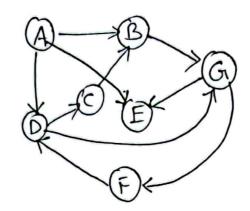
```
# Task - 1
class Node:
  def __init__(self, val=None, left=None, right=None):
    self.data = val
    self.left = left
    self.right = right
def get_height(s):
  if s is not None:
    return 1 + max(get_height(s.left), get_height(s.right))
  return 0
s = Node(15)
s.left = Node(10)
s.right = Node(20)
s.left.left = Node(8)
s.left.right = Node(12)
s.right.left = Node(16)
s.right.right = Node(25)
print("Height: ", get_height(s))
# Task - 2
class Node_New:
  def __init__(self, data):
```

```
self.data = data
    self.left = None
    self.right = None
def get_lvl(node, data, i):
  if node is not None:
    if node.data != data:
       lvl_right = get_lvl(node.left, data, i + 1)
      if lvl_right != 0:
         return lvl_right
      lvl_left = get_lvl(node.right, data, i + 1)
    else:
       return i
    return lvl_right + lvl_left
  return 0
def Level(node, data):
  return get_lvl(node, data, 1)
s = Node_New(10)
s.left = Node_New(20)
s.right = Node_New(30)
s.left.left = Node_New(11)
s.left.right = Node_New(12)
```

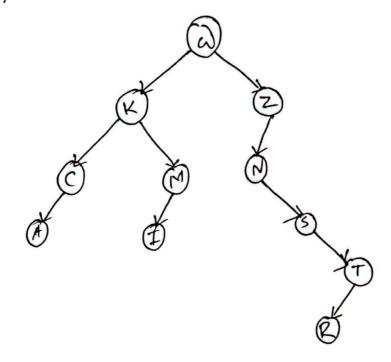
```
print('Level : ', Level(s, 20))
# Task - 3,4,5
class Node:
  def __init__(self, val):
    self.left = None
    self.right = None
    self.val = val
def printInorder(s):
  if not s:
    return
  printInorder(s.left)
  print(s.val, end=",")
  printInorder(s.right)
def postorder_traversal(s):
  if not s:
    return
  postorder_traversal(s.left)
  postorder_traversal(s.right)
  print(s.val, end=",")
def preorder_traversal(s):
  if not s:
    return
```

```
print(s.val, end=",")
  preorder_traversal(s.left)
  preorder_traversal(s.right)
s = Node(1)
s.left = Node(2)
s.right = Node(3)
s.left.left = Node(4)
s.left.right = Node(5)
print("Preorder traversal :")
print(preorder_traversal(s))
print("Inorder traversal :")
print(printInorder(s))
print("Postorder traversal :")
print(postorder_traversal(s), )
```

Task-6



Task-7

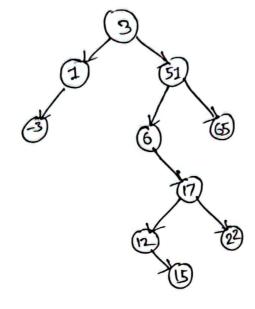


Preonder: W, K, C, A, M, J, Z, N, S, T, R

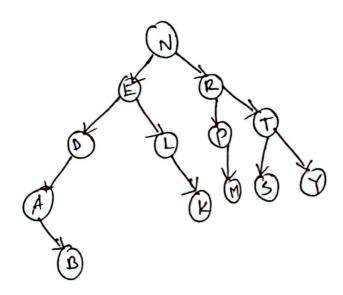
In-onder: A, C, K, I, M, W, N, S, R, T, Z

post-onder: A, C, I, M, K, R, T, S, N, Z, W

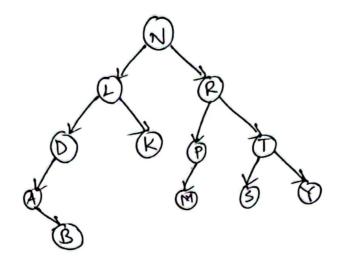
@ BST:



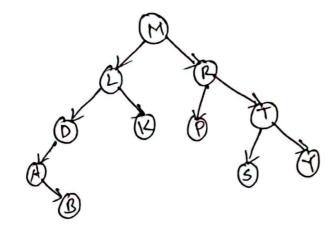
P



step 1:



slep 2



slep 3:

