

Find and Node to Root path.

Find - 3π ↗

If so is present so return
note to root both.

30	35	25	50	
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```
public static void Traversal (Node root){  
    if (root == null) return;
```

Supre Area

Traversal (root-left):

// In Area

Traversal (cont. right)

11 Post Area

no. of calls
may be greater
than 2 =

PreOrder

→ 50 first time visit

2nd time visit
20
25
20
30
30
35
50
35
65
60
60
75
85
75
85
50

Traversal = pre-order.
// preOrder : Sys(node.data);

Traversal = in Order

// In Area : `sys0(node, data);`

horizontal = postorder

```
// postArea = SysAllocNode(node, data);
```

Find:

Root + Data to find.
 ↓ traversal ↓ searching Element

Expectation , $\text{find}(\text{Root}, \text{data})$ →

- if exist → True
- otherwise → False.

Faith , $\text{find}(\text{25}, \text{data}) \rightarrow$ How to find
an Element

$\text{find}(75, \text{data}) \rightarrow$ "

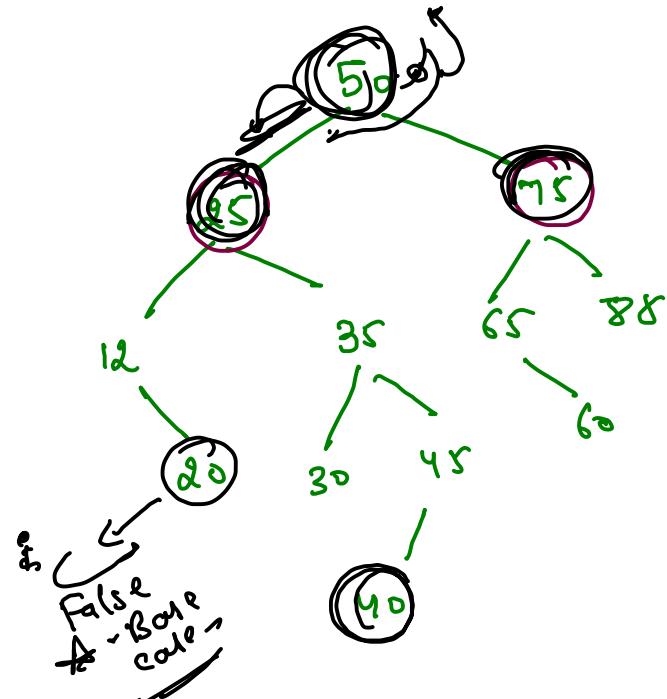
$\text{if}(\text{node.data} == \text{data}) \}$

return true;

}

```
boolean lres = find(25, data);
if(lres == true) return true;
boolean rres = find(75, data);
if(rres == true) return true;
return false;
```

Merging of
Faith &
Expectation



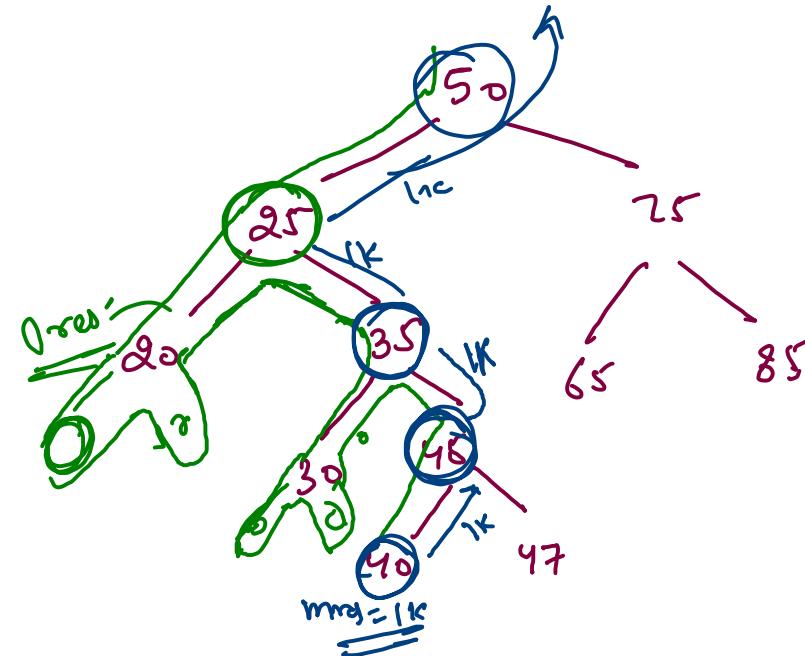
Node to Root path.

4. Node to Root path.

Node = 50

$$\det \alpha = \underline{\underline{40}}$$

