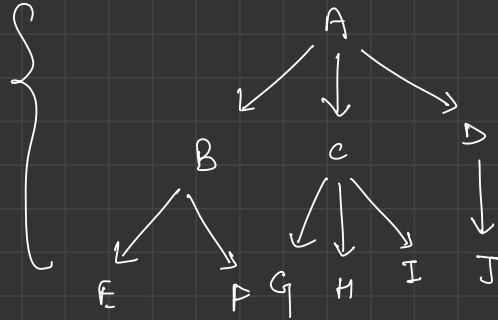




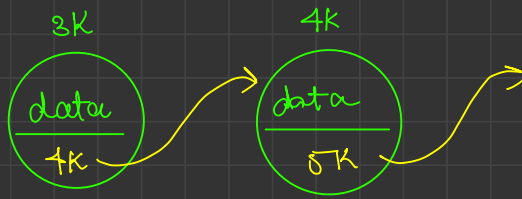
Binary Trees

Store your office employees data!

Trees!



linked list

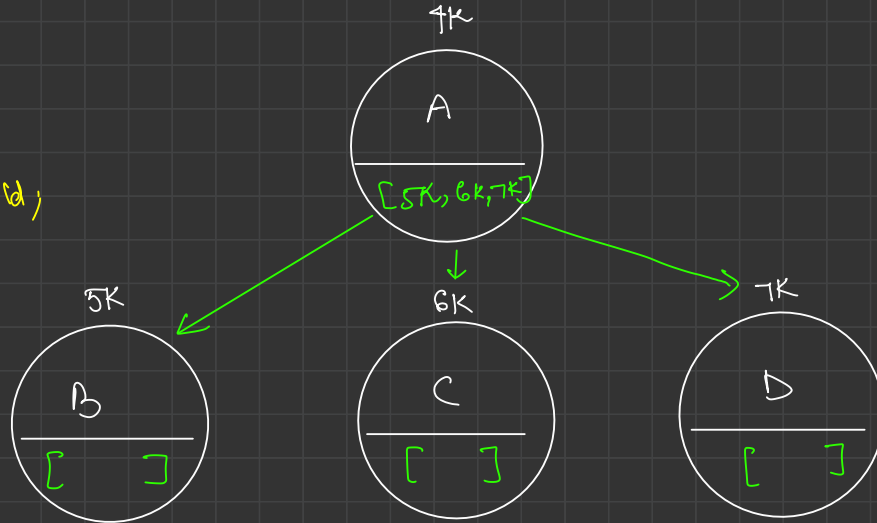


```
class Node {
```

```
    int data;
```

```
    Node[] child;
```

```
}
```



