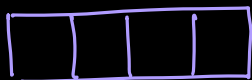


Today's content.

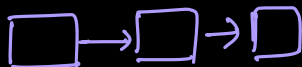
- Trees introduction
- Naming convention
- Tree traversals
- Basic tree problems.

linear:

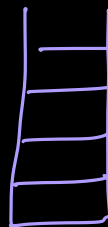
arrays



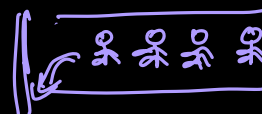
linked lists



stacks

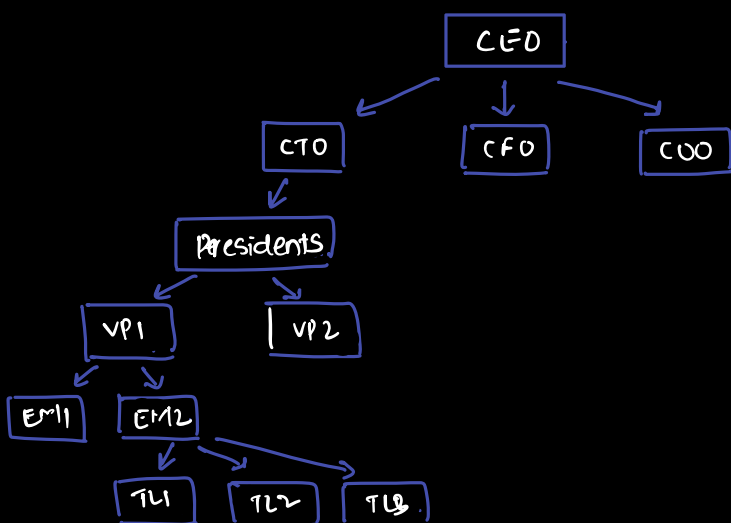


Queue

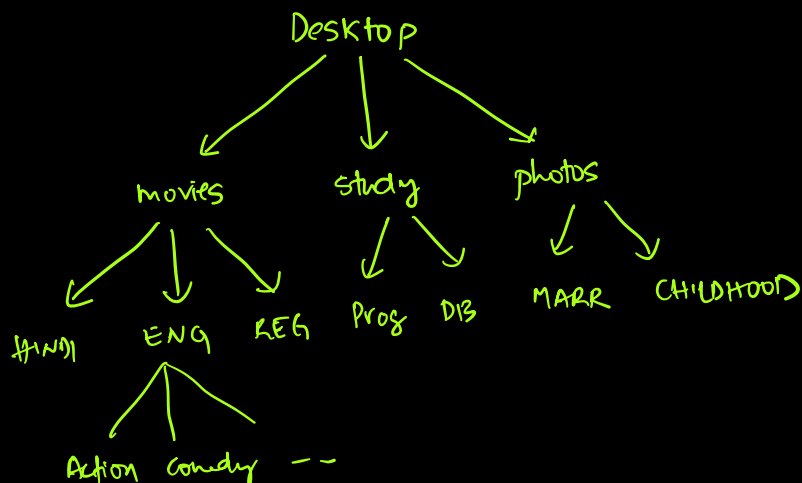
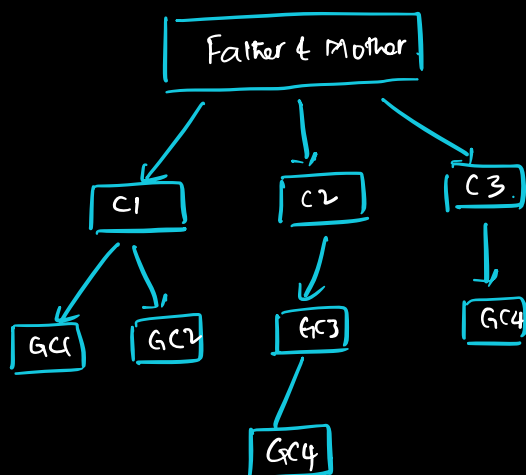


Hierarchical data.

