

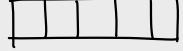
Content :

- 1) Trees Basics & Terminologies
- 2) Tree Traversals
- 3) size() / height() / fullDepth()
- 4) search(x)
- 5) Path from source to root

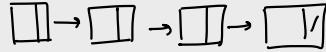
⇒ Content

⇒ Pace

⇒ Time



Array



ll



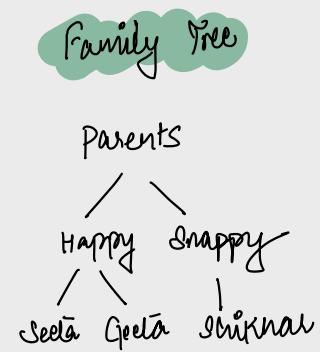
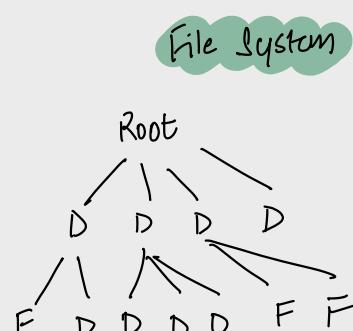
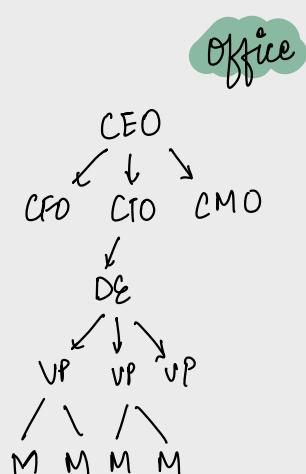
Stack



Queues

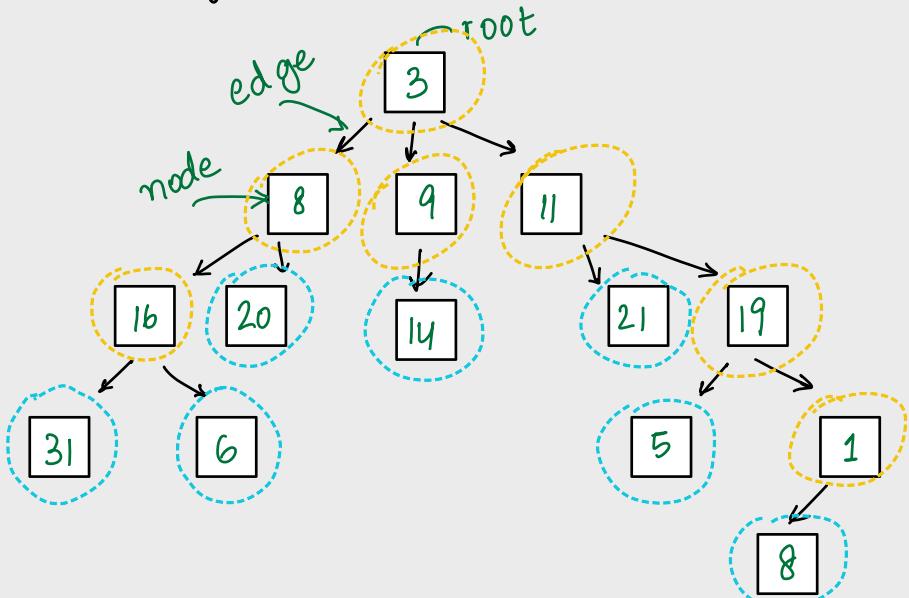
- ① Data is arranged linearly
 ② No relationship among ele is there

} LINEAR
DS .



Terminologies

Tree is a hierarchical data structure



11 wrt 19 : 11 is parent of 19

19 wrt 11 : 19 is a child to 11

21, 19, 5, 1, 8 wrt 11 : descendant of 11

11 wrt 21, 19, 5, 1, 8 : 11 is the ancestor to all

16 & 20 : siblings

16 & 14 : cousins

root node : that is without parents

leaf nodes : nodes without children

non-leaf nodes : nodes having atleast 1 child .

