

Announcements

Full Binary Tree:
no child is a single child

MP4 available, due , 11:59p.

Perfect Binary tree -

Perfect tree of height h , P_h :

- if $h = -1$, then P_h is $\{\}$
- if $h > -1$, then P_h is $\{r, T_L, T_R\}$,
where T_L and T_R are P_{h-1} .

P_0 :

P_2 :

P_1 :

Q: What is the minimum number of nodes in a - perfect tree of height h ?
- in a full tree of height h ?

Complete Binary tree: for any level k in $[0, h-1]$, level k has 2^k nodes, and on level h , all nodes are pushed to the left.

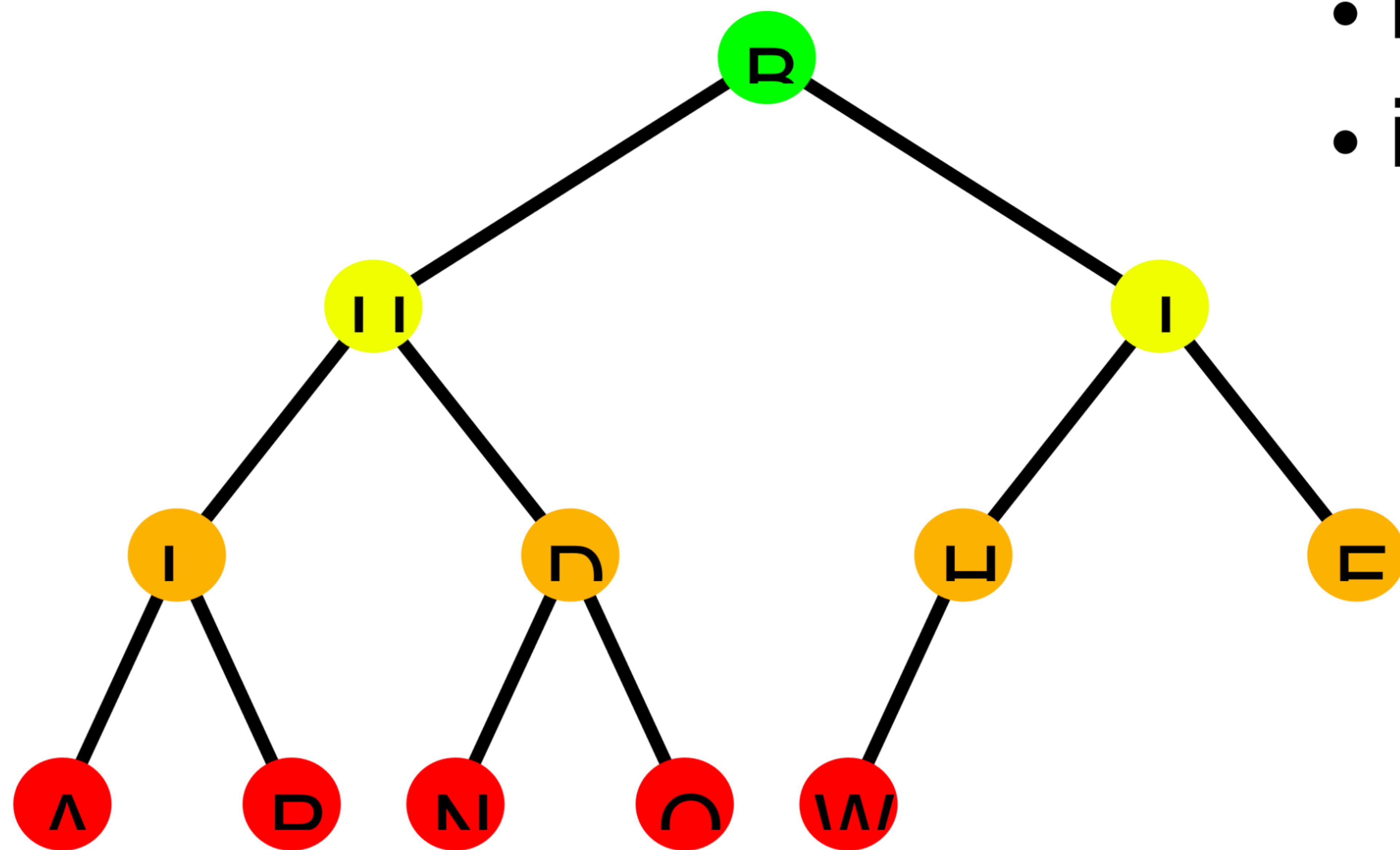
Complete tree of height h , C_h :

