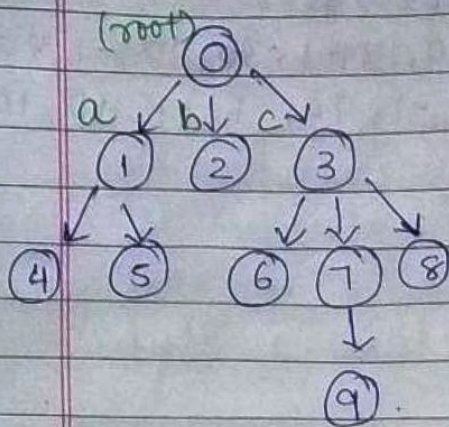


5-JAN-2022

Date   
 DELTA Pg No.

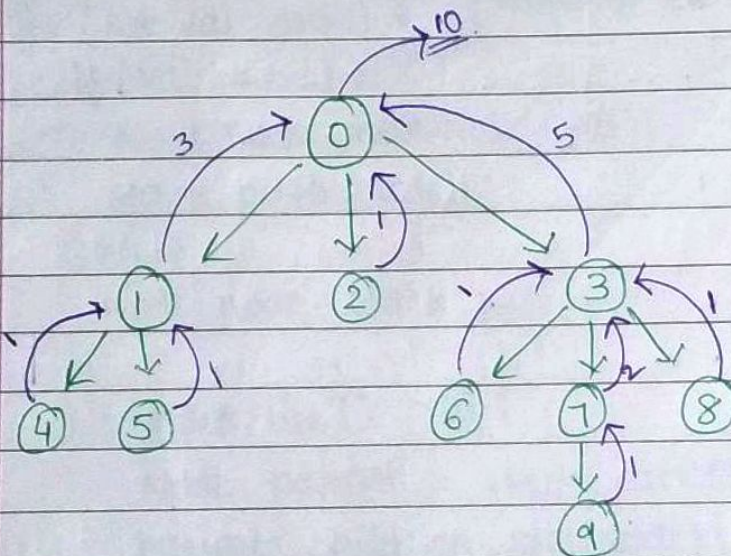
## Generic tree -



$$\rightarrow a + b + c + 1$$

### 1. Size of Generic Tree.

```
public static int size(Node node) {  
    int size = 0;  
    for(Node child : node.children) {  
        size += size(child);  
    }  
    return size + 1;  
}
```





5, -	0+1
4, -	0+1
1, XX	0+1+1
0, X 1 1	0+3

root ← 0  
child ← 1

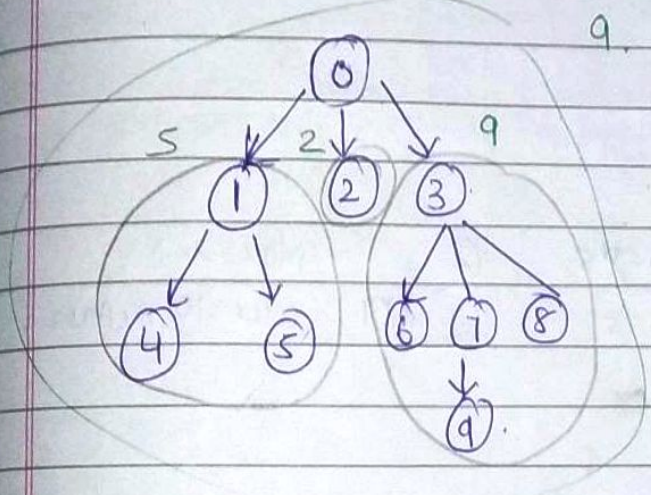
← (Empty Arraylist - 0 ki 4 ka koi child nhi h)

