

Height of Generic Tree

distance of deepest Node

from the root.

Distance

on the basis of
Edge

Edge → 3

Node → 4

Nodes

on the
basis of Node

$ht(50) = 1$

$$(1 \text{ vs } 2 \text{ vs } 1) + 1 = 2 + 1 = 3$$

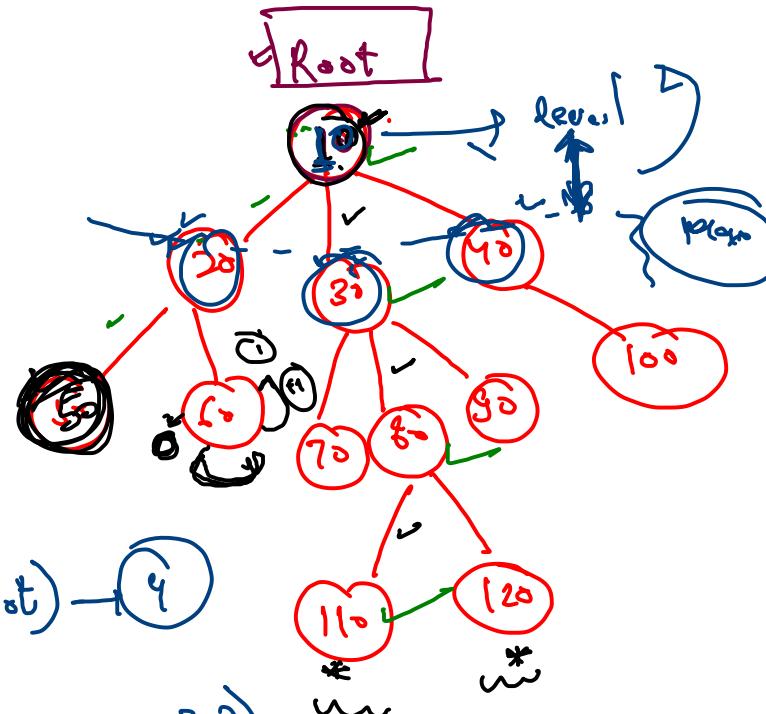
Implementation
Expectation

$ht(\text{Root}) \rightarrow 4$

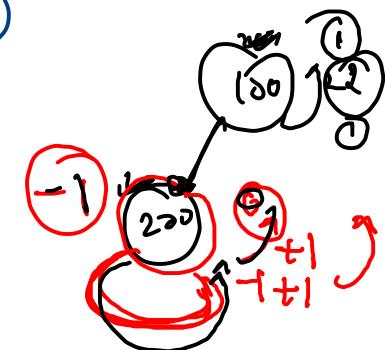
farth → $ht(\text{Root}.children[i])$,
 $ht(20) \rightarrow 1$
 $ht(30) \rightarrow 2$
 $ht(40) \rightarrow 2$

$ht(50) \rightarrow 3$ } max of these
 $ht(60) \rightarrow 2$ weights + 1;

$$(2 \text{ vs } 3 \text{ vs } 2) + 1 = 3 + 1 = 4$$



- * Introduction
- ① Construction
- ② Display.
- ③ Size, Max, Min



on the basis
of Edges, ✓
 $ht(20) \geq 0$

Node →

Edge →

{ Node pre.
Node post

(δ_{f1})

(I_{f1})

