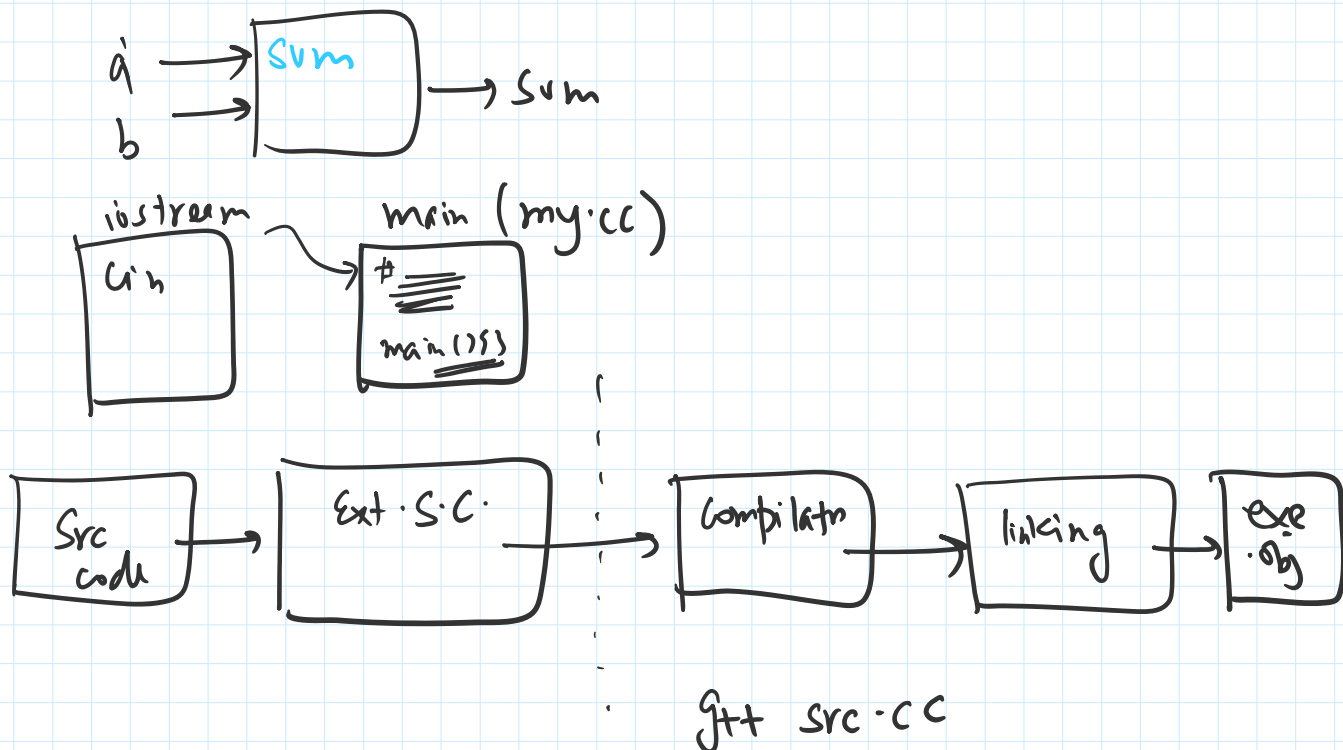
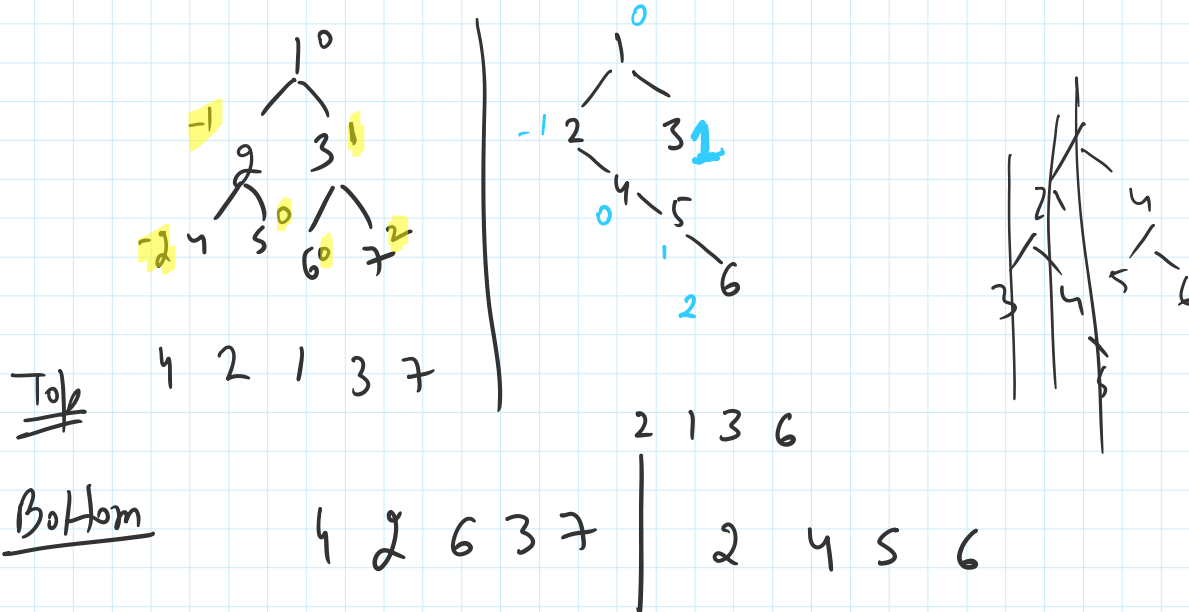
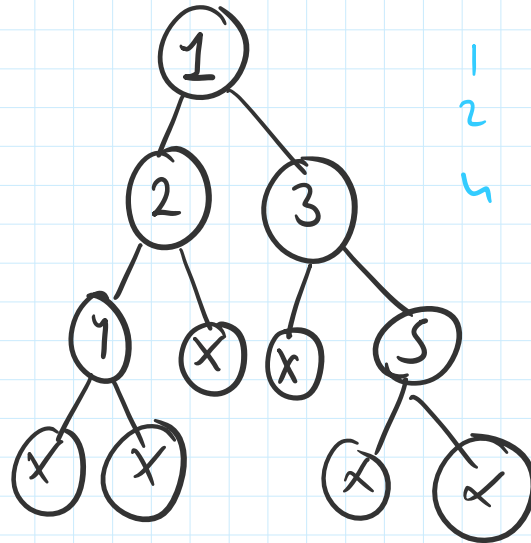
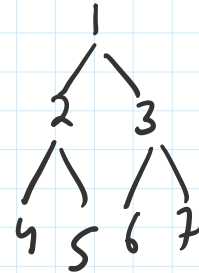
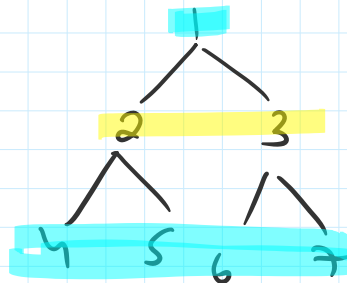
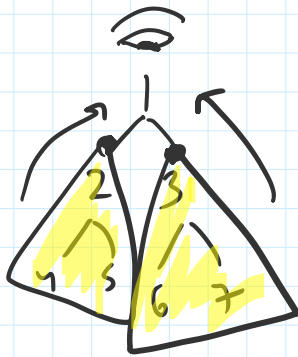
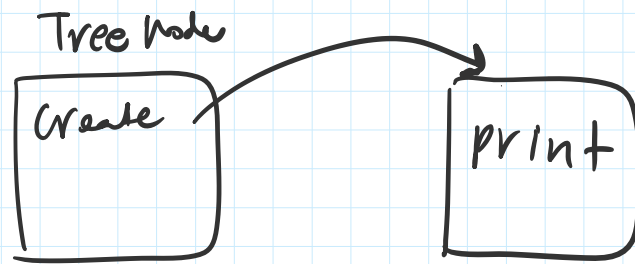


