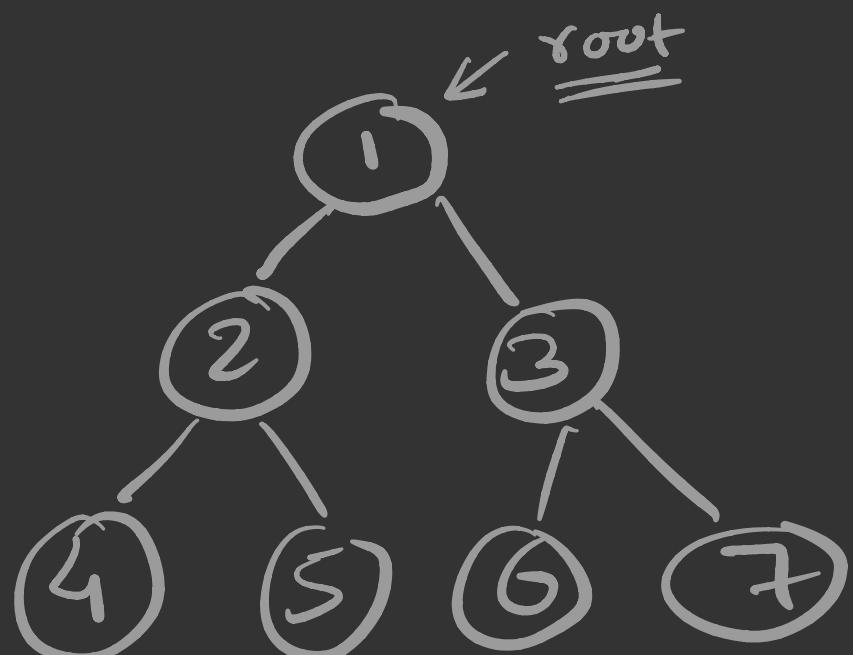
- . root is a node pointer
- when root contains NULL , tree is empty.

root



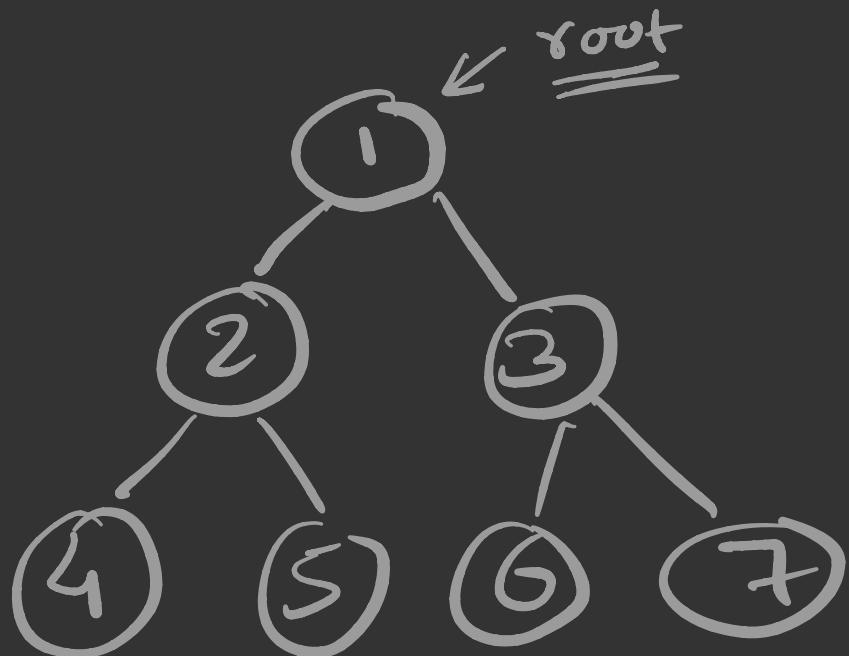
## Discuss

- How to insert an item in a BT?
- How to traverse a BT?



```
void traverse( node* root )  
{  
    if( root )  
    {  
        cout << root->item;  
        traverse( root->left );  
        traverse( root->right );  
    }  
}
```