S_{m}
 m
 u
 w

* Edge pre $10 \rightarrow 20$

* Edge post $10 \rightarrow 20$

pre 10

pre 60

pre 20

post 60

post 20

post 30

$\rightarrow g_{n1} 10$

$\rightarrow g_{n2} \rightarrow 10$

pre 80

pre 40

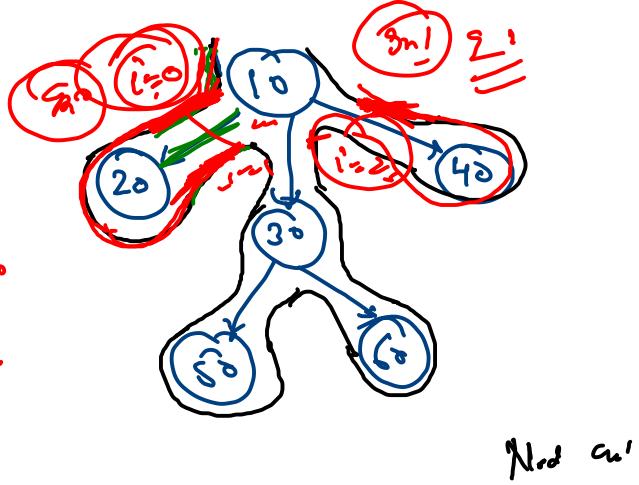
pre 50

post 40

post 50

post 10

$\rightarrow g_{n1} 80$



Node cur

{ Node - post - 60

Edge post - 30 - 60

Node post - 30

Edge post - 10 - 30

Edge pre - 10 - 40

Node pre - 40

Node post - 40

Edge post - 10 - 40

Node post - 10

Euler path:

Node pre 10

Edge pre $10 \rightarrow 20$

Node pre 20

Node post - 20

Edge post $20 \rightarrow 10$

Edge pre $10 \rightarrow 30$

Node pre - 30

Edge pre $30 \rightarrow 50$

Node pre - 50

Node post - 50

Edge post $50 \rightarrow 30$

Edge pre $30 \rightarrow 60$

Node pre - 60

Level Order

D-S → Queue.

What?

Why?

DS → Queue.

* Get

→ remove

→ Mark *

→ Work *

→ Add Children.

- ① What?
- ② Why?
- ③ How?

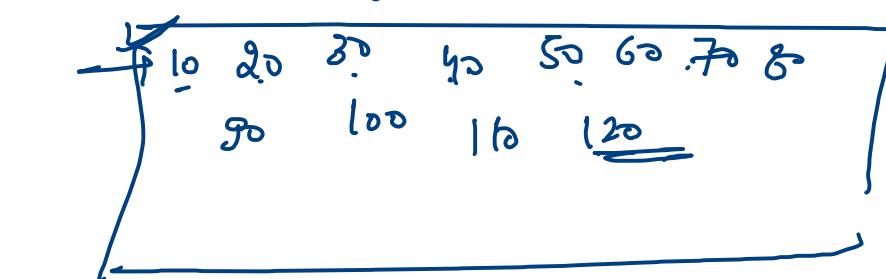
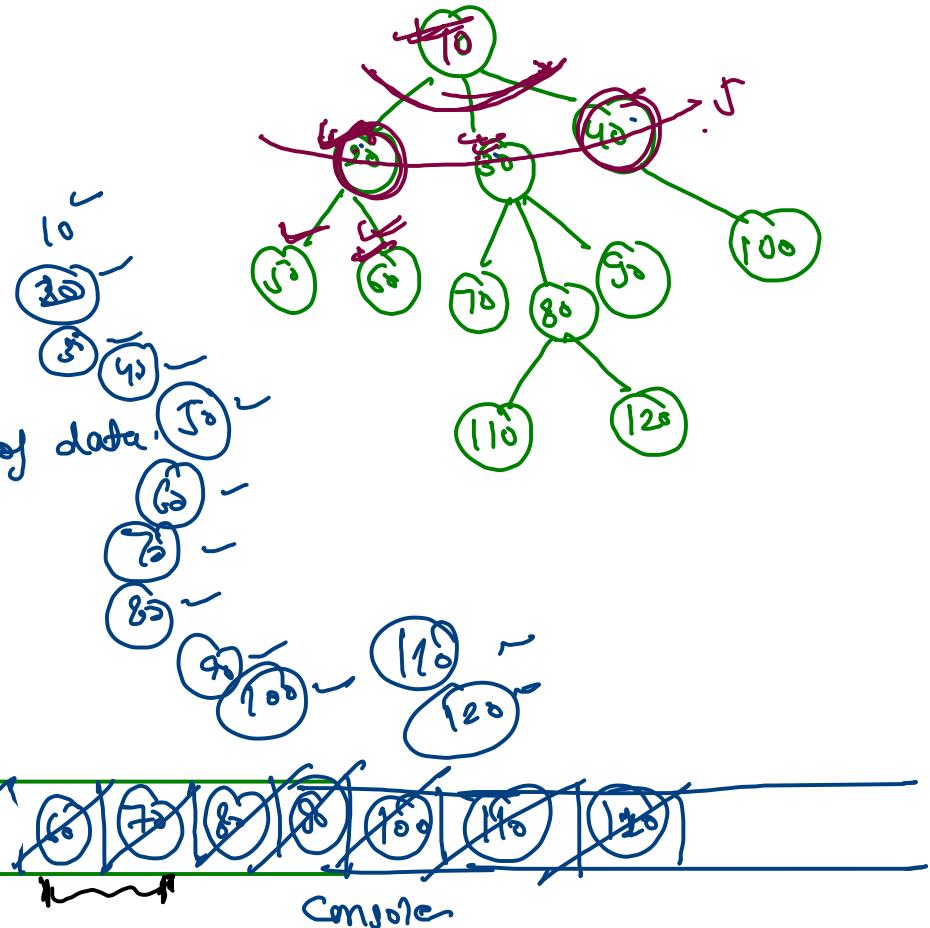
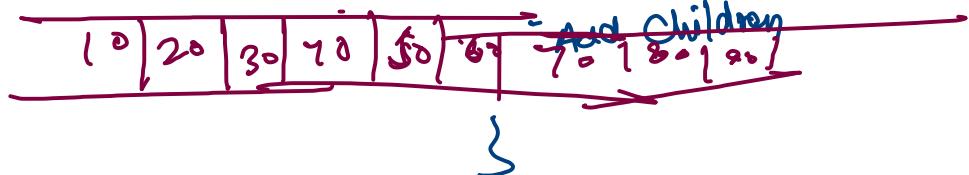
- ① Get
- ② Remove
- ③ Work → printing of data.
- ④ Add Children