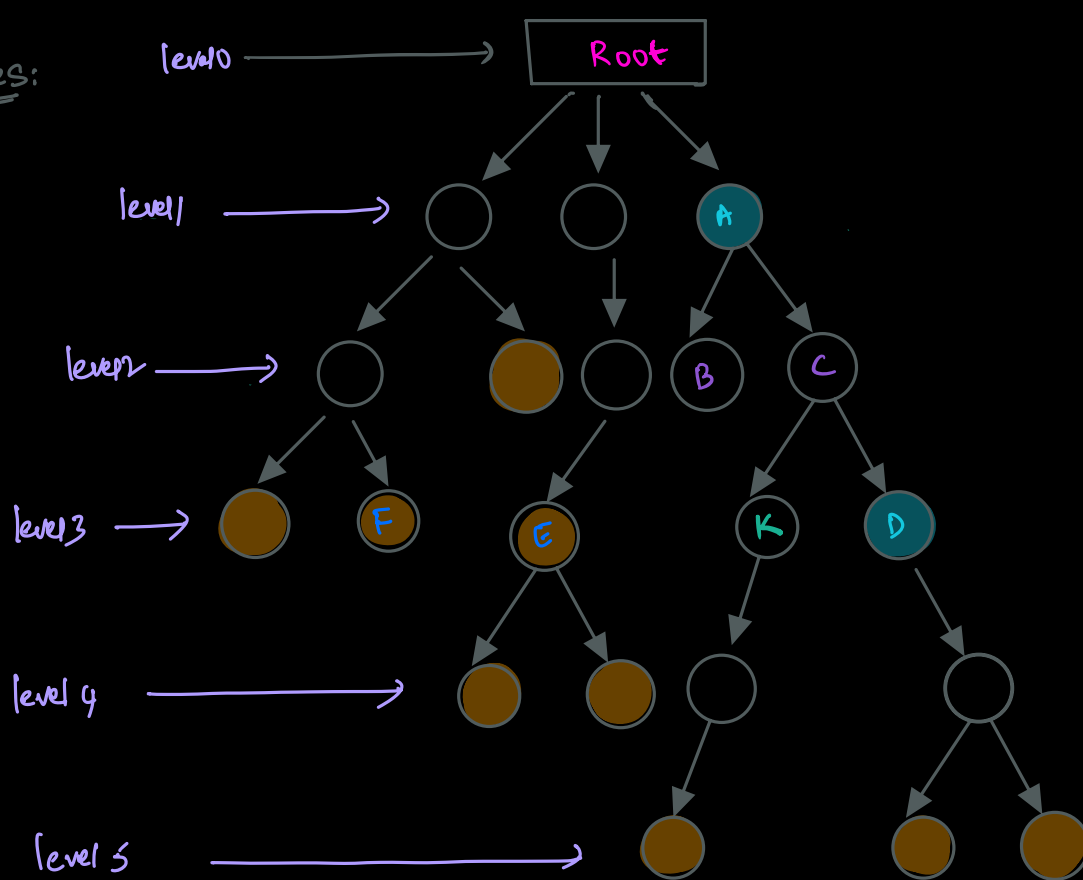
Ex: Company organization.



Ex: Family Tree.



Trees:



Relations: Naming conventions.

A & D → A is ancestor of D or D is descendent of A.

B & C → Sibling nodes, share same parent.

F, E, D → Nodes at same level.

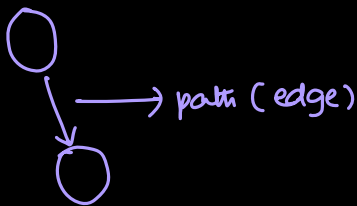
Root → Node with no parent.

leaf → Node with no children.

Tree → [It should have only 1 root node
very node must have single parent

height (node).

length of the longest path from the node to any of its descendend leaf nodes.