Height of a node :

distance from the node to
the farthest reachable leaf

[Distance : No. of edges]

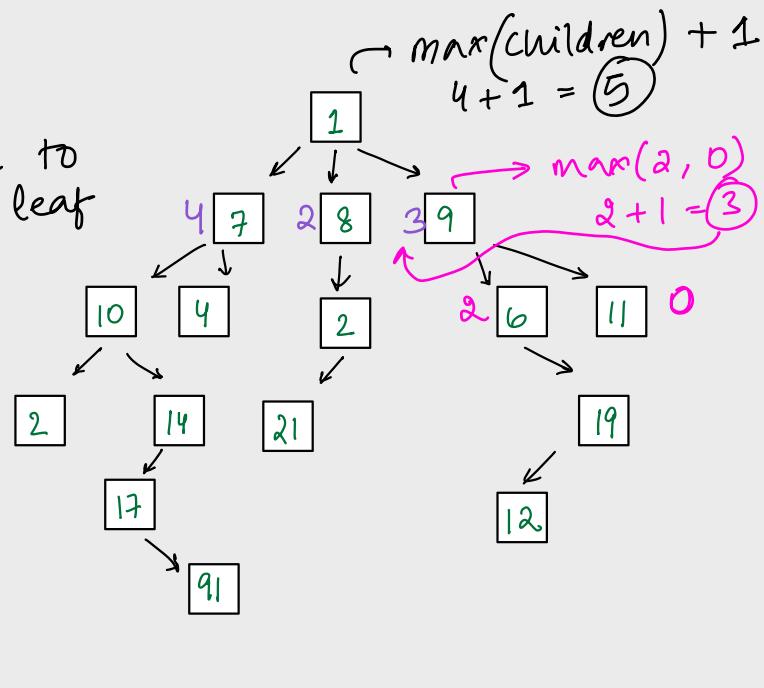
Height(9) 3

Height(10) 3

Height(7) 4

Height(91) 0

Height(1) 5



$$\text{height}(\text{node}) = 1 + \max(\text{height of child nodes})$$

Height Tree : Height (root node)

