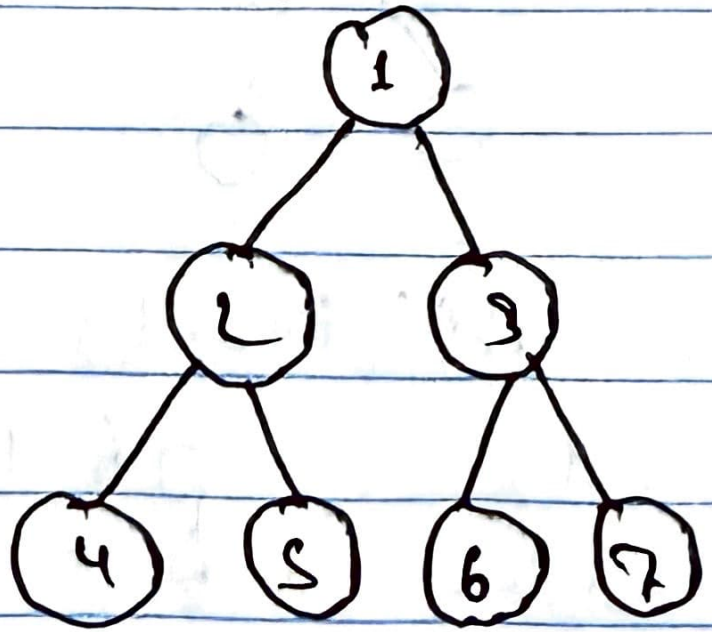
* Binary Tree :-

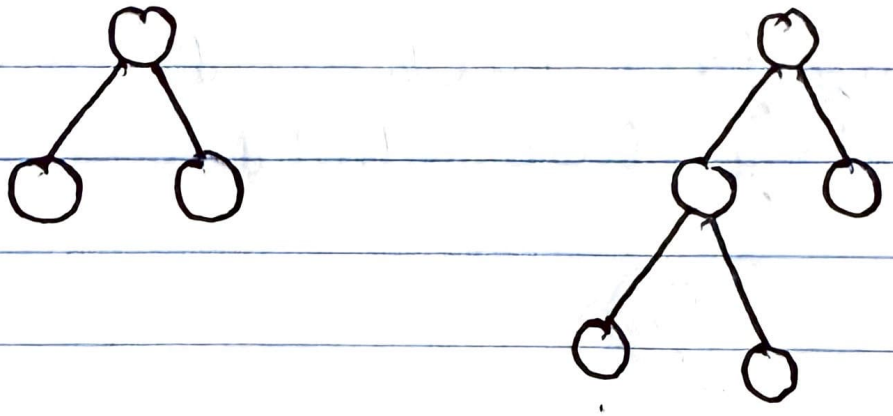
→ In binary tree each node can have max of or only two childs.



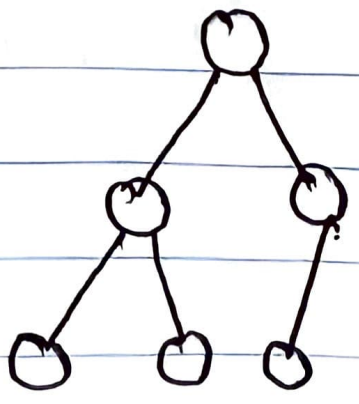
→ Binary tree can be represented with doubly linked list.

* Types of binary tree.
  → Full binary tree.
  → Complete binary tree
  → Perfect binary tree.
  → Balanced binary tree.
  → Degenerate binary tree.

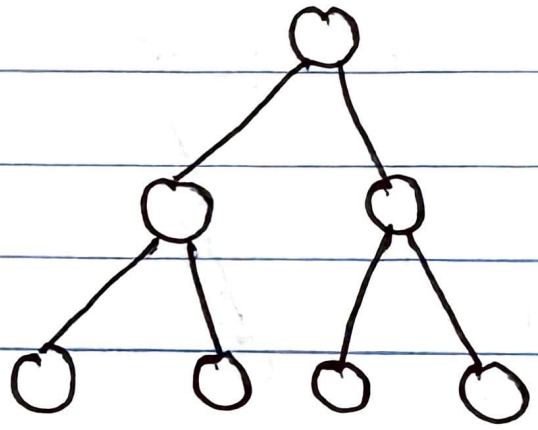
* Full BT → Every node has either 0 ~~element~~ or 2 children.