Ex:

$$H(A) = 2$$

$$H(B) = 3$$

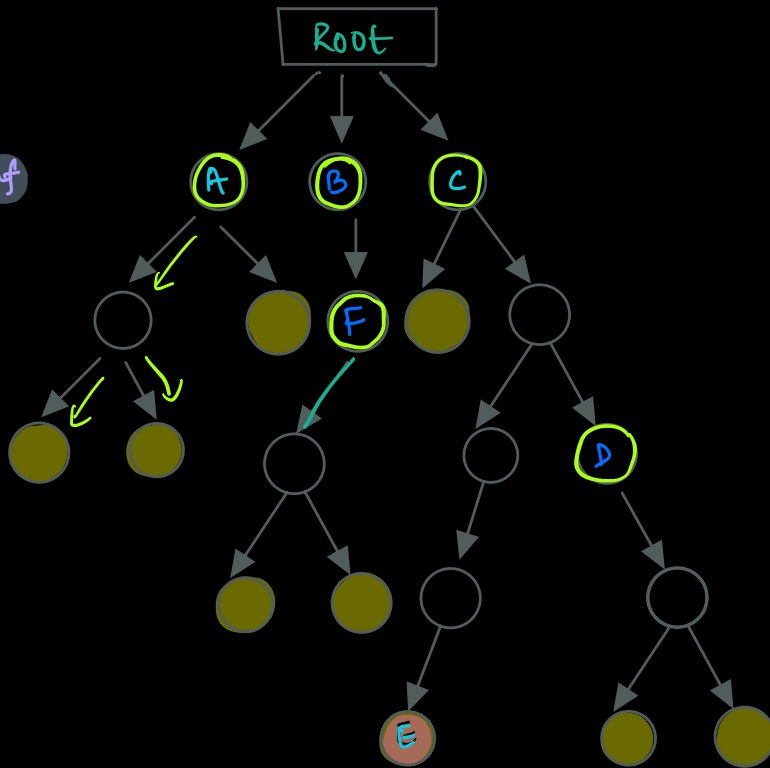
$$H(c) = 4$$

$$H(E) = 0$$

$$H(\text{leaf node}) = 0.$$

$$H(\text{node}) = 1 + \max(\text{Height of its child nodes})$$

$H(\text{root}) = \text{Height of tree}$



depth of a node.

length of path from root to the node.

$$d(A) = 1$$

$$d(f) = 2$$

$$\alpha(E) = 5$$

$$d(1) = 3$$

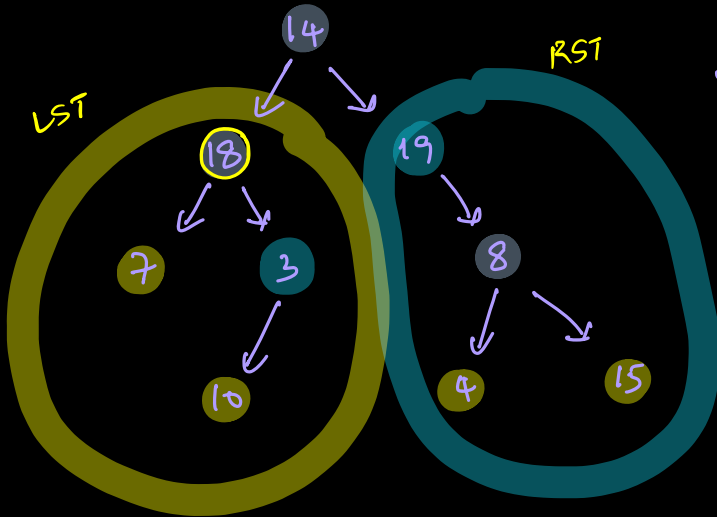
Depth (root) = 0.

If depth of a node is d ,

Then depth of child nodes = $d+1$.

Our learning is limited to binary trees.

Binary trees: Every node must have at the max 2 children
0, 1, 2, 3, 4, 5 --
 ✓ x



nodes with 1 child: 19, 3

nodes with 0 child: 7, 10, 4, 15

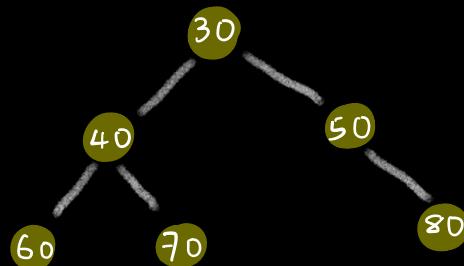
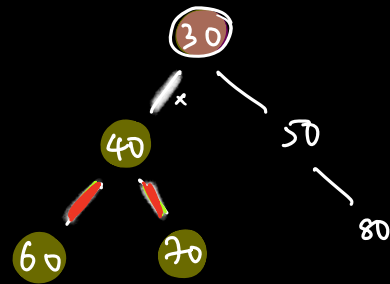
nodes with 2 child: 14, 18, 8

Structure of binary tree nodes.