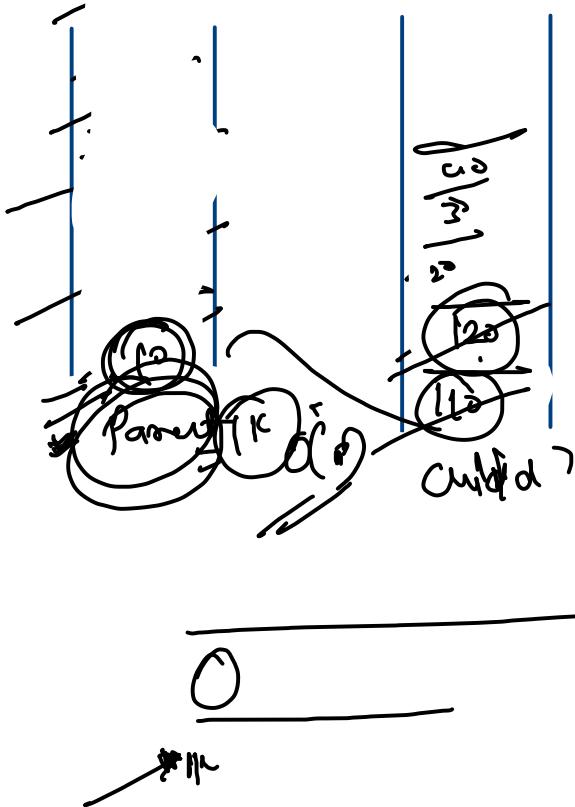
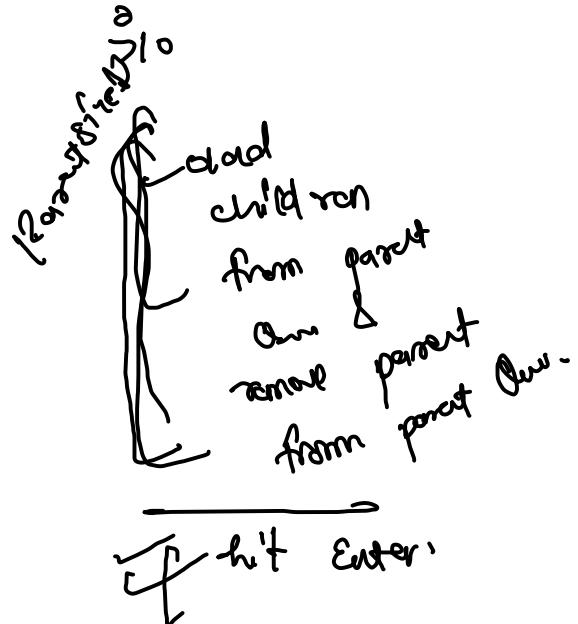
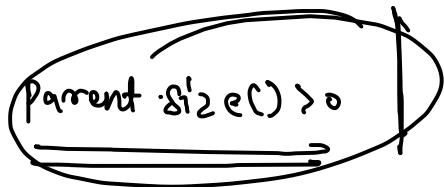
while(que.size() > 0)

get
remove
Java Remove

Work

Add Children





1. 10
2. 20 30 40
3. 50 60 70 80 90 100
4. 110 120
5.