Depth of a Node

Distance of a node from root node

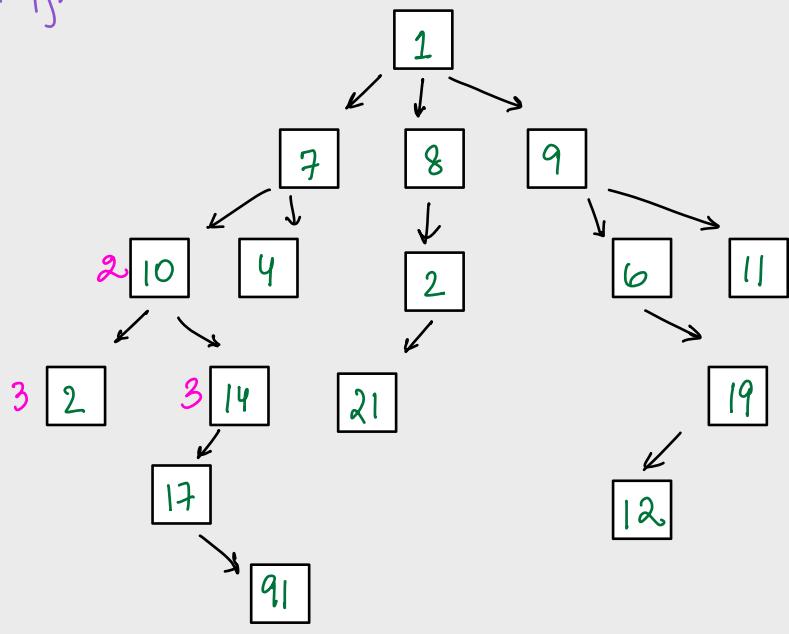
Depth(8) : 1

Depth(10) : 2

Depth(21) : 3

Depth(19) : 3

Depth(1) : 0



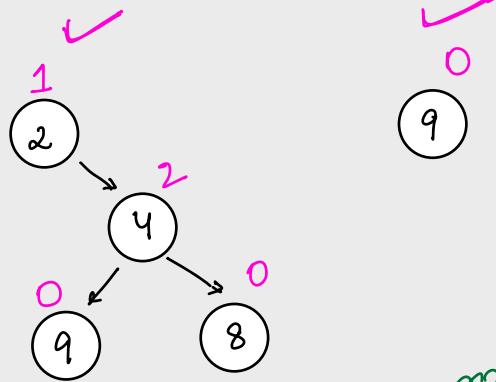
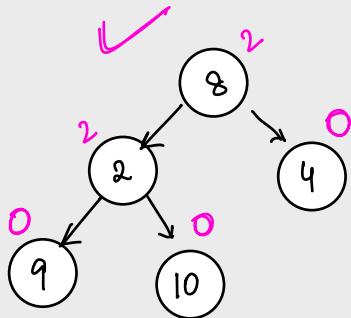
Observation :

$$\text{depth}(\text{Node}) = d$$

↳ depth of its child nodes = $d+1$

$$\text{depth}(\text{Root Node}) = 0$$

Binary Tree: For every node, no. of child nodes ≤ 2 0, 1, 2

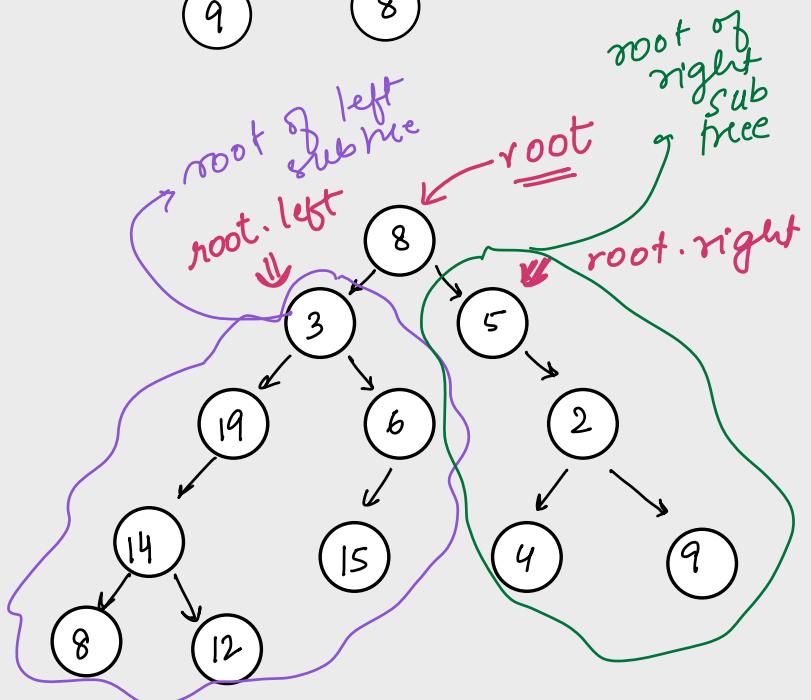


Node Structure

```

class Node {
    int data
    Node left
    Node right
    Node(x) {
        data = x
        left = NULL
        right = NULL
    }
}

```



Technique: Recursion

Recursion

- ① Assumption : decide what your function does & believe that it works.
- ② Main logic : solving problem using recursive step
- ③ Base Case : stopping condition .