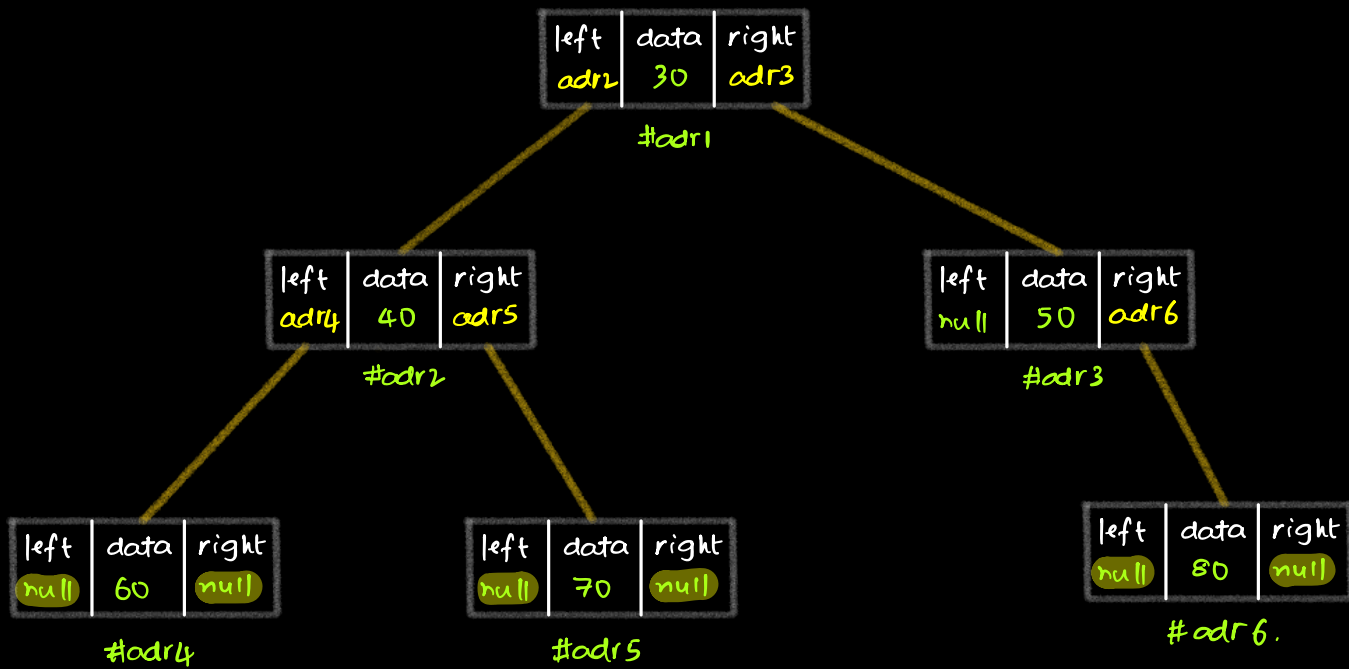
```
class Node
{
    int data;
    Node left;
    Node right;

    Node(int x)
    {
        data = x;
        left = null;
        right = null;
    }
}
```

Tree.



root [only this is given in all q's]



Tree traversals

Inorder } level order
 Preorder } vertical level order
 Postorder.

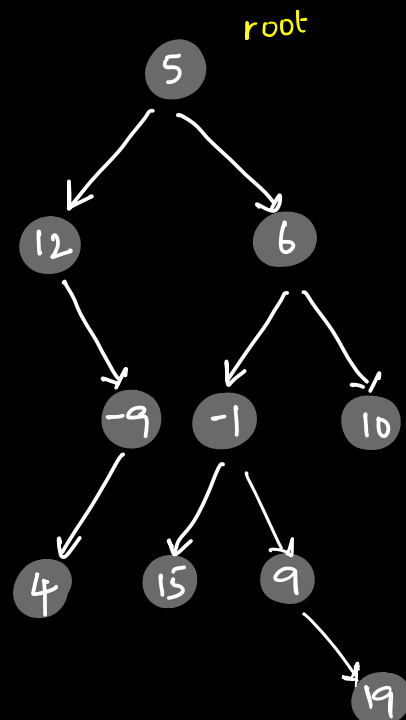
Pre-order traversal [Data][LST][RST]

