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# n-ary Tree Traversal

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```
Structure of a treenode revisited
struct treenode{
    int info;
    struct treenode *child;
    struct treenode *sibling;
};
```

#### **Tree Traversal**



With the treenode implemented as having pointers to first child and immediate sibling, the traversal preorder, inorder and postorder for a tree are defined as follows:

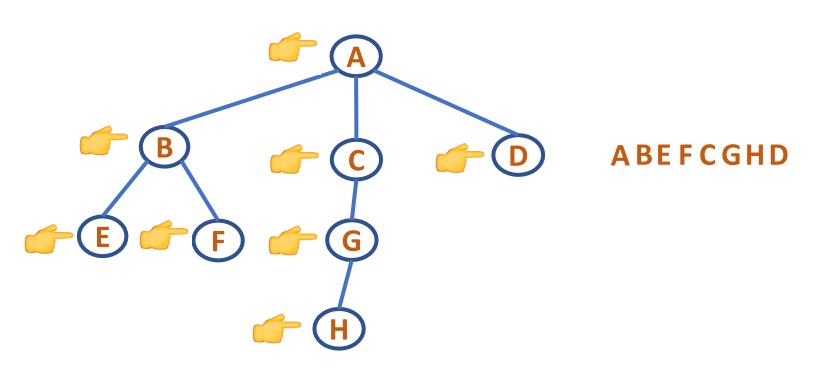
#### Preorder:

- 1. Visit the root of the first tree in the forest
- 2. Traverse in preorder the forest formed by the subtrees of the first tree, if any
- 3. Traverse in preorder the forest formed by the remaining trees in the forest, if any

#### **Tree Traversal**

#### **Preorder Tree Traversal**







```
void preorder(TREE *root)
  if(root!=NULL)
    printf(" %d ",root->info);
    preorder(root->child);
    preorder(root->sibling);
```

#### **Tree Traversal**

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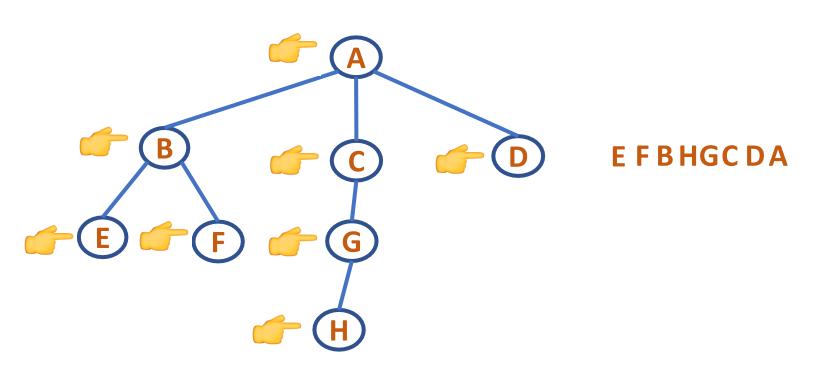
#### Inorder

- 1. Traverse in inorder the forest formed by the subtrees of the first tree, if any
- 2. Visit the root of the first tree in the forest
- 3. Traverse in inorder the forest formed by the remaining trees in the forest, if any

#### **Tree Traversal**

#### **Inorder Tree Traversal**







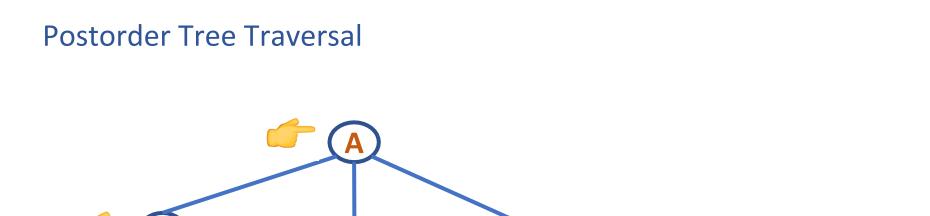
```
void inorder(TREE *root)
 if(root!=NULL)
    inorder(root->child);
    printf(" %d ",root->info);
    inorder(root->sibling);
```

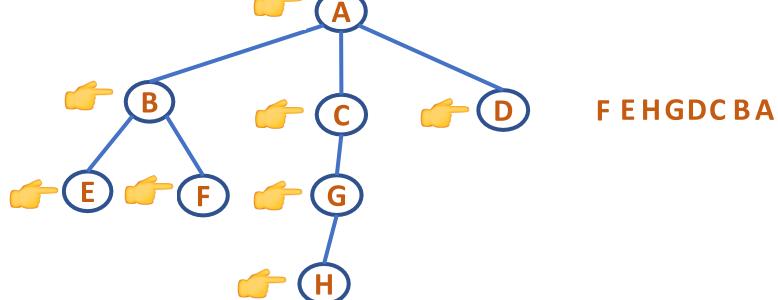
#### **Tree Traversal**

#### Postorder

- 1. Traverse in postorder the forest formed by the subtrees of the first tree, if any
- 2. Traverse in postorder the forest formed by the remaining trees in the forest, if any
- 3. Visit the root of the first tree in the forest











```
void postorder(TREE *root)
 if(root!=NULL)
    postorder(root->child);
    postorder(root->sibling);
    printf(" %d ", root->info);
```



## **THANK YOU**

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