- 1) Count / Sum /
- 2) Views
- 3) Diameter
- 4) Zigzag

- 5) Common Ancestor
- 6) Height bal
- 7) Identical BT
- 8) Symmetric BT.



Tree Node



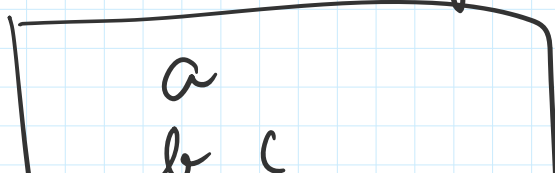
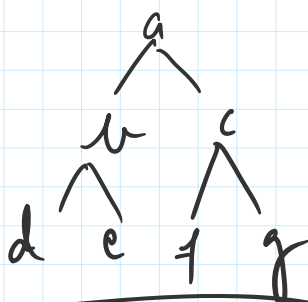
1
2
3
4
5

Preorder: Root is previous to children

Post : Root is post/after the children

In - Root is inbetween

a | b c | d e f g |

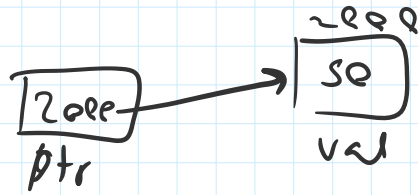


int * ptr;