Step 1: print (root-data)

Step 2: Goto left subtree, and print entire left subtree using pre-order traversal

Step 3: Goto right subtree, and print entire right subtree using pre-order traversal

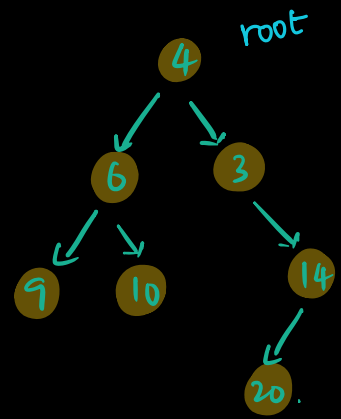
[5, 12, -9, 4, 6, -1, 15, 9, 19, 10]



DLR Pre-order traversal : [4 6 9 10 3 14 20]

LDR In-order traversal : [9 6 10 4 3 20 14]

LRD Post-order traversal : **T0-00**.



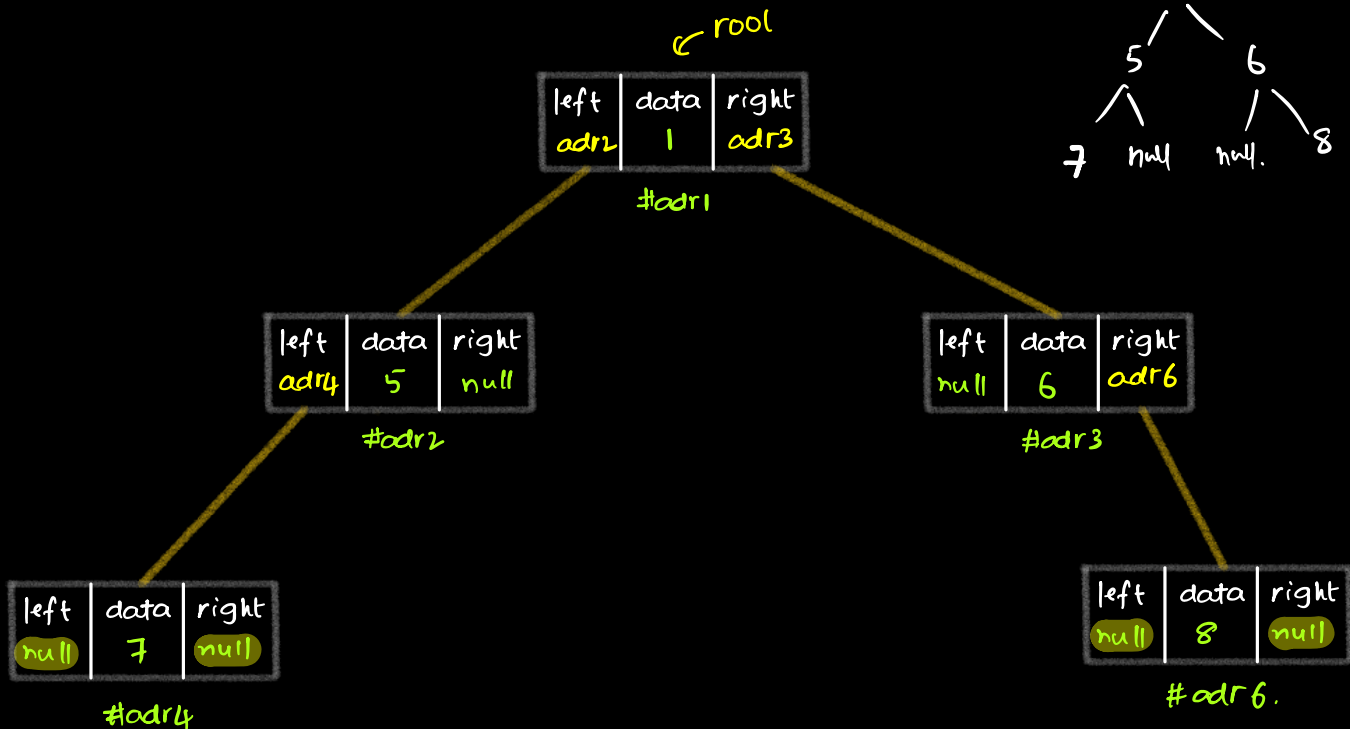
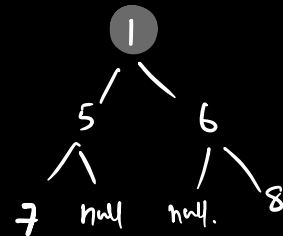
Always 'L' before 'R', 'D' comes based on traversal.