parent & child
child → new ArrayDegree<>();

Enter change Ques. →

level order (zigzag)

40 30 20
50 60 70 80 90 100
120 110

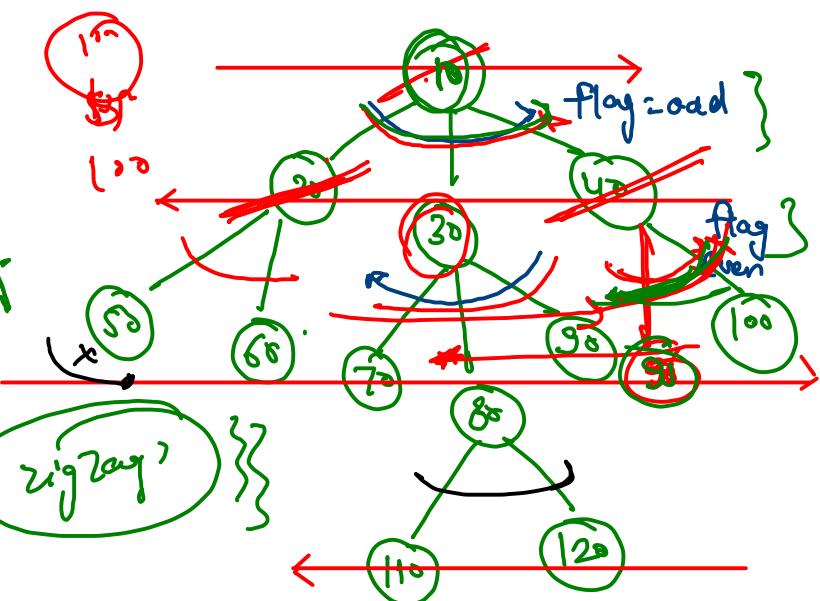
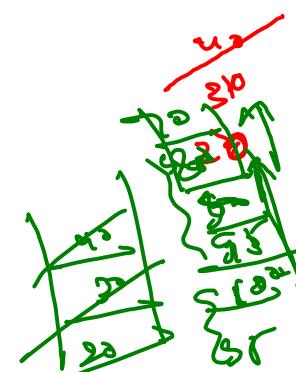
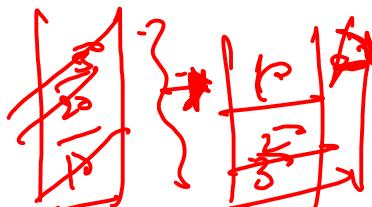
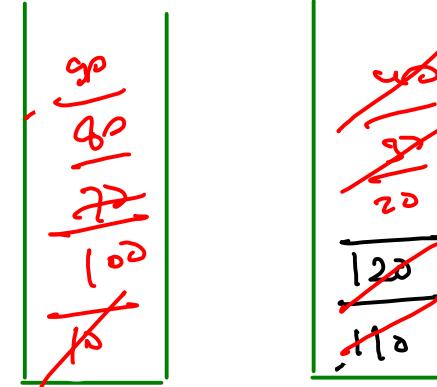
DS → Stack

flag = X Z, Y

Money loops for odd even of flop
flag++;

flag++;