Tree Traversals

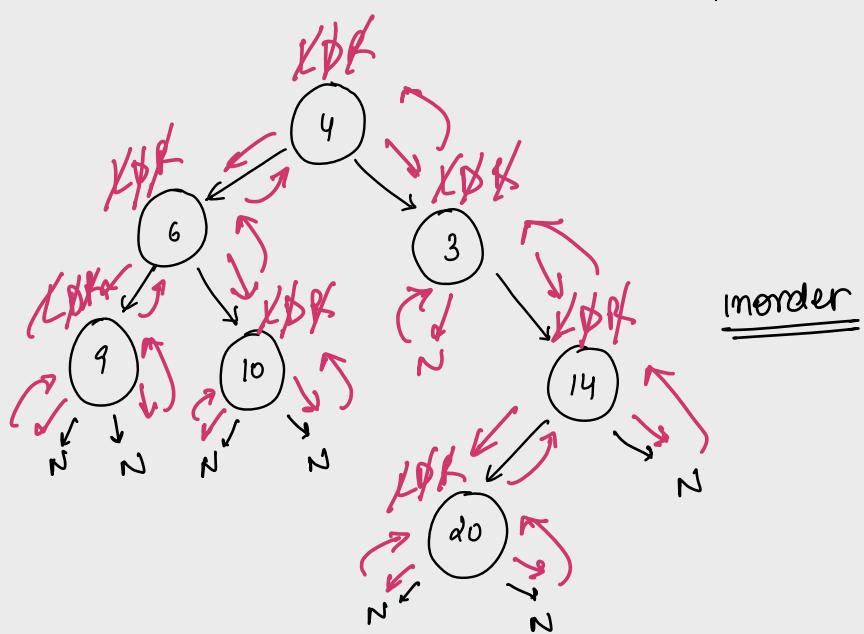
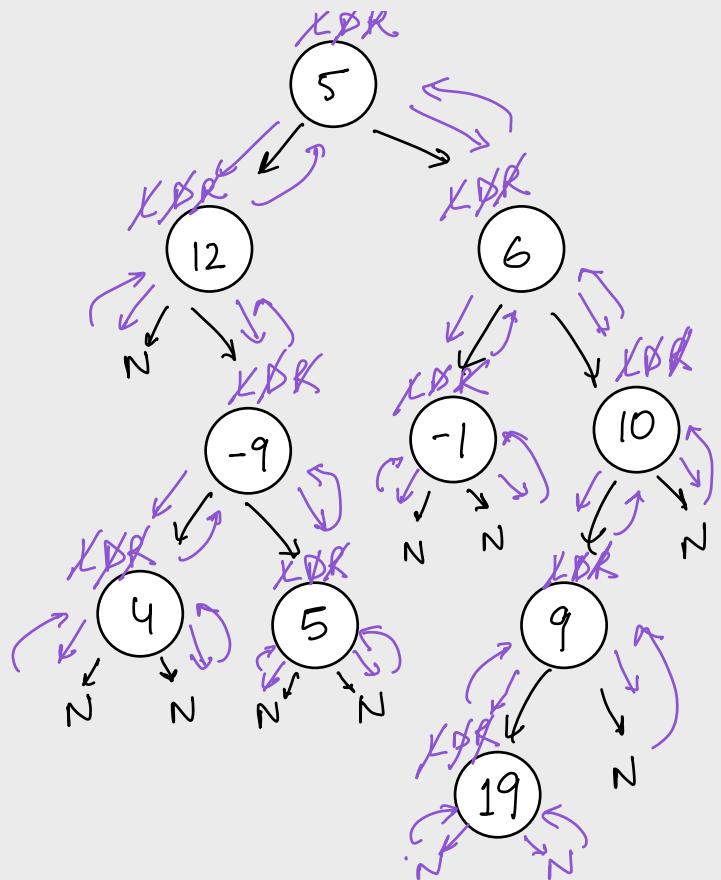
preorder \rightarrow DLR

inorder \rightarrow LDR

postorder \rightarrow LRD

inorder:

12 4 -9 5 5 -1 6 19 9 10



9 6 10 4 3 20 14

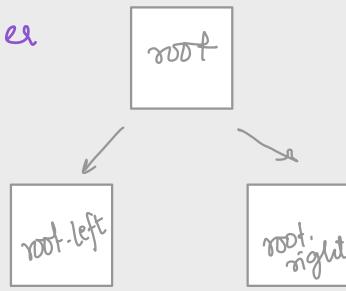
Pseudocode

Assumption: print the tree in inorder manner.

```

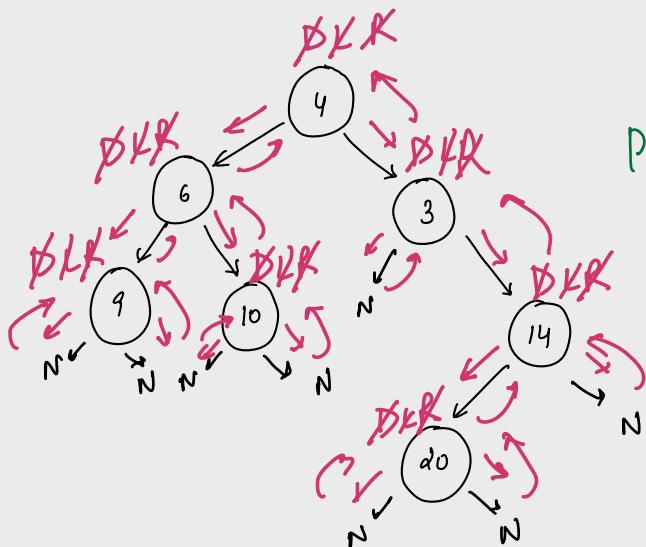
void inorder(Node root) {
    1 if (root == NULL) return
    2 inorder (root.left)
    3 print( root.data )
    4 inorder (root.right)
}