Code:

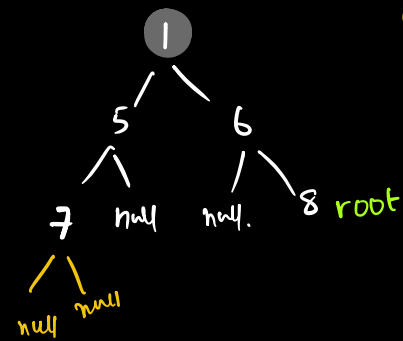
Preorder traversal.

Void preOrder(Node root)

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

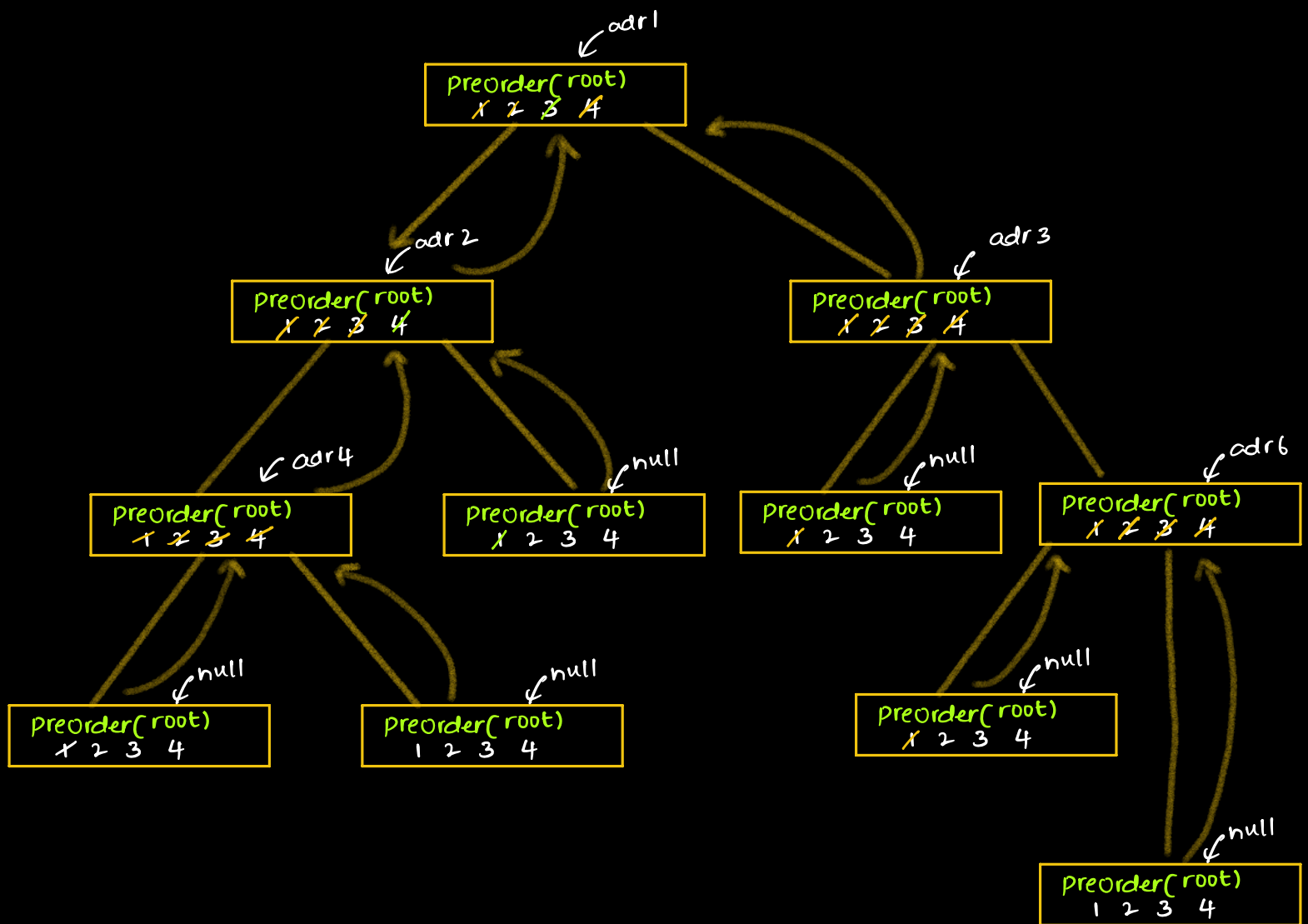


o/p: 1 5 7 6 8



```

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



HW.

Code & dry-run for In-order & post-order.

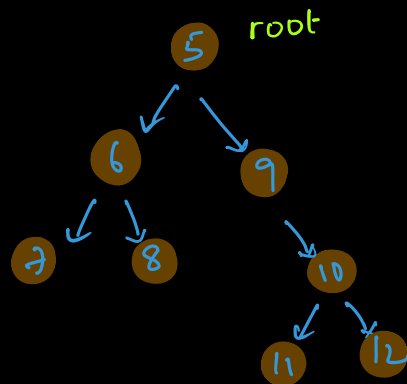
Trees Problems.

// All tree problems, solve them with recursion.

a) Size of the tree? how many elements are present in tree.

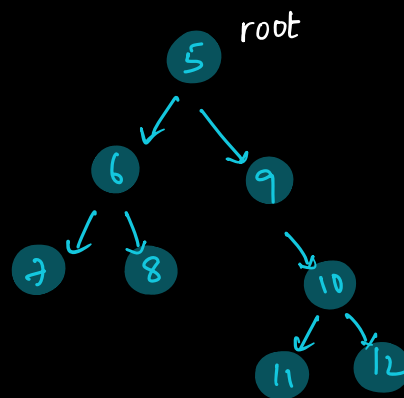
ans = 8

```
int size(root)
{
    if (root == null)
        return 0
    return 1 + size(root.left)