← size

2,	0+1	8,	0+1
0, XX 1	0+3+1	9,	0+1
		7, X	0+1
		6,	0+1
		3, XXX	0+1+2+1+1
		0, XXX 1	0+3+1+5+1

→ 10

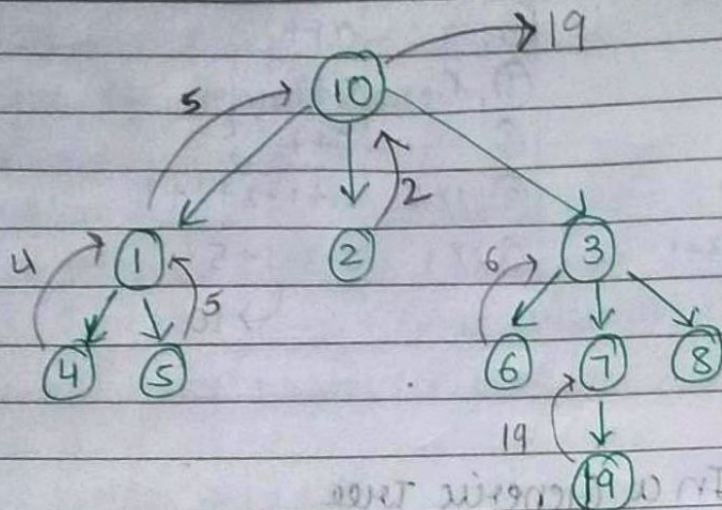
## 2. Maximum In a Generic Tree.





```

public static int max (Node node) {
    int maxChild = node.data;
    for (Node child : node.children) {
        int recAns = max(child);
        maxChild = Math.max (recAns, maxChild);
    }
    return maxChild;
}
    
```



⑤	max = 5		
④	max = 4		
①, 1 1	max = 5, recAns = 5	②	max = 2,
⑩, 1 1 1	10, recAns = 5 max	⑩, 1 1 1	max = 10, recAns = 2

⑧			
⑩			
⑦ 1	max = 7, recAns = 19		
⑥	max = 6, 19		
③, 1 1 1	max = 8, recAns = 19		
⑩, 1 1 1	max = 10, recAns = 19		



10 20 30 40 for (int i: arr) { 3

→ ek ek krke sare var. ko access krlega  
FOR EACH LOOP

Date / /

DELTA Pg No.

### 3. Height of a Generic Tree -

```
public static int height (Node node) {
```

```
    int height = -1; (assume height -1)
```

```
    for (Node child : node.children) {
```

```
        int recAns = height (child); (child ki height mangvai or
```

```
        height = Math.max (recAns, height) (uske base pe apni H ko update kra)
```