```



inorder : LDR

inorder : 1 2 3 4
 preorder : 1 3 2 4
 postorder: 1 2 4 3



preorder = DLR

4 . 6 9 10 3 14 20

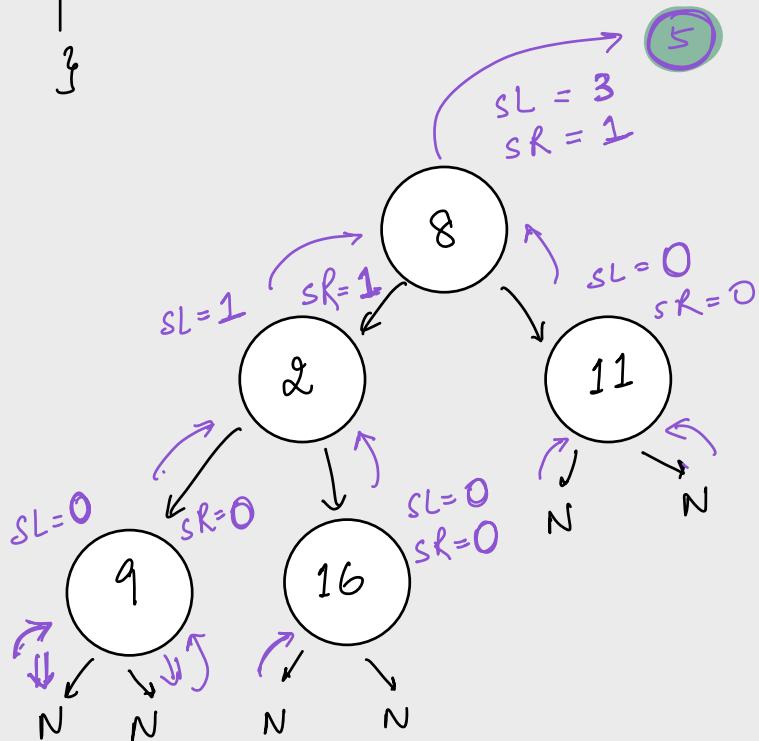
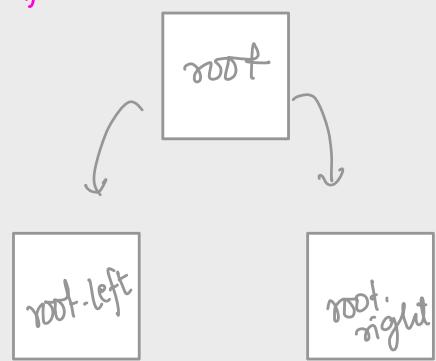
postorder : TODO/DIY

↓
Do it
yourself

Calculate size of the tree \Rightarrow find the no. of total nodes.

Assumption: returns the total nodes of the tree.

```
int size(Node root){  
    if (root == NULL) return 0  
    int sl = size(root.left)  
    int sr = size(root.right)  
    return 1 + sl + sr  
}
```

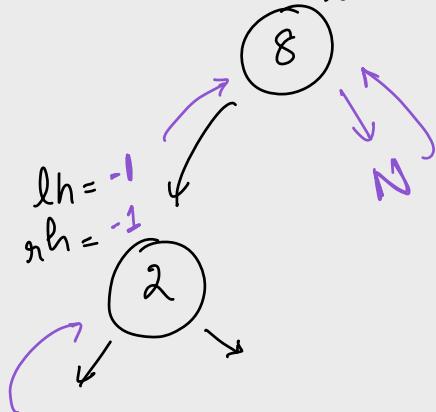
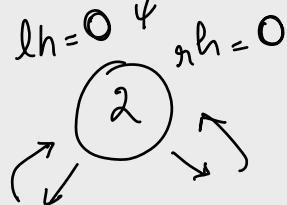
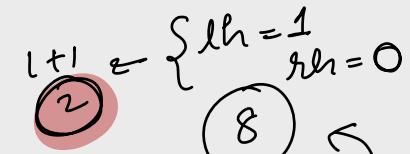