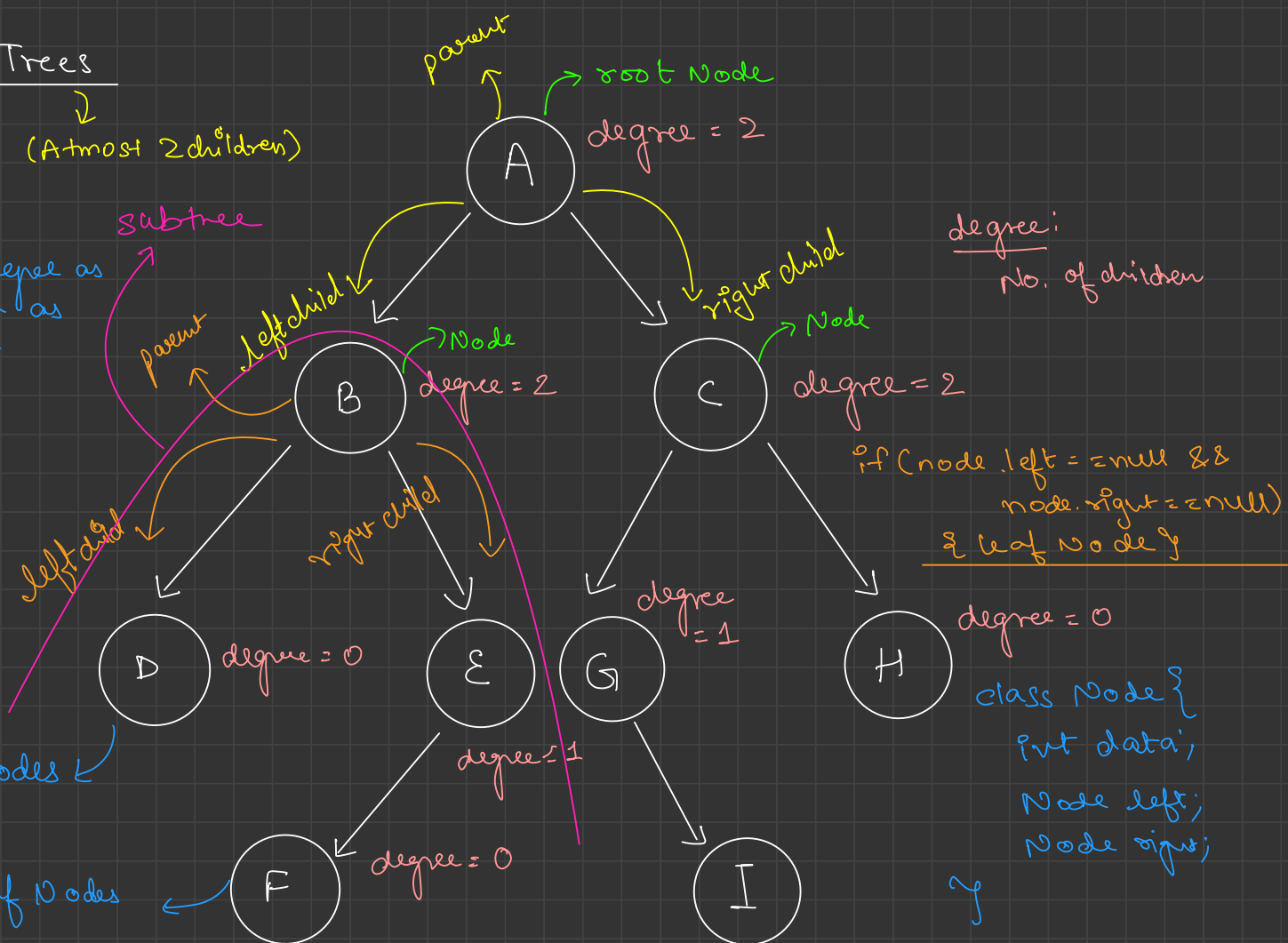
Binary Trees

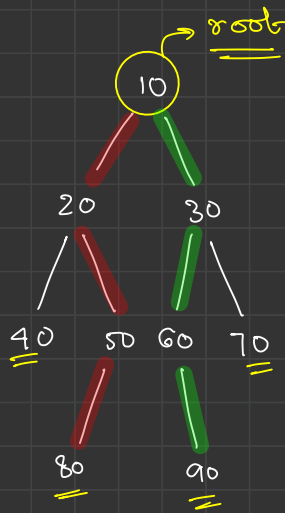
(Atmost 2 children)

Nodes with degree as zero is known as leaf Node

Siblings

B, C
D, E
G, H



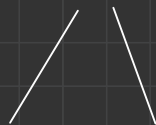


height of a Binary Tree

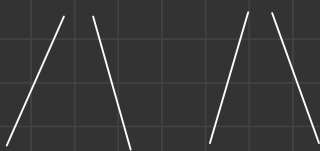
{ dist. b/w root node and the deepest leaf node in terms of edges }