```
public static ArrayList<Integer> nodeToRootPath(Node node, int data){  
    // write your code here  
    if(node == null) {  
        ArrayList<Integer> bres = new ArrayList<>();  
        return bres;  
    }  
  
    ArrayList<Integer> mres = new ArrayList<>();  
  
    if(node.data == data) {  
        mres.add(data);  
        return mres;  
    }  
  
    ArrayList<Integer> lres = nodeToRootPath(node.left, data);  
    if(lres.size() > 0) {  
        lres.add(node.data);  
        return lres;  
    }  
  
    ArrayList<Integer> rres = nodeToRootPath(node.right, data);  
    if(rres.size() > 0) {  
        rres.add(node.data);  
        return rres;  
    }  
  
    return mres;  
}
```



40	95	35	25	50	
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Print k-level down.

$k = 3$:

Expectation

faith.

Moving

$\overbrace{k\text{down}(\text{node}, k)}^{k=3} \rightarrow \underbrace{i \ i \ j}_{\text{lc.}}$

$\Rightarrow k\text{down}(\text{node.left}, k-i);$

$k\text{down}(\text{node.right}, k-i);$

if ($k < 0$ || node == null) { return; }

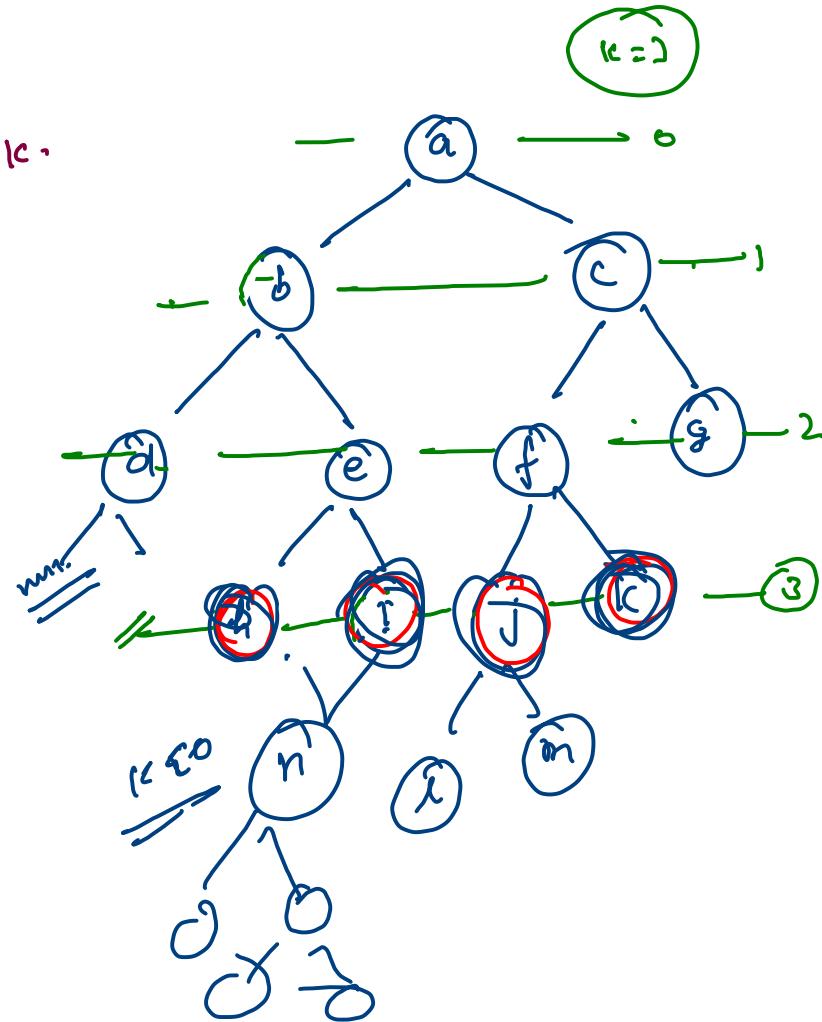
if ($k == 0$) {

sys0(node.data);

}

$\Rightarrow k\text{down}(\text{node.left}, k-1);$

$\Rightarrow k\text{down}(\text{node.right}, k-1);$



k·far ·

data = `distance`

\text{data} = e

$$k = 3$$

r o p q

r' s c

$r' s c$ ~~yellow, null~~ ~~(1-1) class~~ ~~triangle~~

A hand-drawn diagram of a 3x3 grid. The grid is outlined in green. Inside the grid, there are three circles labeled 'e' (top-left), 'b' (middle-left), and 'a' (bottom-right). A blue arrow labeled 'Folgen' points from the top-left cell towards the bottom-right cell. A red arrow labeled 'Von' points from the top-left cell towards the middle-left cell.

A diagram consisting of a horizontal green line with three circles drawn above it. Below the green line, there is a vertical blue line with a blue bracket underneath it.

down-

1

3

8

1

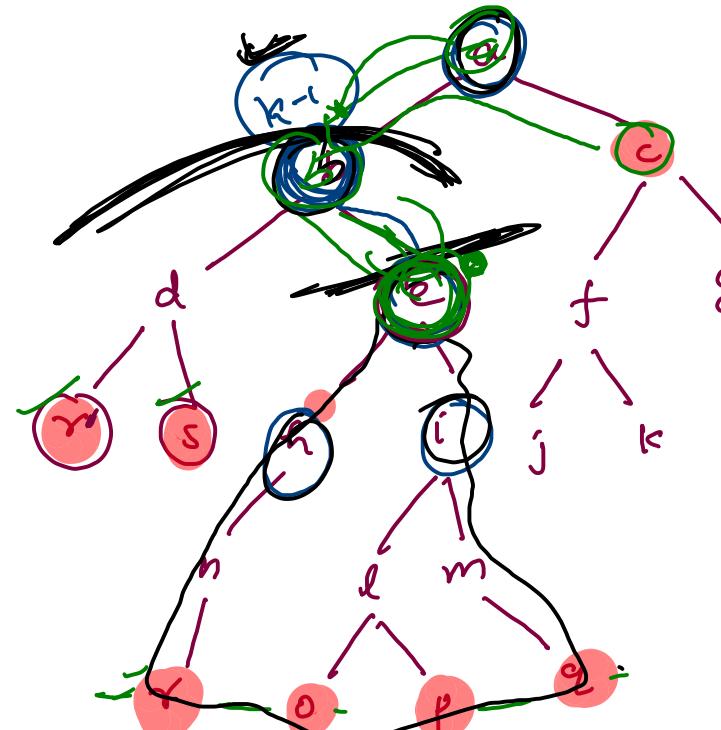
21 ✓

5

3

End

ghost is
already
~~seen~~

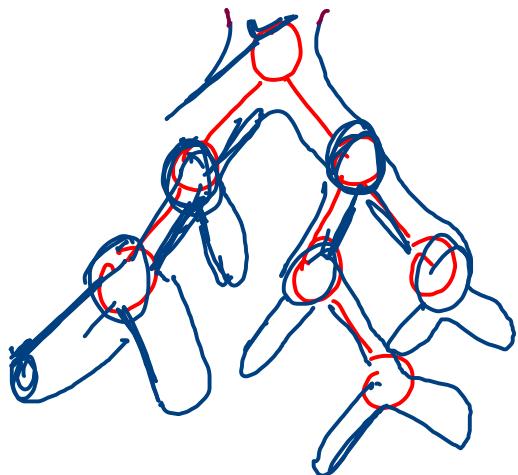


print in Range e. ①

call → Stupid

Base Case → Smart