Time : 10 : 26

Calculate Height of the Tree

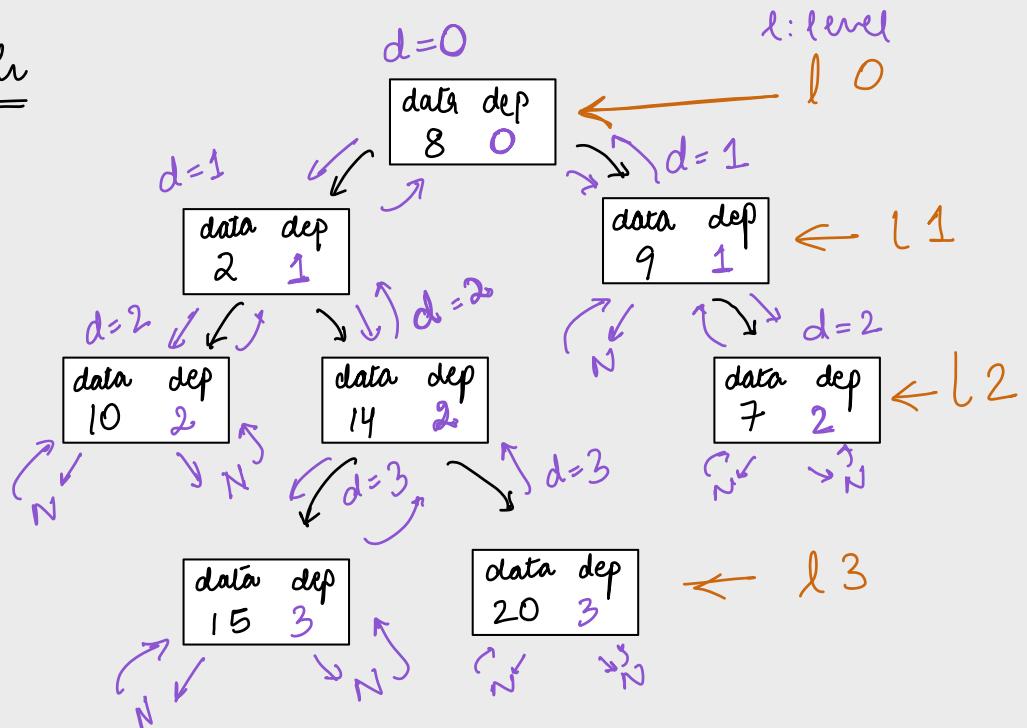
// height (node) = 1 + max(height (LBT) , height (RBT))
Assumption : Func returns the height of the tree, given the root node.

```
int height ( Node root){  
    if (root == NULL) return -1  
    lh = height (root. left)  
    rh = height (root. right)  
    return 1 + max (lh, rh)  
}
```



Que. Fill Depth

```
class Node {  
    Node left;  
    Node right;  
    int data;  
    int depth;  
}
```



```
void fillDepth( Node root, int d ) {
```

```
    if ( root == NULL )  
        return;
```

```
    root.depth = d;
```

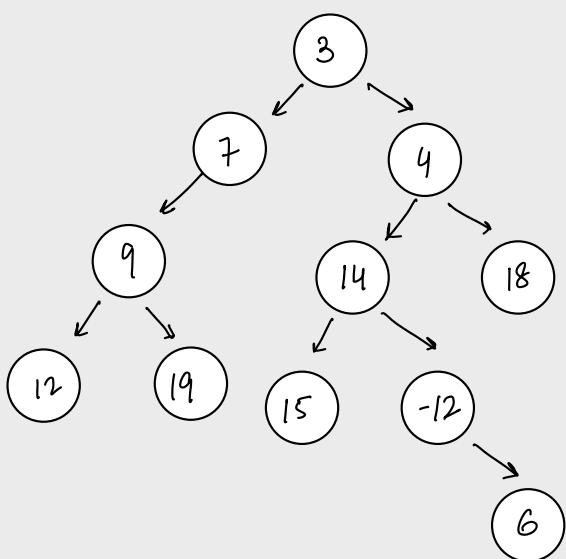
```
    fillDepth( root.left, d+1 );
```

```
    fillDepth( root.right, d+1 );
```

fillDepth (root, 0)

