

## 1. operations of BST:

Insertion: Add element to tree

Deletion: Delete an element from tree

Search: Find an element in the tree

Inorder traversal: Display tree elements in the order of left, root, right

Preorder traversal: Display root, left, right

Postorder traversal: Display left, right, root

insert( $n$ , node):

If node is null

Assign node's value as  $n$  and return

If  $n >$  node's value

call insert( $n$ , node.right)

If  $n \leq$  node's value

call insert( $n$ , node.left)

search( $n$ , node):

If node = null, then return (not found)

If  $n >$  node, call search( $n$ , node.right)

else if  $n <$  node, call search( $n$ , node.left)

Else return that element is found

delete(u, node):

If node's value = u

If node has 0 children, then delete the node

If node has 1 child, then assign node's child to node's parent

If node has 2 children, then replace it with the element at the leftmost of the right subtree (next successor)

Else if  $u >$  node's value, then call delete(u, node.  
right)

Else, call delete(u, node.left)

inorder(node):

If node is null, return

~~Print~~ no

call inorder(node.left)

Print node's value

call inorder(node.right)

preorder(node):

If node is null, return

~~call~~

Print node's value

call preorder(node.left)

call preorder(node.right)

postorder (node):

If node is null, return

Call postorder (node.left)

Call postorder (node.right)

Print node's value

## 2. Full Binary Tree

Every node has 0 or 2 children

Also known as a proper Binary tree

### Complete Binary Tree

Every level is completely filled

$2^n$  elements at level  $n$

Last level has leaf nodes leaning left only

### Perfect Binary Tree

Every level must have  $2^n$  children at level  $n$

All nodes internal must have 2 children

### Balanced Binary (AVL) Tree

Difference between left and right subtrees  
can be at most 1.

Height is  $O(\log_2 n)$  where  $n$  is no. of elements

3. Linear search is going through an array one index at a time to check if the element corresponds

Ex:

2 4 0 1 9

search for 1

2 4 0 1 9

↑  
x

$2 \neq 1$

2 4 0 1 9

↑  
x

$4 \neq 1$

2 4 0 1 9

↑  
x

$0 \neq 1$

2 4 0 1 9

↑  
x

$1 = 1$

Element found.

Binary search works on sorted algorithms by using the divide and conquer method.

Ex:

21 34 43 57 66 78

search for 66

21 34 43 57 66 78

↑  
x

$57 < 66$

57 66 78

↑  
x

$66 = 66$

Element found

4. Lists are used for applications with collections of data. A list is organised by nodes.

A node can contain a value and a pointer pointing to the next node. Combined, the nodes make a list.

Applications of lists include polynomial manipulation, implementing stacks and queues.

#### 5. selection sort

The min value is swapped with the initial unsorted element.

Ex:

16 23 11 46 98

Min = 11

11 23 16 46 98

Min = 16

11 16 23 46 98

Min = 23, no change

Min = 46, no change

Min = 98, no change



## Counting Sort

This sort is implemented by counting the amount of elements in the array and seeing where the sum values change.

Ex:

6 5 1 2 8 9 3

counts:

0 1 1 1 0 1 1 0 1 1  
0 ... .. 9

Summing from left:

0 1 2 3 3 4 5 5 6 6

sorted array: (indices)

1 2 3 5 6 8 9

## Quick Sort

This sort is implemented with a divide and conquer method of splitting the elements to two groups of lesser and greater than a pivot.

Ex:

36 29 84 93 56 19

let 36 be pivot

36 29 84 93 56 19  
↑  
P

P > R, swap

19 29 84 93 56 36  
↑  
L

P > L, no swap

19 29 84 93 56 36  
↑  
L

P < L, swap

19 29 36 93 56 84  
↑  
P

P < R, no swap

19 29 36 93 56 84  
↑  
P

P < R, no swap

left part:

19 29  
↑ ↑  
P R

P < R, no swap  
sorted

Right part:

93 56 84  
↑  
P

P > R, swap

84 56 93  
↑  
L

L < P, no swap

left part:

84 56  
↑ ↑  
P R

P > R, swap

56 84  
↑  
P

Putting together:

19 29 36 56 84 93