```
// method-1, calls → stupid, base case → smart
public static void traversal(Node node) {
    if(node == null) return;
    traversal(node.left);
    traversal(node.right);
}
```



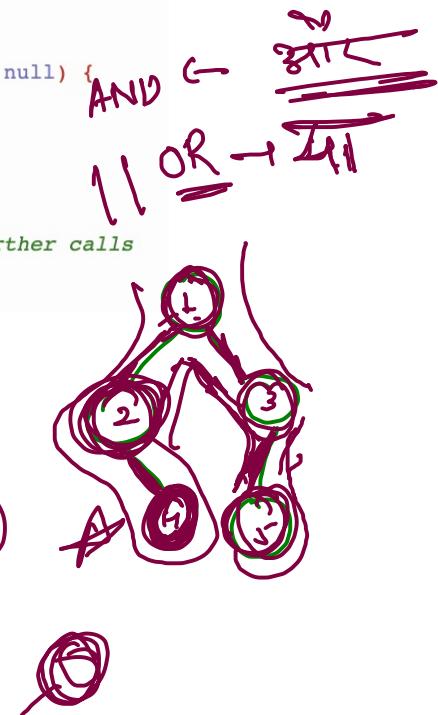
②

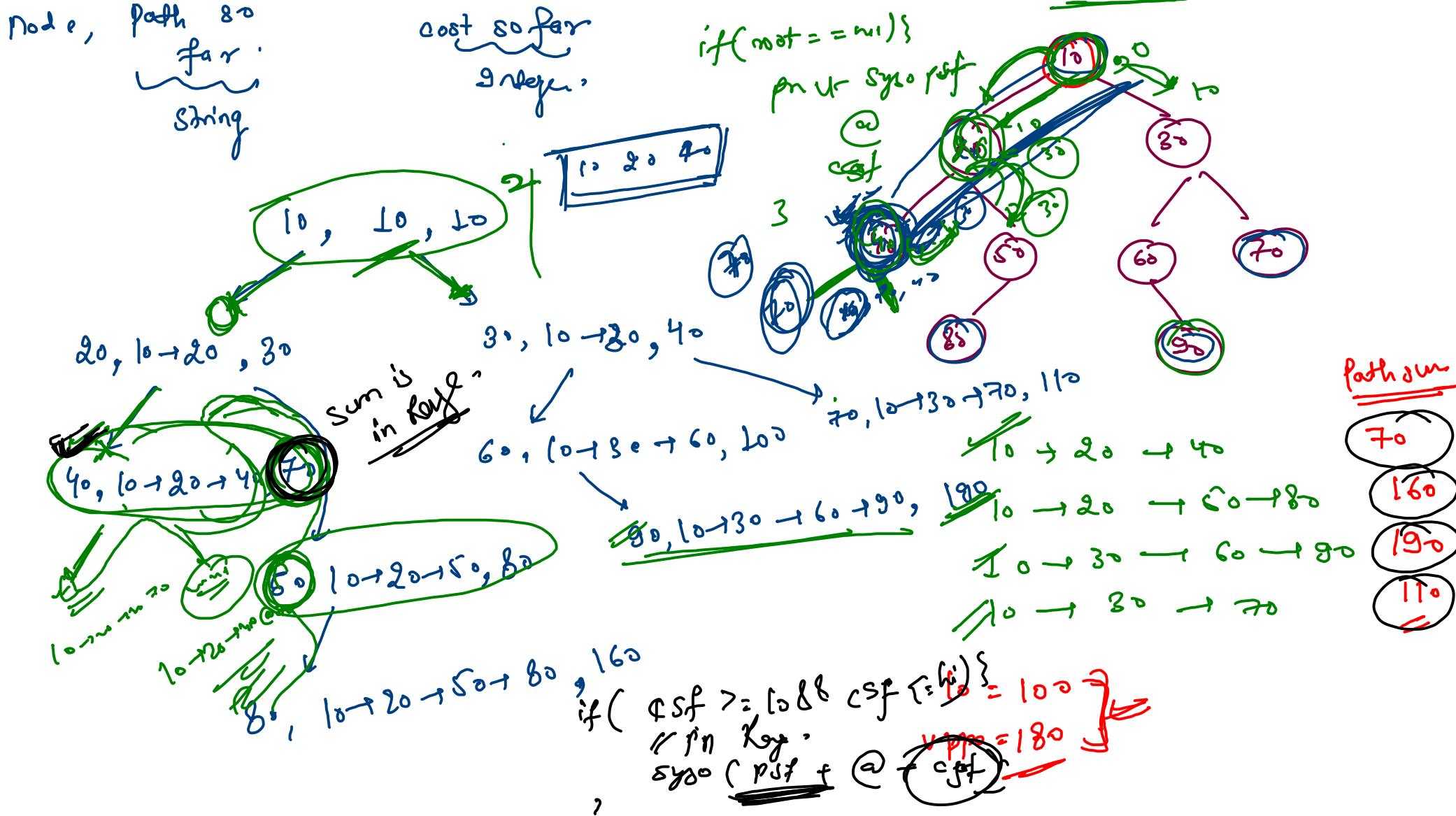
Base Case - Stupid

call - Smart

so st = wt

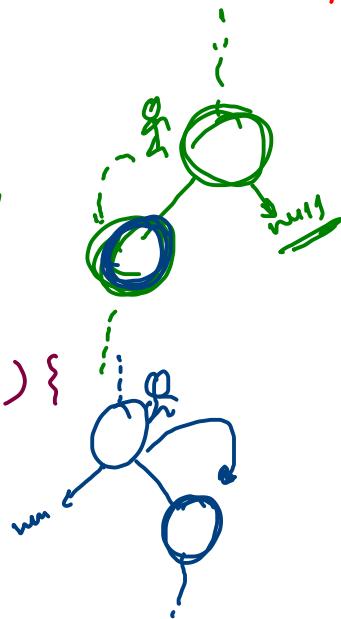
```
// method-2, calls → smart, base case → stupid
public static void traversal(Node node) {
    if(node == null) return;
    if(node.left != null & node.right != null) {
        // both calls are valid
    } else if(node.left != null) {
        // only left call is valid
    } else if(node.right != null) {
        // only right call is valid
    } else {
        // this is leaf node → so, no further calls
    }
}
```





Method - 1