→ calling from main function
0 → bcz root.depth is 0

Ques. Given BT containing all unique values, search if there exists a K in BT.

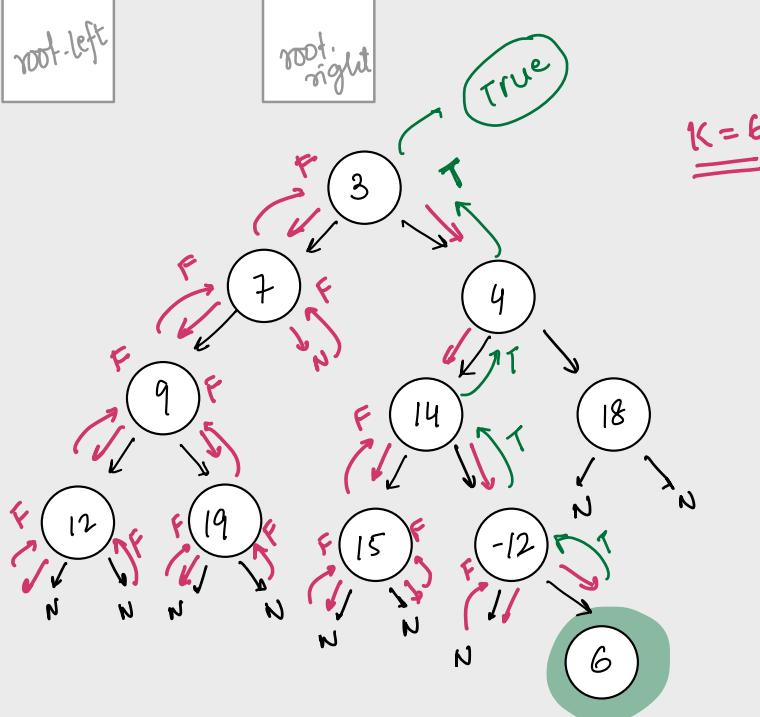
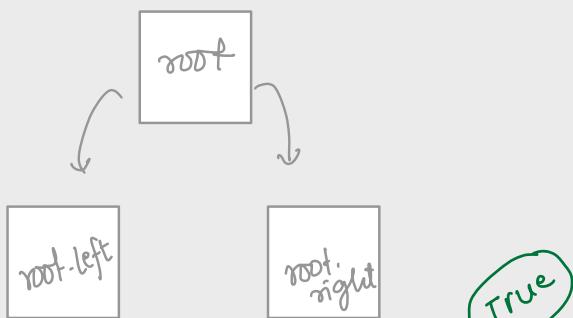