height = 3

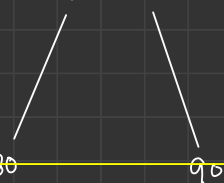
10 → level 0



20 30 → level 1



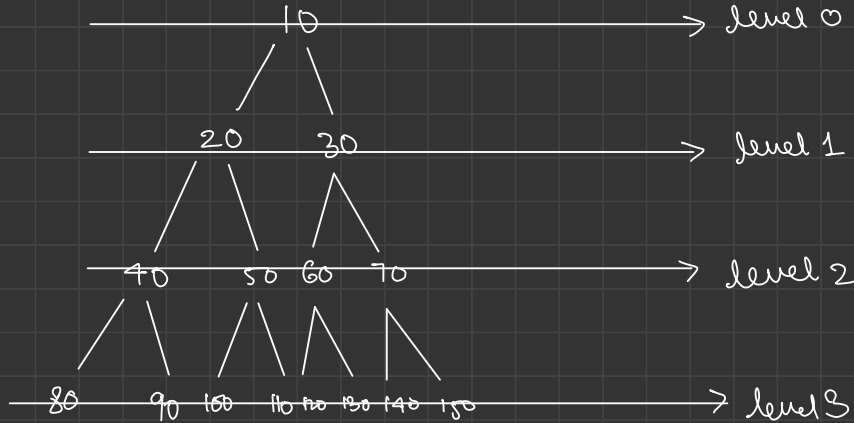
40 50 60 70 → level 2



80 90 → level 3

Perfect Binary Tree

{ A tree where no. of nodes at level h is 2^h }



{ 1 Node } $\rightarrow 2^0$

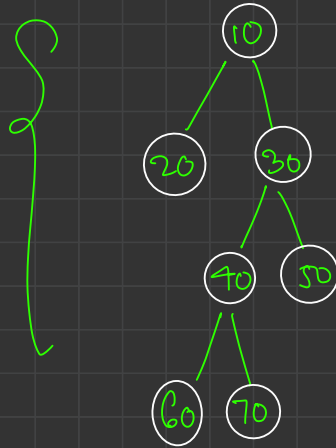
{ 2 Nodes } $\rightarrow 2^1$

{ 4 Nodes } $\rightarrow 2^2$

$\rightarrow 2^3$

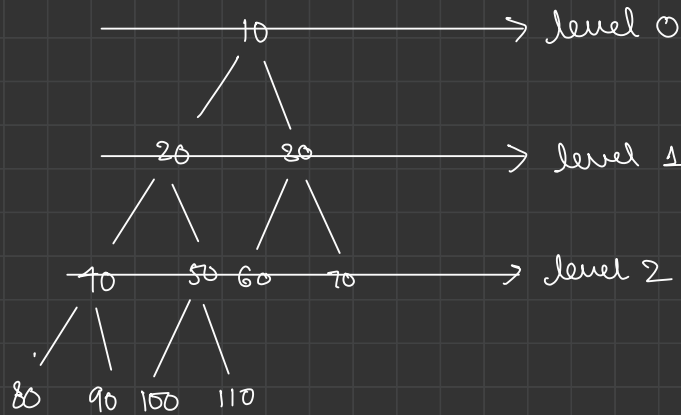
Full Binary Tree

→ where each has either zero or two children



Complete Binary Tree

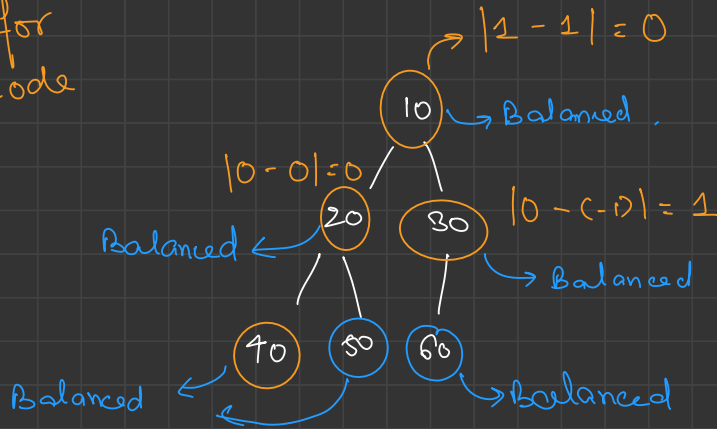
where each level is completely filled, except the last level, and nodes in last level are as left positioned as possible.



