Trees

A Tree is an abstract data type or the data structure implementing this ADT that simulates a hierarchical tree structure with a root value and sub-trees of children, represented as a set of linked nodes.

It can also be seen as a collection of nodes with each node containing an object and a list of references to ‘children’ nodes with constraints that no reference is duplicated and none points to the root node.

# Variants

Binary Tree: Each node has at most two children.

Binary Search Tree: Each node has at most two children, left child contain a key less than the node’s key, right child contains a key more than the node’s key, and there are no duplicate nodes.

# Performance