$$(\alpha \rightarrow 20) \beta \rho$$



1. 10 flag → odd

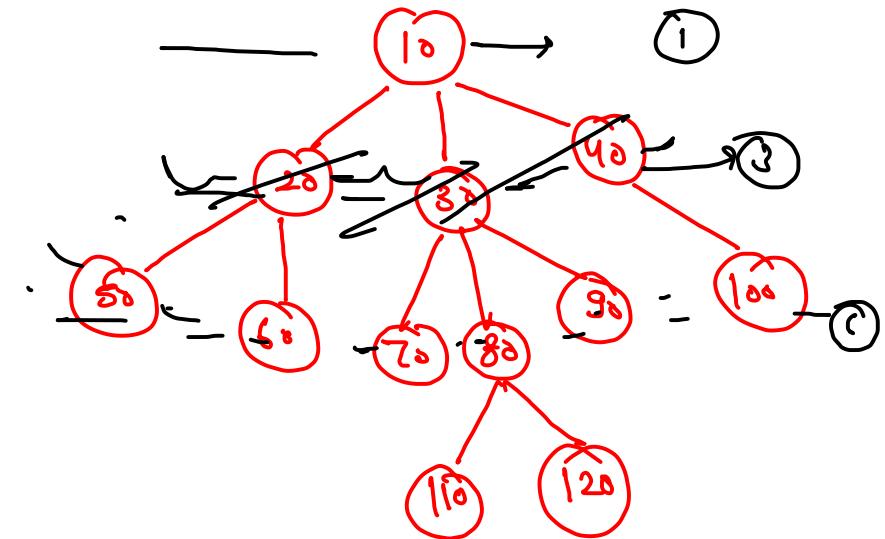
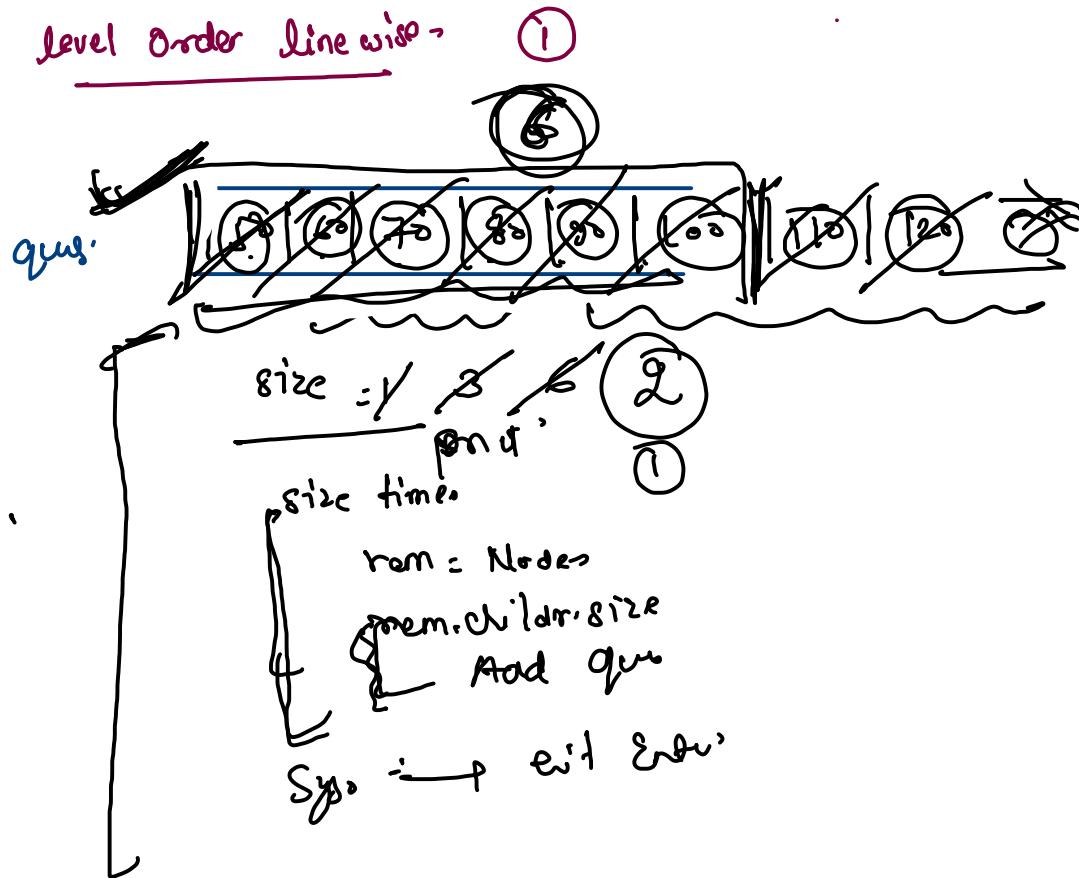
2. 40 30 20 add child form