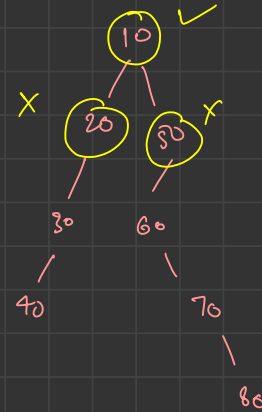
Balanced Binary Tree

$$| \text{height of left Subtree} - \text{height of right Subtree} | \leq 1$$

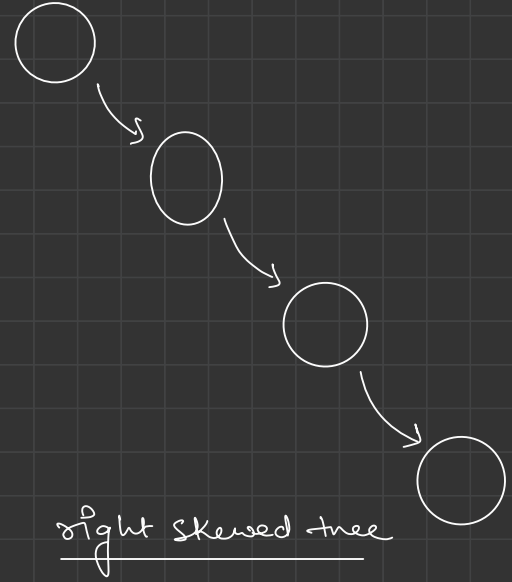
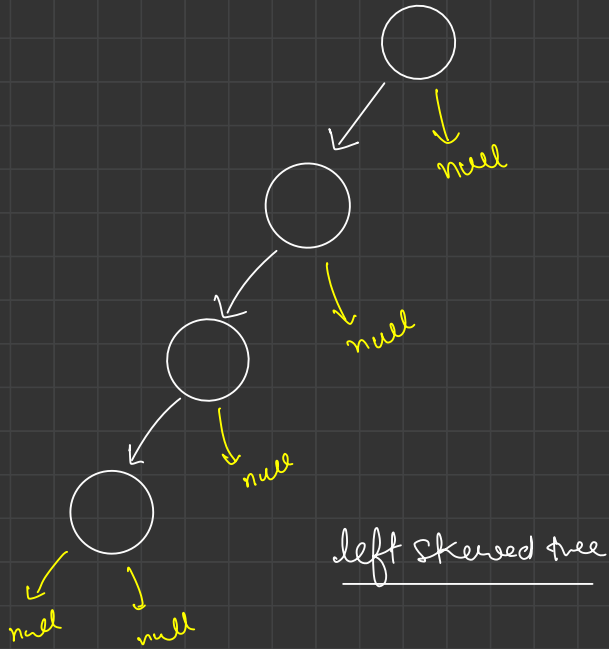
valid for
each node



Hence - this is a balanced binary tree



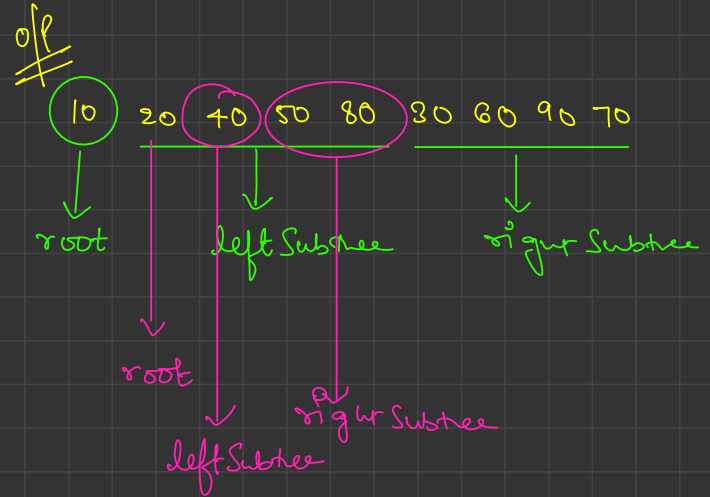
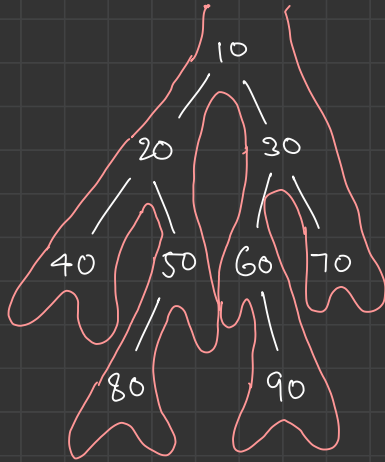
Skew Tree



Traversal over trees

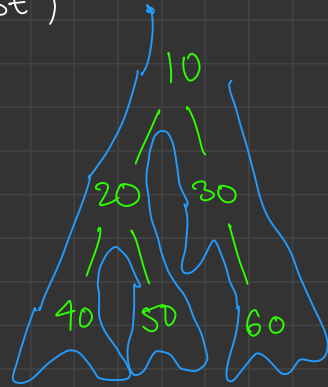
① pre-order traversal

print()
 left
 right



```
void preOrder (TreeNode root)
```

```
{  
  ① if (root == null)  
    return;  
  
  ② print (root.data);  
  ③ preOrder (root.left);  
  ④ preOrder (root.right);  
}
```