* Complete BT :- All levels completely filled with node except the last level and in the last level, all the nodes must be left side.

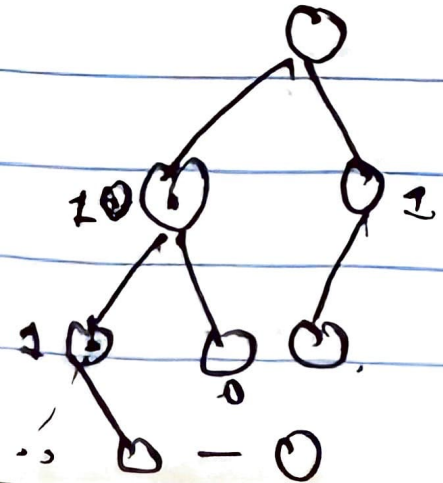


* Perfect BT :- BT in which all the internal nodes have 2 children and all the leaf nodes are at the same depth or l

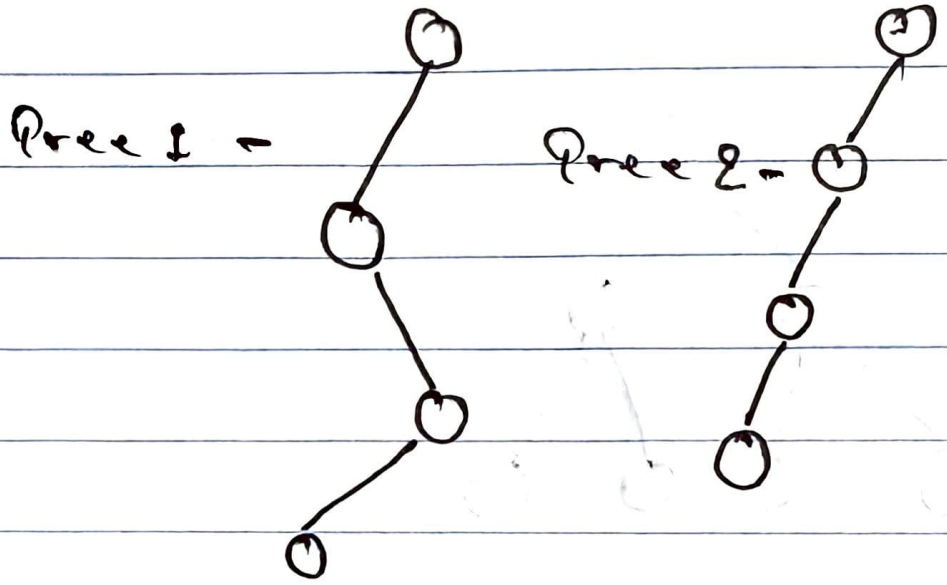


* Balanced BT :- Binary tree in which height of the left and the right sub-tree of every node may differ by at most 0

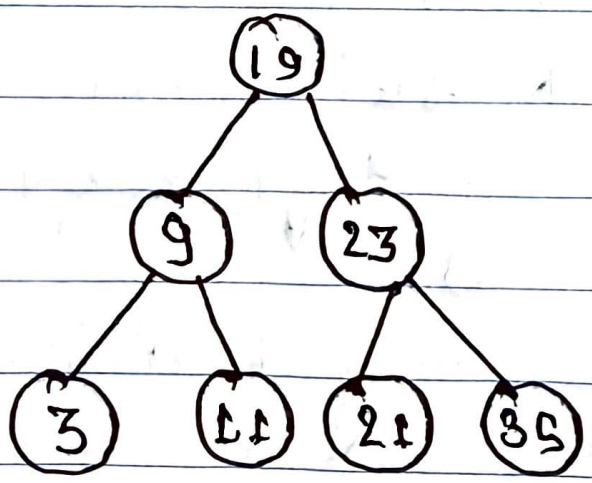
height difference = height of left − height of right