1 2 4 5 3 6 7 preorder }



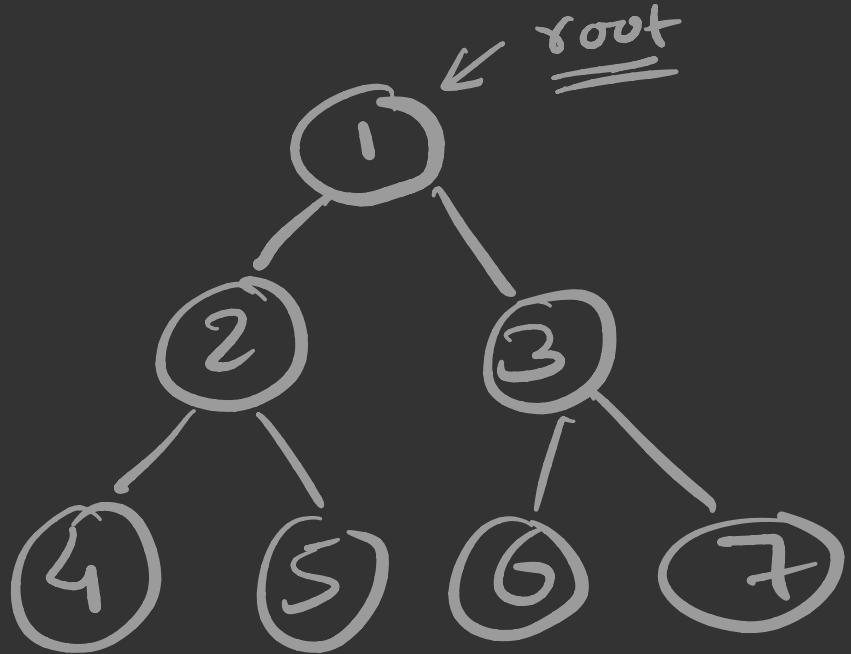
```
if( root )  
{
```

```
    traverse( root → left );  
    cout << root → item;  
    traverse( root → right );
```

}

4 2 5 1 6 3 7

In order



4 5 2 6 7 3 1

postorder

$i \neq (\text{root})$

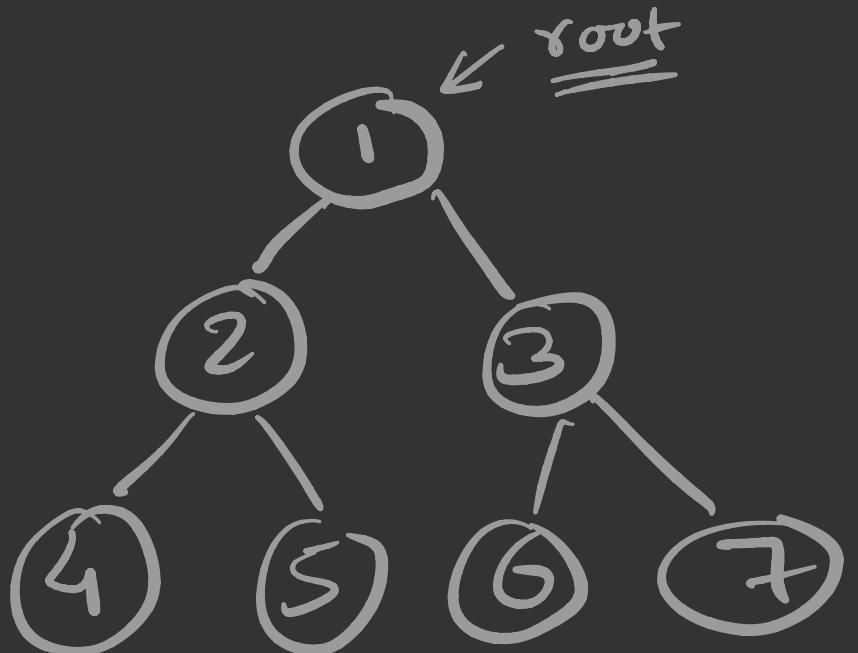
{

traverse( $\text{root} \rightarrow \text{left}$ );

traverse( $\text{root} \rightarrow \text{right}$ )

cont <<  $\text{root} \rightarrow \text{item}$ ;