10, 20, 40, 50, 30, 60



o/p

10 20 40 50 30 60

CallStack

In order traversal

↓
call left
point
call right



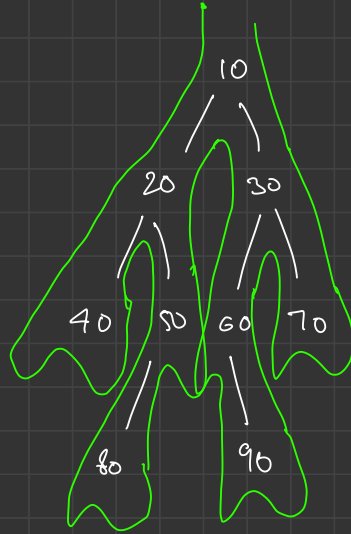
o/p

40 20 80 50 10 60 90 30 70

40 20 80 50 10 60 90 30 70

Post order traversal

↓
call left
call right
print (root)



off
40 80 50 20 90 60 70 30 10

40 80 50 20 90 60 70 30 10

```

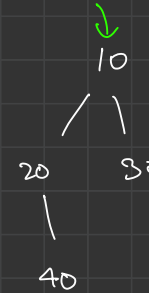
class Solution {
    // TC: O(N), SC: O(H)
    public static void postorderTraversal(Node root) {
        //Write your code here
        // base case
        1 if (root == null) {
            return;
        }

        // call left
        2 postorderTraversal (root.left);

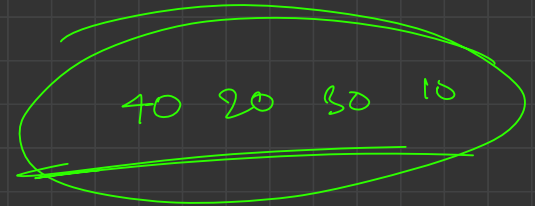
        // call right
        3 postorderTraversal (root.right);

        // print root value
        4 System.out.print(root.data + " ");
    }
}

```

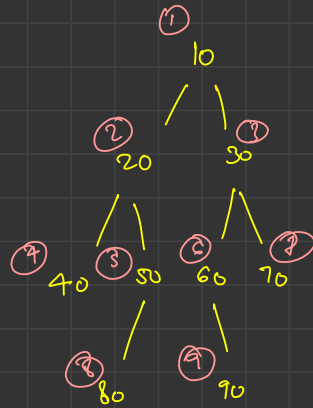


40 20 30 10 callStack



Size of a Binary tree

→ (No. of nodes of Binary tree)



Size = 9

```
int size (root)
{
    if (root == null) return 0;

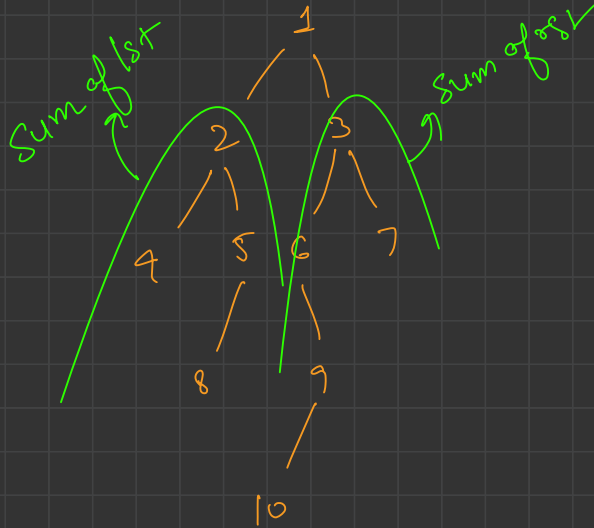
    int lsize = size (root->left);
    int rsize = size (root->right);

    return lsize + 1 + rsize;
}
```

