



## Question 1:

03

Marks

What does the following method do, describe briefly? Trace the code for several different values to prove your answer. No points will be given for direct answer.

```

BSTNode* guess(BSTNode* root, int X)
{
    if (root == null)
        return null;
    if (root->data > X)
    {
        BSTNode* temp = guess(root->left, X);
        if (temp == null)
            return root;
        else
            return temp;
    }
    else
        return guess(root->right, X);
}

```

answer:  
it gives the address of node whose value is equal or above it our node is in tree ill it found Null.

if tree node is not in tree  
it return the address  
node one above it

01  
For songa  
guess

**Answer:** write your final answer after tracing the given code for several different values.

- if for every the Node we are searching it's right node is empty, it gives the the address to reach to that Node.
- otherwise gives the value

Finally node  
of value  
18 is  
returned

guess(root, 18)

temp = guess(root->left, 18)

temp = guess(root->left, 18)

guess(root->right, 18)

return node of  
value 18

// 17 (root->data > X)

return node  
18

Null

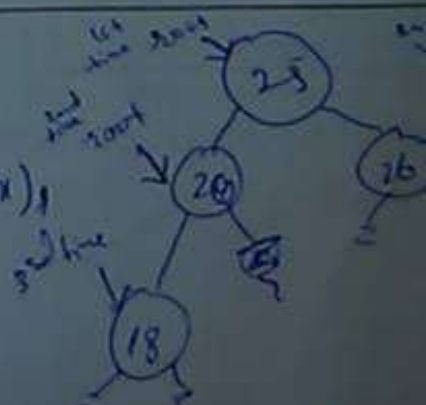
Node of  
value 20

// because 18 is not greater than

For guess(root, 20)

temp = guess(root->left, 20)

node of  
value 20

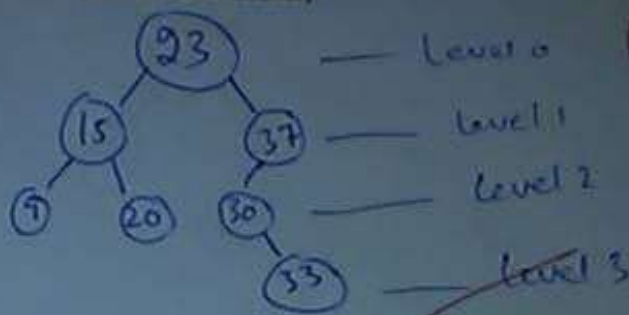


## Question 2:

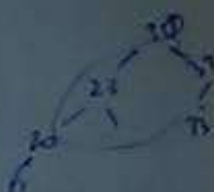
Marks 0.5+0.5+0.5+0.5+0.5+1+1 = 4.5

Consider a BST which is constructed by following node values (in the given order): 23, 15, 37, 9, 20, 30, 33. Draw the BST and answer the following questions.

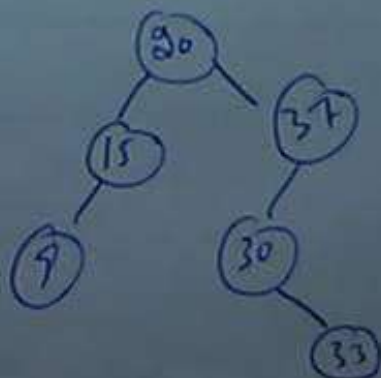
(DRAW BST HERE)



3.5



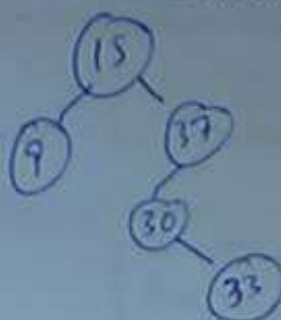
S #	Questions	Your answer(s)
i.	How many nodes are required to make it a full tree?	06 X
ii.	What is the maximum level number of the tree?	03 ✓
iii.	What nodes are on Level 3?	having value 33 ✓
iv.	Which node(s) has sibling?	15 and 37 are siblings. ✓
v.	Trace the shortest path of the tree.	9 and 20 are siblings ✓ Erin Kue is not's shortest Path. X
vi.	Delete 23, draw new BST (use the BST drawn from given data set). (DRAW BST HERE)	





- vii. Delete 20, draw new BST (this time use BST drawn after deletion of 23).

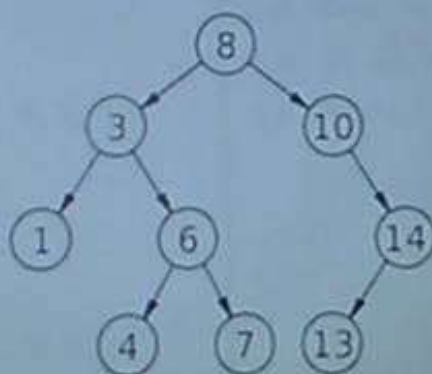
(DRAW BST HERE)



Question 3:

Marks 02+1.5 = 3.5

Show how the following BST will be represented sequentially in the memory such that left and right child of any 'k' node can be accessed directly (as discussed in the lecture).