        + size(root.right)
}
```



b) Return sum of all nodes, ans = 68

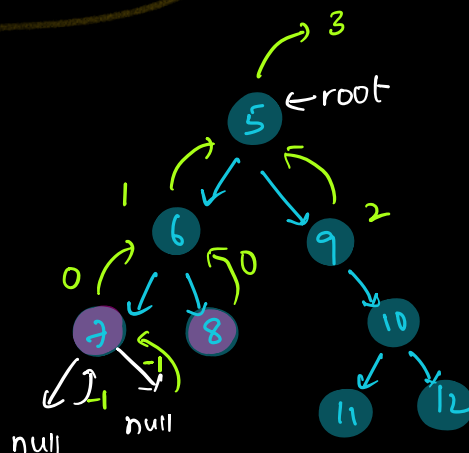
```
int sum(root)
{
    if (root == null)
        return 0
    return root.data + sum(root.left)
        + sum(root.right)
}
```



$$H(\text{node}) = 1 + \max(\text{Height of its child nodes})$$

c) Height of tree.

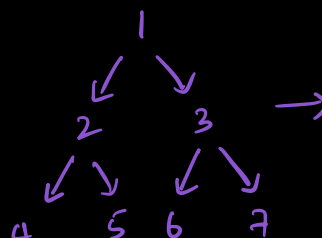
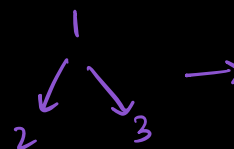
```
int height(root)
{
    if (root == null)
        return 0
    return 1 + max [height(root.left),
                    height(root.right)]
}
```



d) Invert binary tree. [Next class]

```
Node invert (Node root)
{

```



```

}
```