}



1 2 3 4 5 6 7

queue



1 2 3 4 5 6 7

cout << root → item;

insert Q( root )

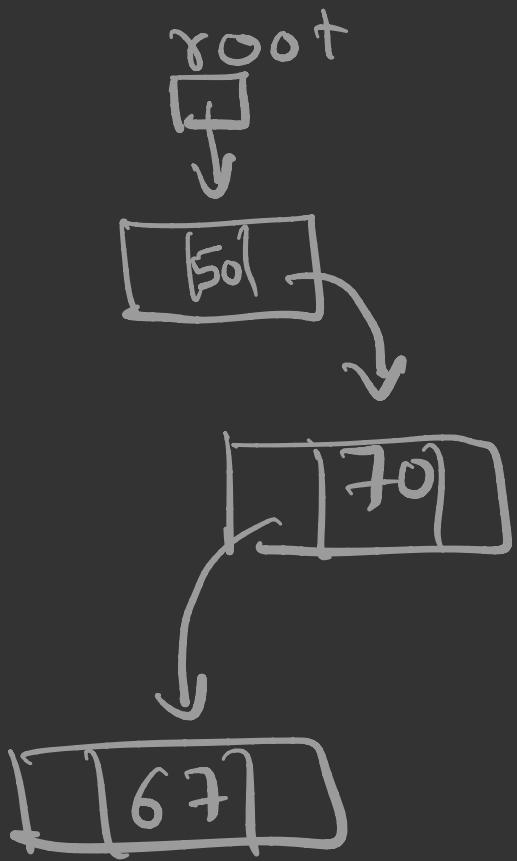
getFront()

1 3 2    7 6 5 4

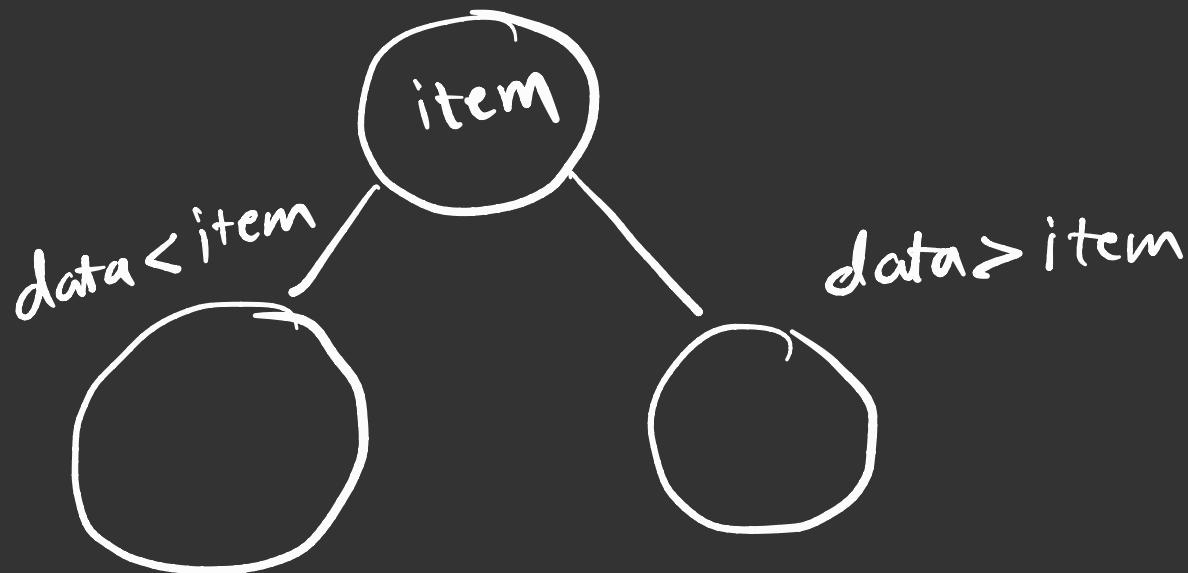
stack



How to insert in BT?



# Binary Search Tree



Duplicate values are not allowed

# Example