* Degenerate BT :- Where every parent node has only one child node



* Binary Search Tree :-

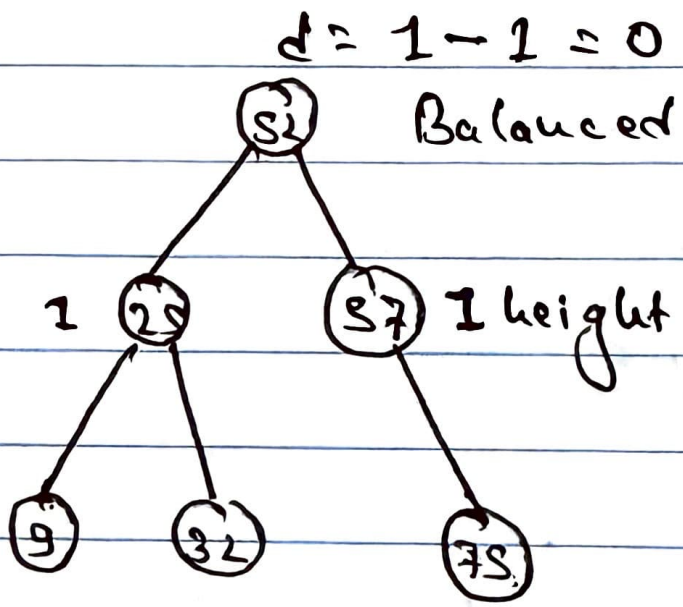


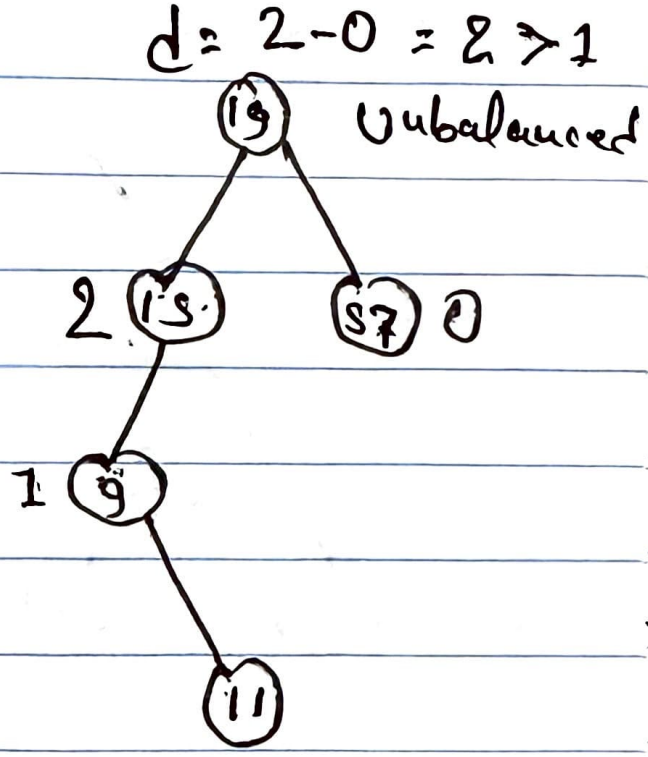
→ All the elements on the left has to be less than root node value and all the elements on the right has to be greater than root node value.