```
if( left != null & right != null) {  
    call(l)  
    (call(r)  
  
} else if (left != null) {  
    sys(node.left.data);  
    call(l)  
  
} else if (right != null) {  
    sys(node.right.data);  
    call(r);  
  
} else {  
    fahr.  
  
}
```

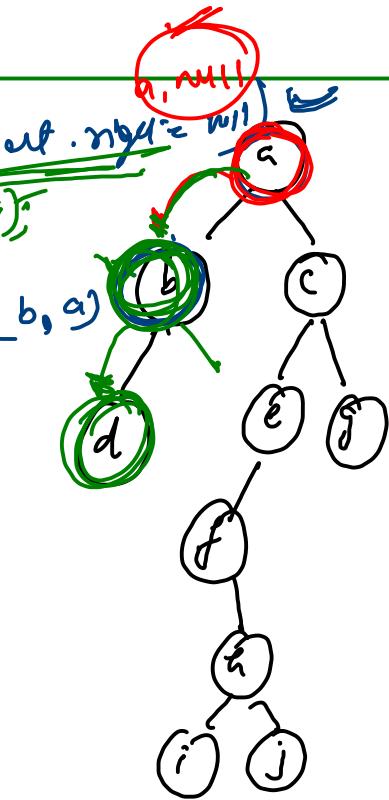
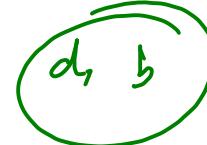


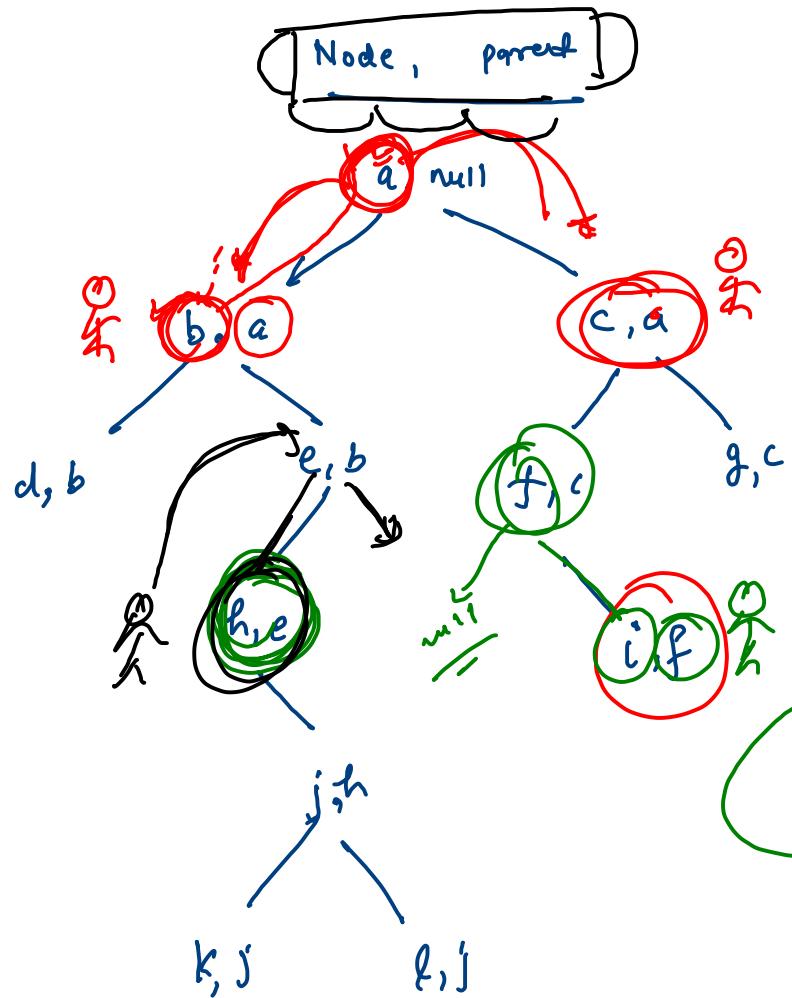
Method 2.

parent.l == null &
(parent.left == node & parent.right == null)
||
parent.r == null &
(parent.right == node &
parent.left == null)
||
sys(node.data);

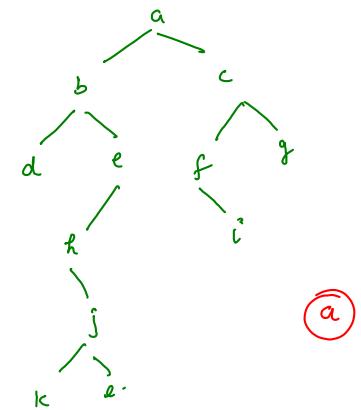
=
call(node.left, node);
call(node.right, node);

b, a





$\text{parent} = \text{null}$



```

if (parent.left == node & parent.right == null) {
    // g is single left child:
    if (parent.right == node & parent.left == null) {
        // s is single right child:
        Sym i;
    }
}

```

Sym i;

→
call(1)
call(n),