3. 50 60 70 80 90 left to right
Even,

4. 120 110 add child form

→ reverse loop, right to left

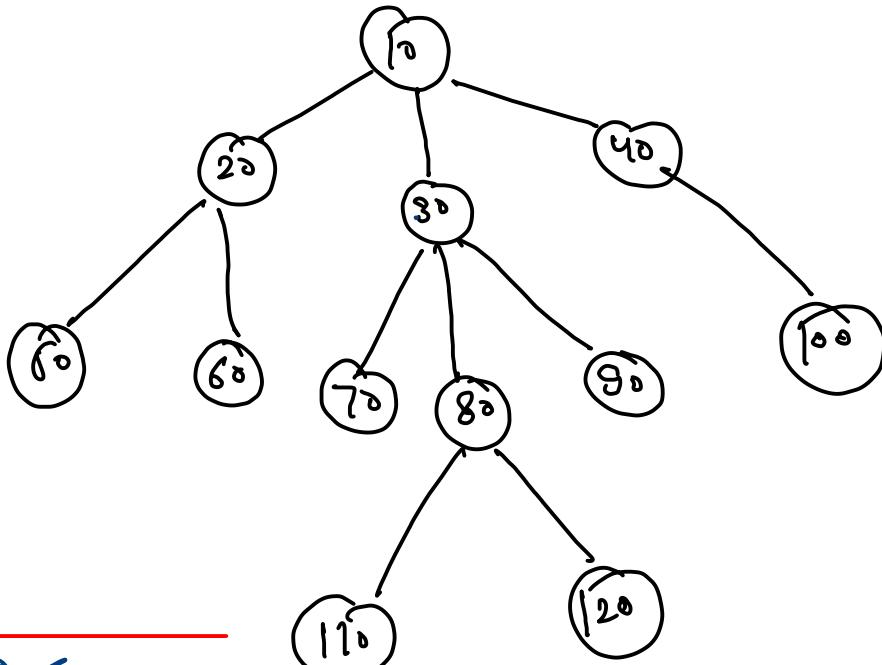
level Order →
More approaches



```

✓ qu.add(root);
while(qu.size() > 0) {
    int sz = qu.size();
    for(int i = 0; i < sz; i++) {
        Node rem = qu.remove();
        System.out.print(rem.data + " ");
        for(Node child : rem.children) {
            qu.add(child);
        }
    }
    System.out.println();
}

```



~~size = 1 2 6 2.~~

1. 10
 2. 20 30 40
 3. 50 60 70 80 90 100
 4. 110 120
 5.

D-S → Queue.

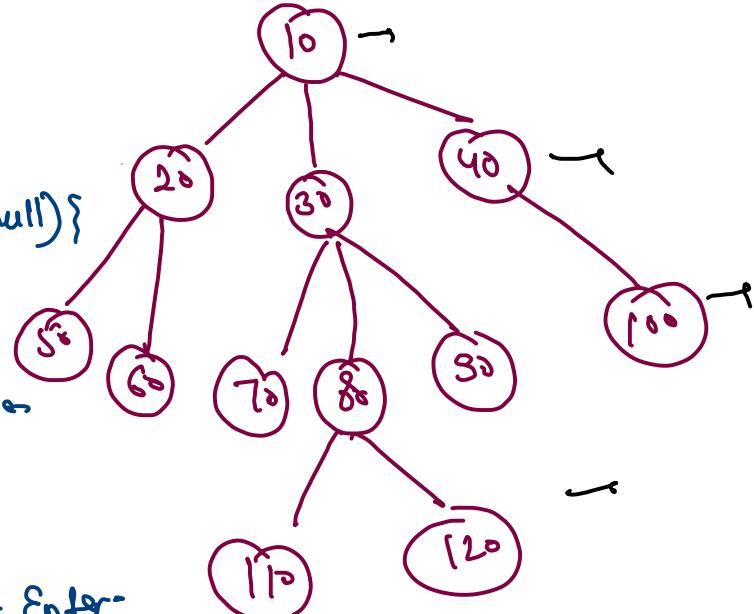
steps:

① ✓root push + Null push.