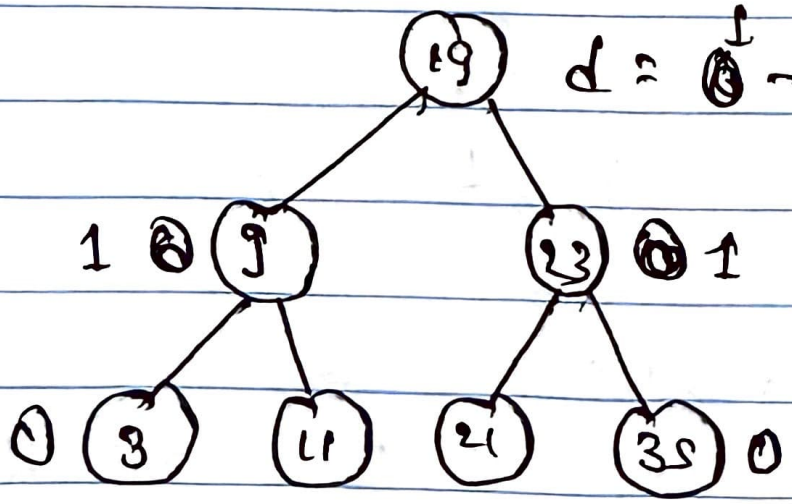
→ Types of binary search tree.

i) Balanced (height ≤ 1)

ii) Unbalanced. (height ≥ 1).



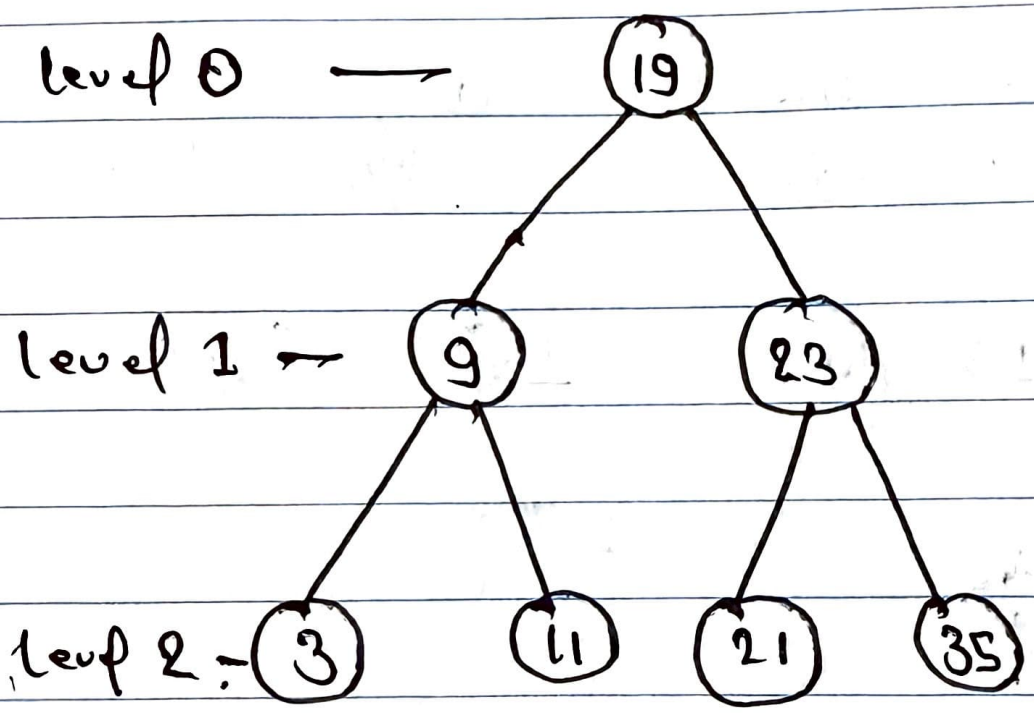




* complexity of BST (log n)
" " UBST (n).
(Search operation)

* To calculate the height of BST,

$$n = 2^{h+1} - 1$$



$$n = 2^{2+1} - 1$$
$$= 2^3 - 1$$
$$\Rightarrow 8 - 1 = 7$$

* Insert operation,

→ Balanced BST.

$\log(n)$

→ Unbalanced - $O(n)$

* Delete operation.

→ Node has 0, or 1 or 2 child.

* for node has 0 child - O(log(n))

→ for node has 1 child - O((log(n))

→ for-node has 2 child - O(log n)

Worst case in all is O(n).

* AVL and Red Black Tree:

When we start adding new node on one of the side of Balanced tree we are eventually going to make balanced tree to unbalanced. To avoid this ~~AVL~~ Red Black tree introduced. It automatically update the tree to make it balance.