3

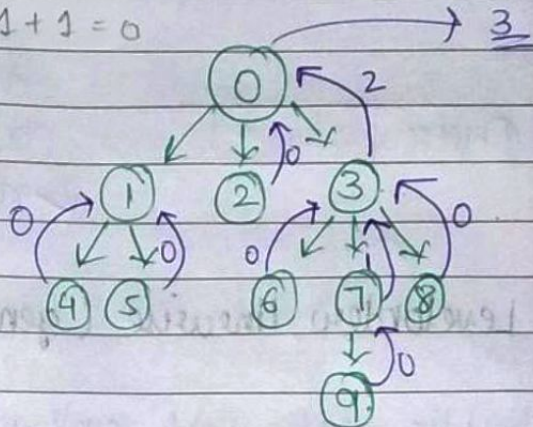
```
    return height + 1;
```

3

→ Agr 1 Node hogi to  $H = 0$ ;  $-1 + 1 = 0$

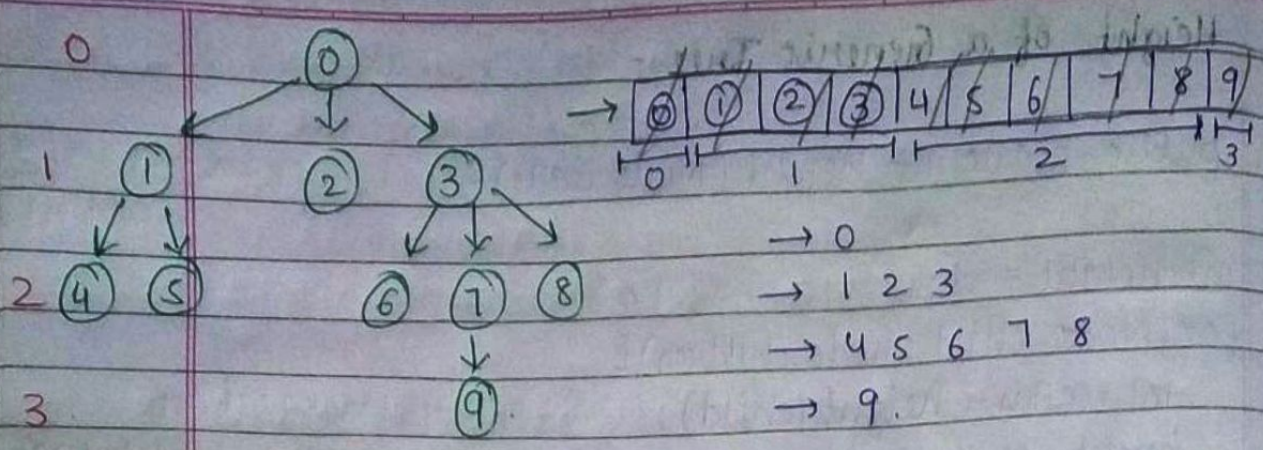
5	0
4	1
1, 1	2
0, 1, 1	3

height



(No need to draw stack)





Queue Size = ~~1~~ 0 (remove krra ftr print)

(1) size = ~~1~~ ~~1~~ ~~1~~ 0  
(2) size = ~~1~~ 4 ~~1~~ ~~1~~ 0  
(3) size = ~~1~~ 0

Queue: [2 | 3 | 4 | ]  
addFirst  
addLast  
✓ removeFirst

#### 4. Levelorder Linewise (generic tree).

```
public static void levelOrderLinewise (Node node) {
```

```
    LinkedList<Node> que = new LinkedList<>();  
    que.addLast(node);
```

```
    while (que.size() != 0) {  
        int curSize = que.size();
```

```
        while (curSize --> 0) { 0 se bda hn to 1 km krenge >0
```

```
            Node rnode = que.removeFirst();  
            cout<< rnode.data + " ";
```



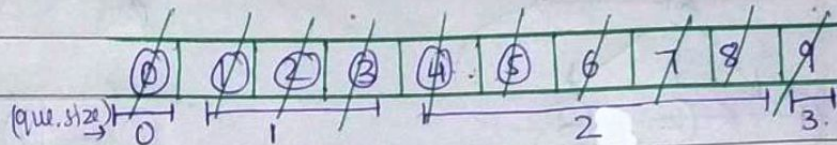
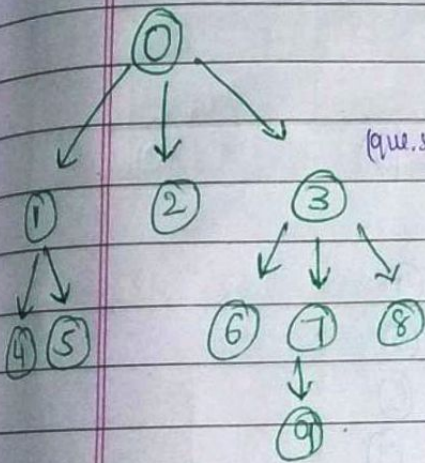
→ Post decrement =  $[-->]$   
 ↳ Phle checking, firu decrement.

addFirst + removeFirst = STACK.  
 removeFirst + AddLast = QUEUE

```

for (Node child : rnode.children) {
    que.addLast(child);
}
}
return();
    
```

TC -  $O(n)$  [Ok ki hr ek node ek baar hi visit hua h] n-sec



curroSize =  $\cancel{X} 0$   
 $= \cancel{B} \cancel{Z} \cancel{X} 0$   
 $= \cancel{\$} \cancel{Y} \cancel{\$} \cancel{Z} \cancel{X} 0$   
 $= \cancel{X} 0.$

$\cancel{0}$   
 $\rightarrow 1\ 2\ 3$   
 $\rightarrow 4\ 5\ 6\ 7\ 8$   
 $\rightarrow 9$