② ✓gn while loop (que.size() ≥ 0) X

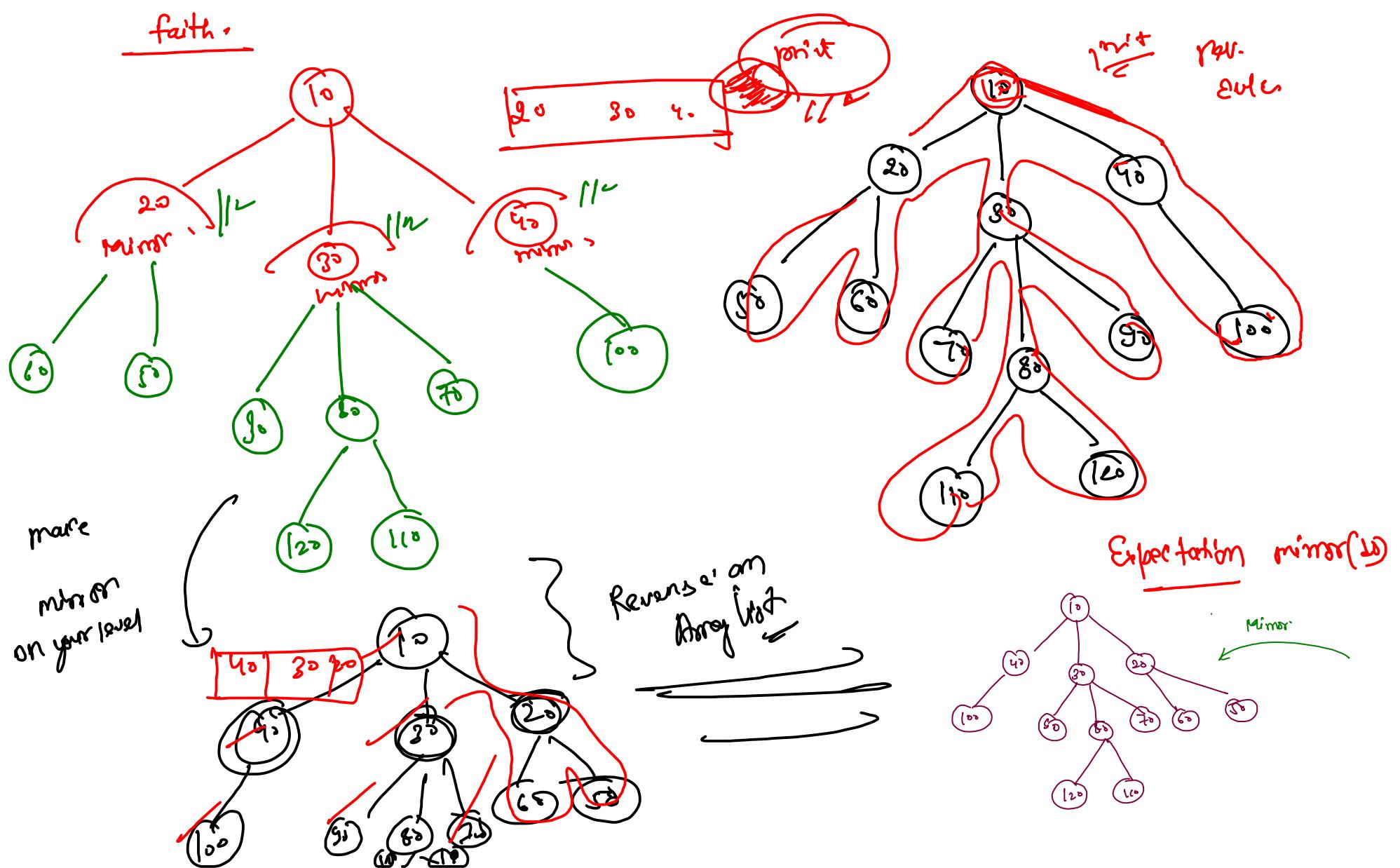
loop
breaks

gn while (que.front() != null) {
 remove;
 print(rem.data);
 add children from remNode;
}
 level ++;
 que.pop();
 System.out.println(); // hit Enter
 push null in que · if size() > 0



→ 1. 10
→ 2. 20 30 40
→ 3. 50 60 70 80 90 100
→ 4. 110 120

5.



Find (80)

Expectation → find($\downarrow 10$, 80) → Node
 True ↗
 False ↘

faith → ~~find(20, 80) ||~~ ↗ T/F ~~T~~ F F
~~find(30, 80) ||~~ ↗ T/F ~~X~~ T F
~~find(40, 80) ||~~ ↗ T/F ~~X~~ ~~X~~ T

Merging → check your self, $dtf == \text{node.data}$

```
if (dtf == node.data) {
    make T;
}
```

}

Check it in your children..