Sum of tree

→ Sum of all the nodes of a tree

Sum of left + root value + Sum of right

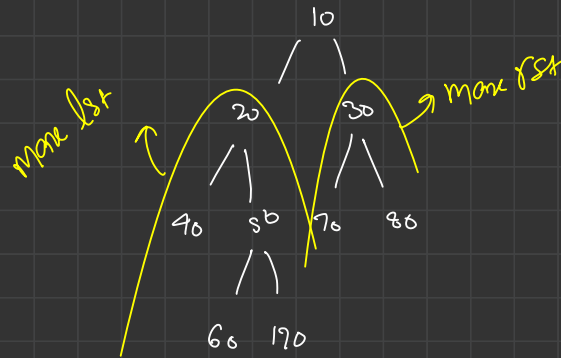


Sum = 55

Max of tree

→ Max^m value in a tree

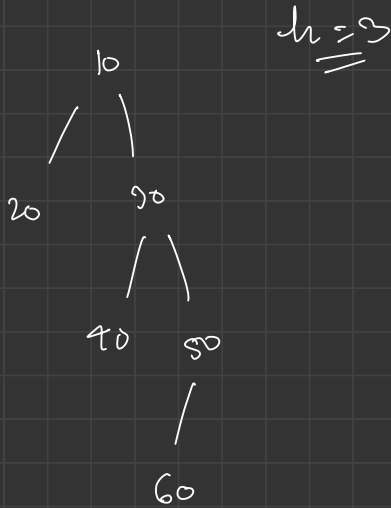
→ max(lmax, rmax, root.val)



height of tree

→ $\max(h_{\text{left}}, h_{\text{right}}) + 1$



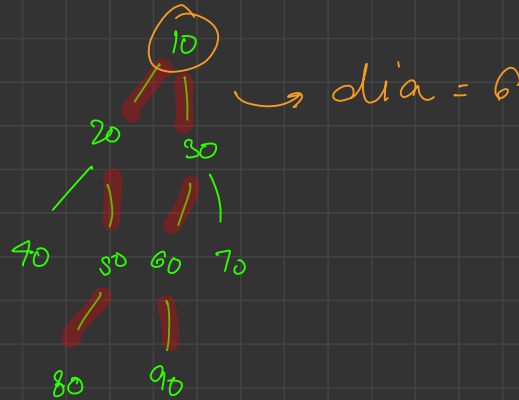


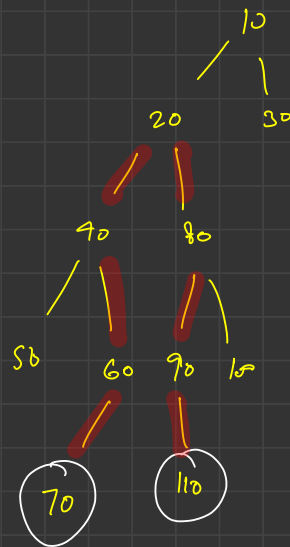
```
public int heightOfTree(Node root) {  
    ① if (root == null) {  
        return -1;  
    }  
    ② int leftHeight = heightOfTree(root.left);  
    ③ int rightHeight = heightOfTree(root.right);  
    ④ int height = Math.max(leftHeight, rightHeight) + 1;  
    return height;  
}
```



Call Stack

diameter of tree { max^m dist b/w any two leaf nodes }





diameter = 6

```

static int maxDiameter = 0;

public static void getDiameter(Node root) {
    if (root == null) {
        return;
    }

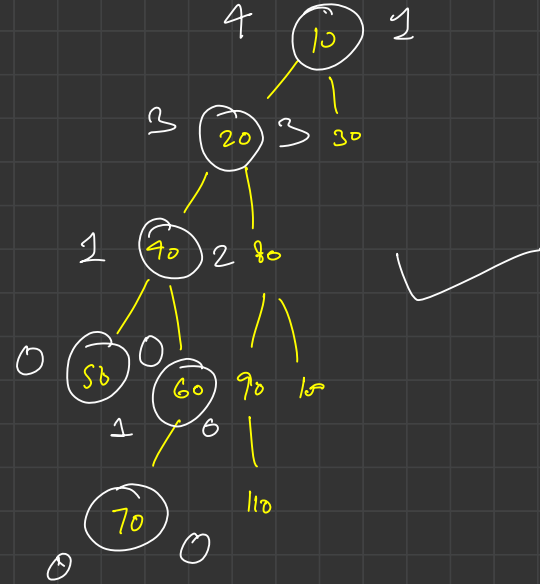
    int lstHeight = getHeight(root.left);
    int rstHeight = getHeight(root.right);

    int diameter = lstHeight + 1 + rstHeight;
    maxDiameter = Math.max(maxDiameter, diameter);

    getDiameter(root.left);
    getDiameter(root.right);
}

public static int diameter(Node root) {
    // Your code here
}

```



~~dia = 2~~ ~~7~~ ~~7~~ ~~7~~ ~~7~~ ~~7~~

max dia = 7

max $\rightarrow \{ \text{mydia}, \text{Bestdia left}, \text{Bestdia right} \}$