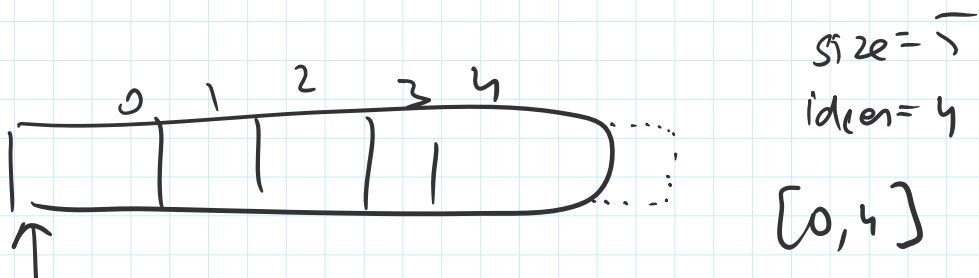
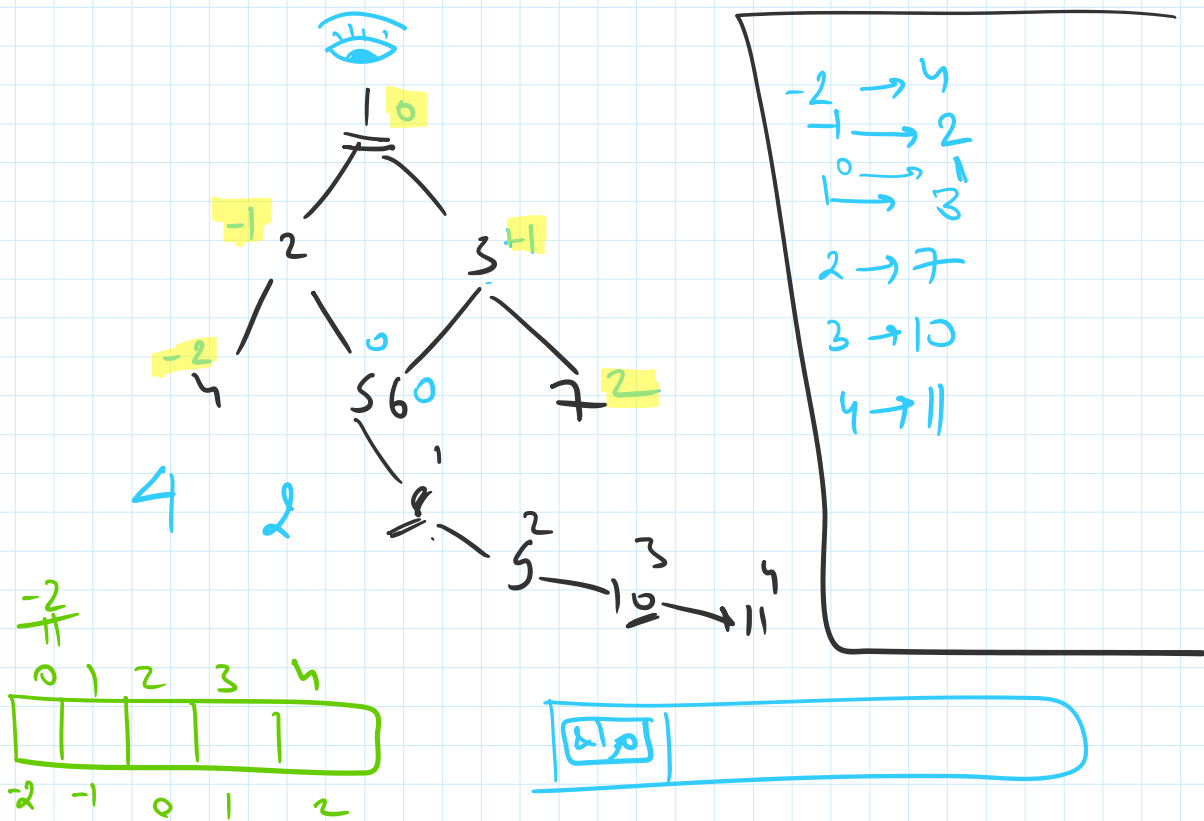
int (*ptr)[2];

$\begin{matrix} & u \\ & b & c \\ d & e & f & g \end{matrix}$

$\text{int } (*\text{ptr})[2];$
 $\checkmark \text{const int } * \text{ptr};$
 $\checkmark \text{int } * \text{const ptr};$



$\text{int const } * \text{ptr};$
 $\text{int } ** \text{ptr};$



↑

v.begin();
v.end();

u, v
[be, en)