## Why Not ArrayDeque?

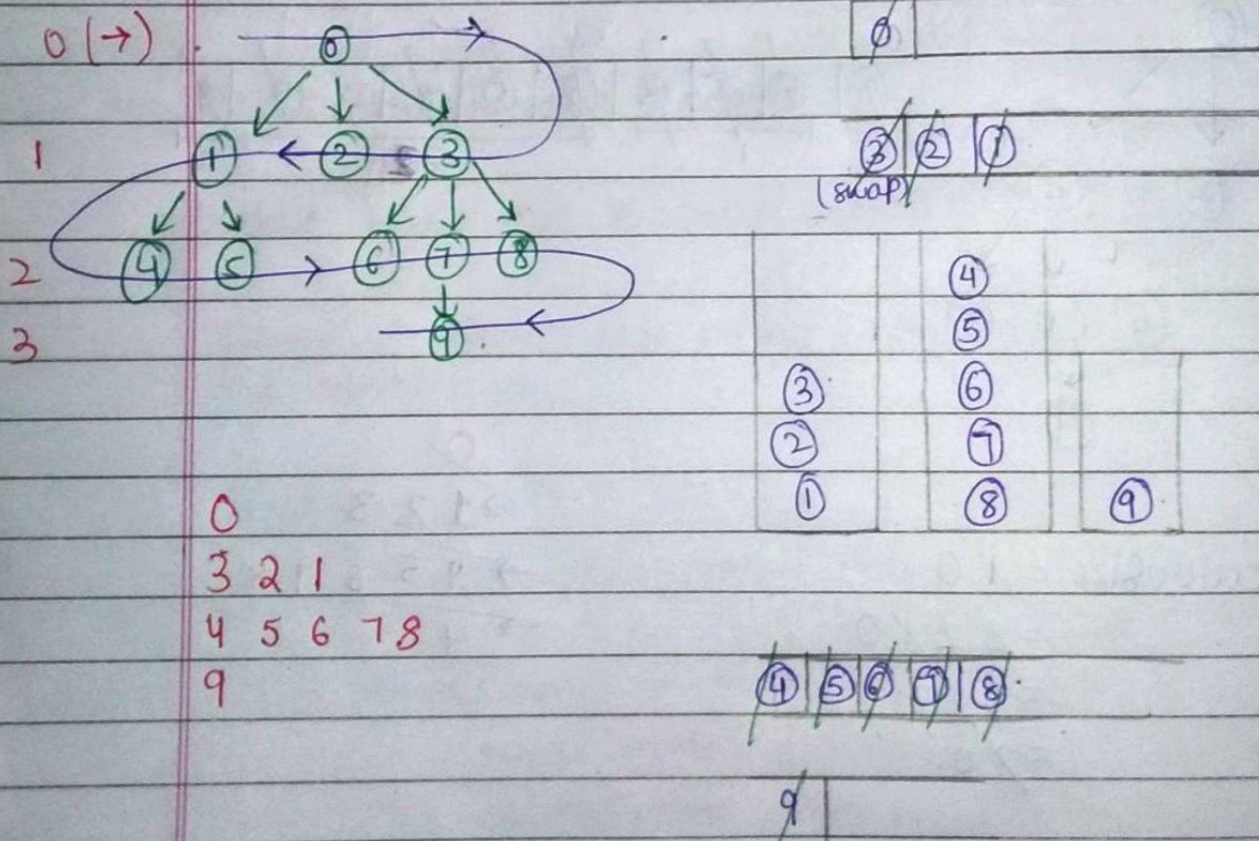
→ cannot add Null in ArrayDeque, it will give Null pointer exception.

→ AddFirst + RemoveFirst = STACK.  
 (Stack)

→ LinkedList can be used as linked list, STACK, QUEUE.

level Even  $\rightarrow$  left to right ( $\rightarrow$ ) } child  
 " Odd  $\rightarrow$  right to left ( $\leftarrow$ ) } "

## 5. Levelorder Linewise ZigZag -





```

public static void levelOrderLineWiseZZ(Node node) {
    LinkedList<Node> que = new LinkedList<>();
    LinkedList<Node> st = new LinkedList<>();

    que.addLast(node);
    int level = 0;
    while (que.size() != 0) {
        int curSize = que.size();
        while (curSize --> 0) {
            Node rnode = que.removeFirst();
            if (level % 2 == 0) {
                for (int i = 0; i < rnode.children.size(); i++)
                    st.addFirst(rnode.children.get(i));
            } else {
                for (int i = rnode.children.size() - 1; i >= 0; i--)
                    st.addFirst(rnode.children.get(i));
            }
            level++;
            println();
            LinkedList<Node> temp = que;
            que = st;
            st = temp;
        }
    }
}

```