Solution:

using Array.



~~0-25~~      0





Question 4:

6/1000

15

Marks 05

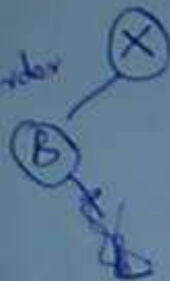
You are given two traversal orders namely preorder and inorder respectively of same binary tree. Can we construct a **unique** binary tree from these? Answer YES or NO. If your answer is YES then draw the **UNIQUE** binary tree and show complete working (draw diagrams separately after each step). And if your answer is NO then provide at least two binary trees which may be constructed from the given two orders. No points will be given for partial and/or incomplete answer.

Preorder: X B L K E W G H PInorder: B L X E K G H W P

Solution: draw diagrams in both portions. Use back side, if required.

Yes

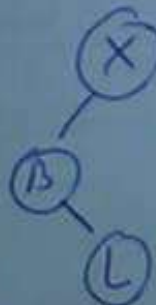
1st step.  
From binary tree Preorder is root.



X B

2nd step.

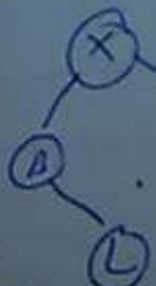
From inorder  
X says B is  
in its left  
and B says L is  
in right because



X B L

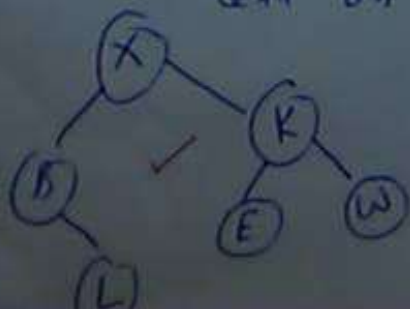
3rd step:

Inorder is  
L N R, so  
after root  
X there are 3  
nodes on right.



X B L K E

Pre order  
says K is  
First then E  
and In order  
says K is  
in right of X.  
and E is in  
left of K.



4th step

After in  
sequence of  
Pre order there

5th step.

From in Preorder  
there is  
E, and

In order says

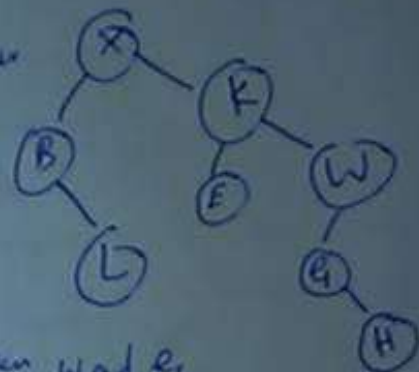
it's in

left of W

and there is

only H between W and E,

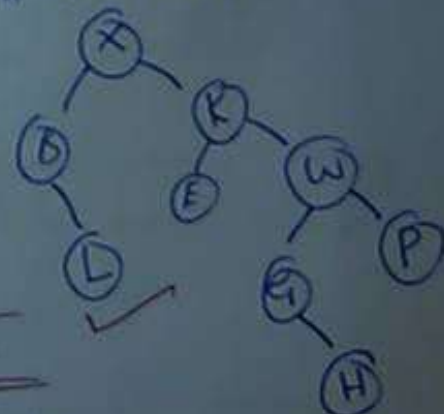
so it must be in right of E.



2.5

2.5

According to  
inorder rule P is in  
right of W.



Question 5:

025 Extra

Marks 02+02 = 04

a. Draw expression tree for the following arithmetic expression. Draw diagram after each step clearly. No points will be given for direct answer.

Expression:  $1 + 7 - 3 + 4 + 1 * 6 / 3 * 4$

Post order:  $17+34+-16*3/4*+$

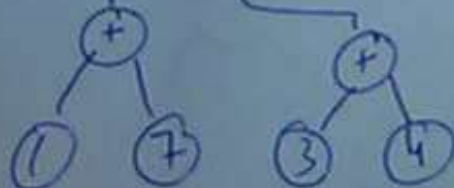
Stack:



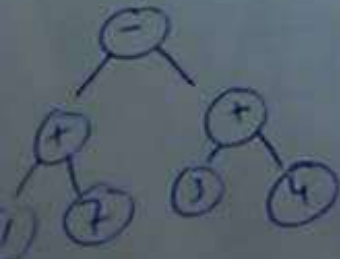
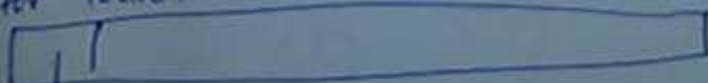
operator found.