K = 6 ✓
K = 19 ✓
K = 25 X

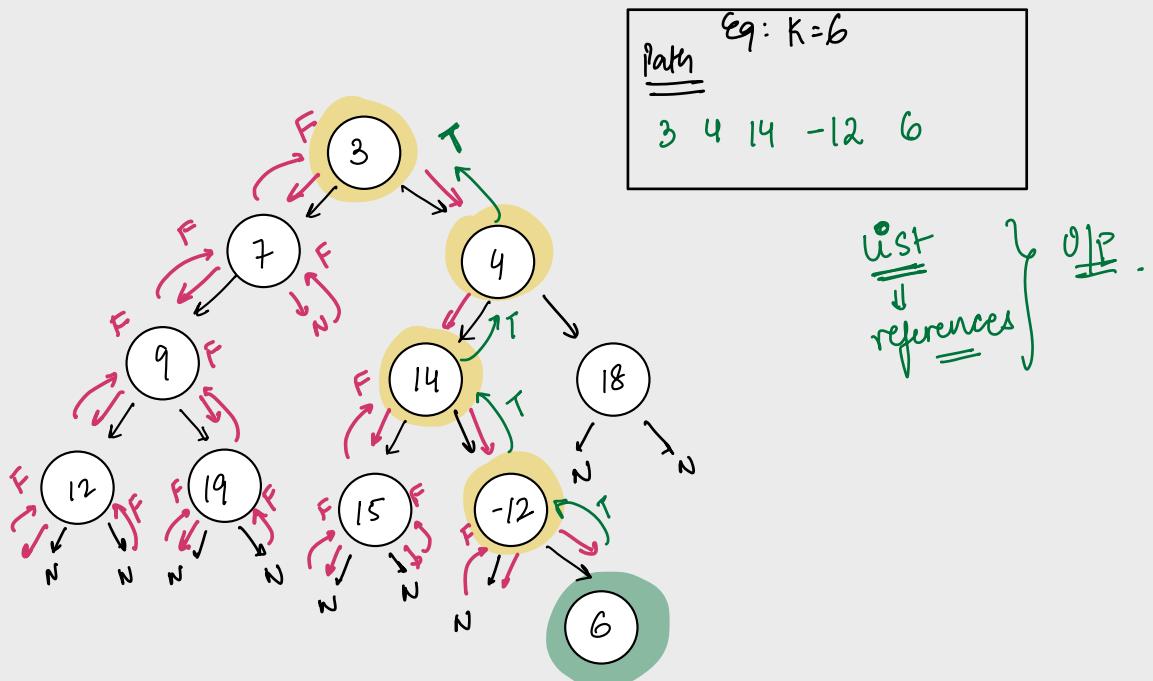
- 1) root.data == K
 - 2) check in left subtree
 - 3) check in right subtree
 - 4) if K is not present in any \Rightarrow return false
- True.

```

bool check ( Node root , int K ) {
    if ( root . NULL ) return false
    if ( root . data == K ) {
        return true
    }
    return check ( root . left , K ) || check ( root . right , K )
}
  
```



Ques. Given a BT, which contains all unique values.
 get the path of node K
 assume it's present.



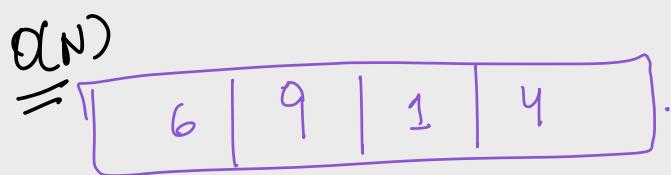
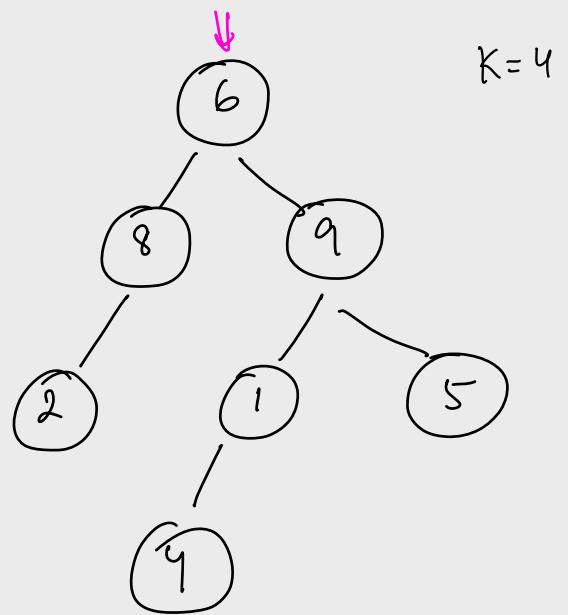
```

list<Node> l;
bool check ( Node root, int K) {
    if (root == NULL) return false;
    if (root.data == K) {
        l.add (root);
        return true;
    }
    if (check (root.left, K) || check (root.right, K)) {
        l.add (root);
        return true;
    }
    else return false;
}
    
```

6	-12	14	4	3
---	-----	----	---	---

↓ reverse

3	4	14	-12	6
---	---	----	-----	---



DONE