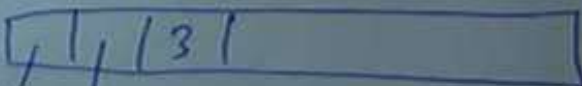
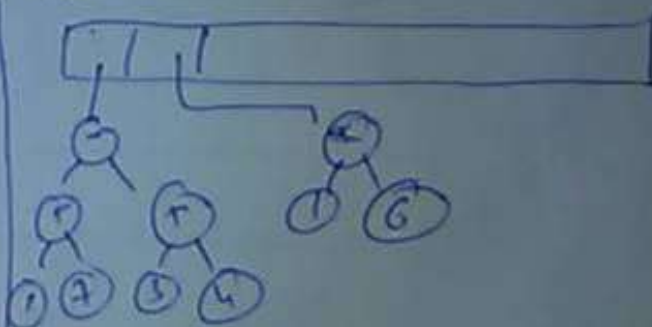
operator found.



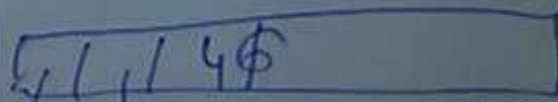
operator found.



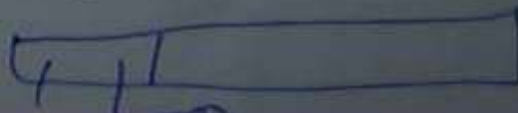
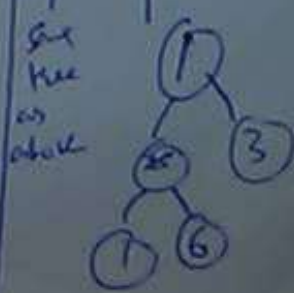
operator found.



same tree as above



then it found \*



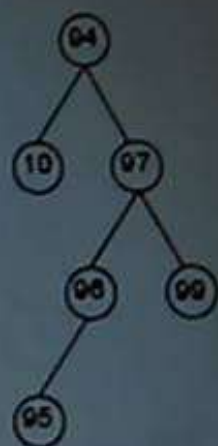
Question 6:

Marks 05+01 = 06

- a. Implement the following non-recursive function `levelTraversal` which displays (integer) nodes of a binary tree at each level from left-to-right. You may use any other data structure (if required; no need to implement basic operations) other than an array and a linked list.

`void levelTraversal (TreeNode *root);`

For example: 94, 10, 97, 96, 99, 95 is the `levelTraversal` sequence for the given binary tree.



Solution:

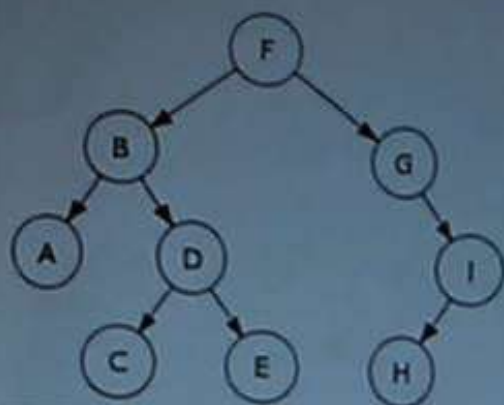
- b. What is the complexity of your code?



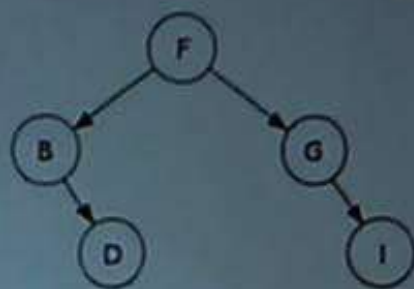
Question 7:

Marks: 06

Write a recursive function `removeLeaves` that removes all the current leaves from the binary tree. You cannot use static variables and/or pointers for any purpose. Note that the new leaves of the tree will be the nodes that had (old) leaves as children. For example:



Original Tree



Tree after removal of leaf nodes

Solution:

To Destroy the Complete tree,

```

void removeLeaves(Node* current)
{

```

```

    if (current == NULL)
    {

```

```

        removeLeaves(current->left);

```

```

        removeLeaves(current->right);

```

```

        Node* temp = current;

```

```

        delete temp;
    }
}

```

if remove only leaf nodes,

```

void removeLeaves(Node* current)
{

```

```

    if (current == NULL)
    {

```

```

        if (current->left == NULL &&

```

```

            current->right == NULL)

```

```

            Node* temp = current;

```

```

            delete temp;
        }
    }
}

```