- if $h = -1$, then C_h is $\{\}$
- if $h > -1$, then C_h is $\{r, T_L, T_R\}$, and either:

T_L is _____ and T_R is _____

OR

T_L is _____ and T_R is _____



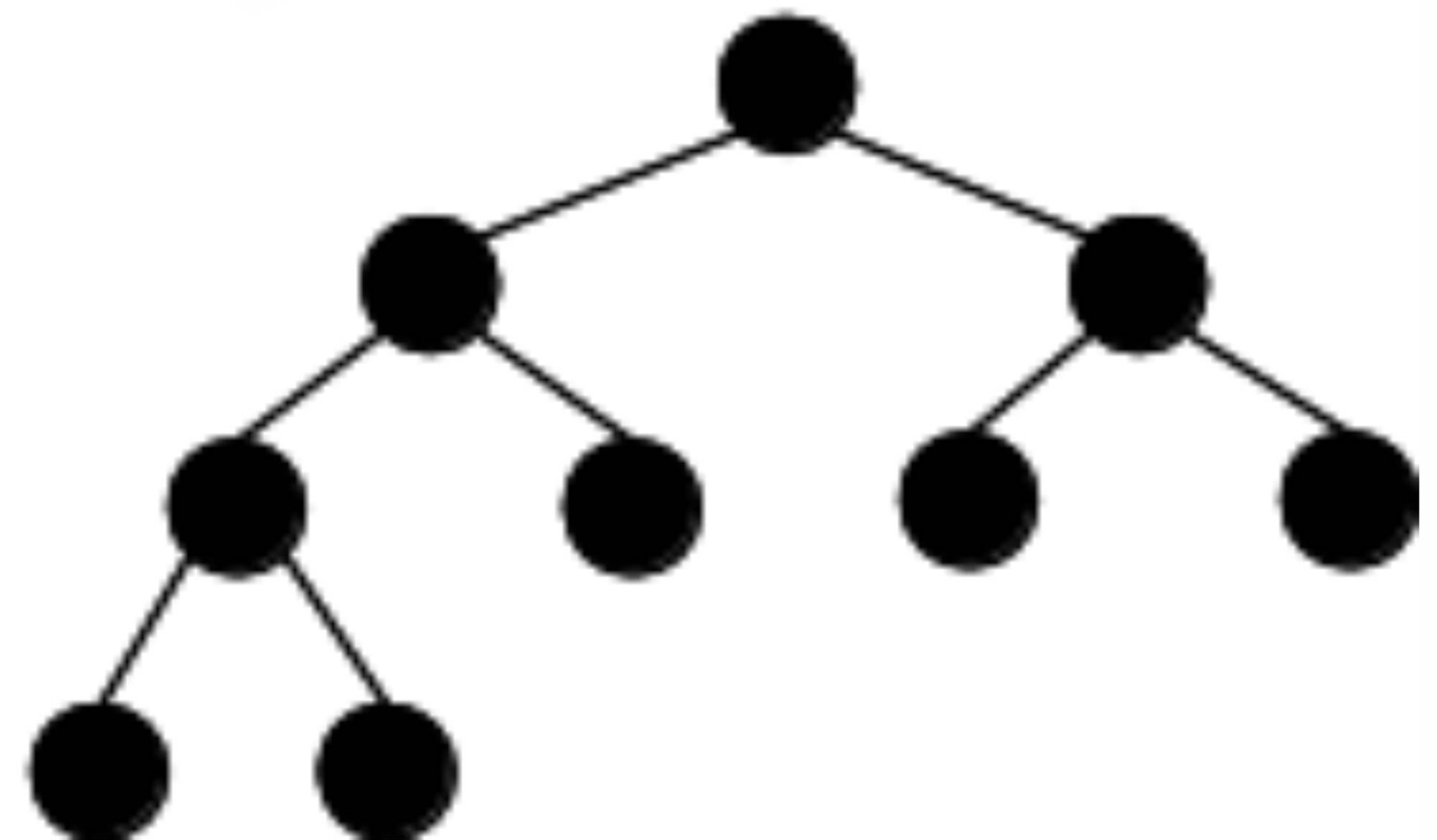
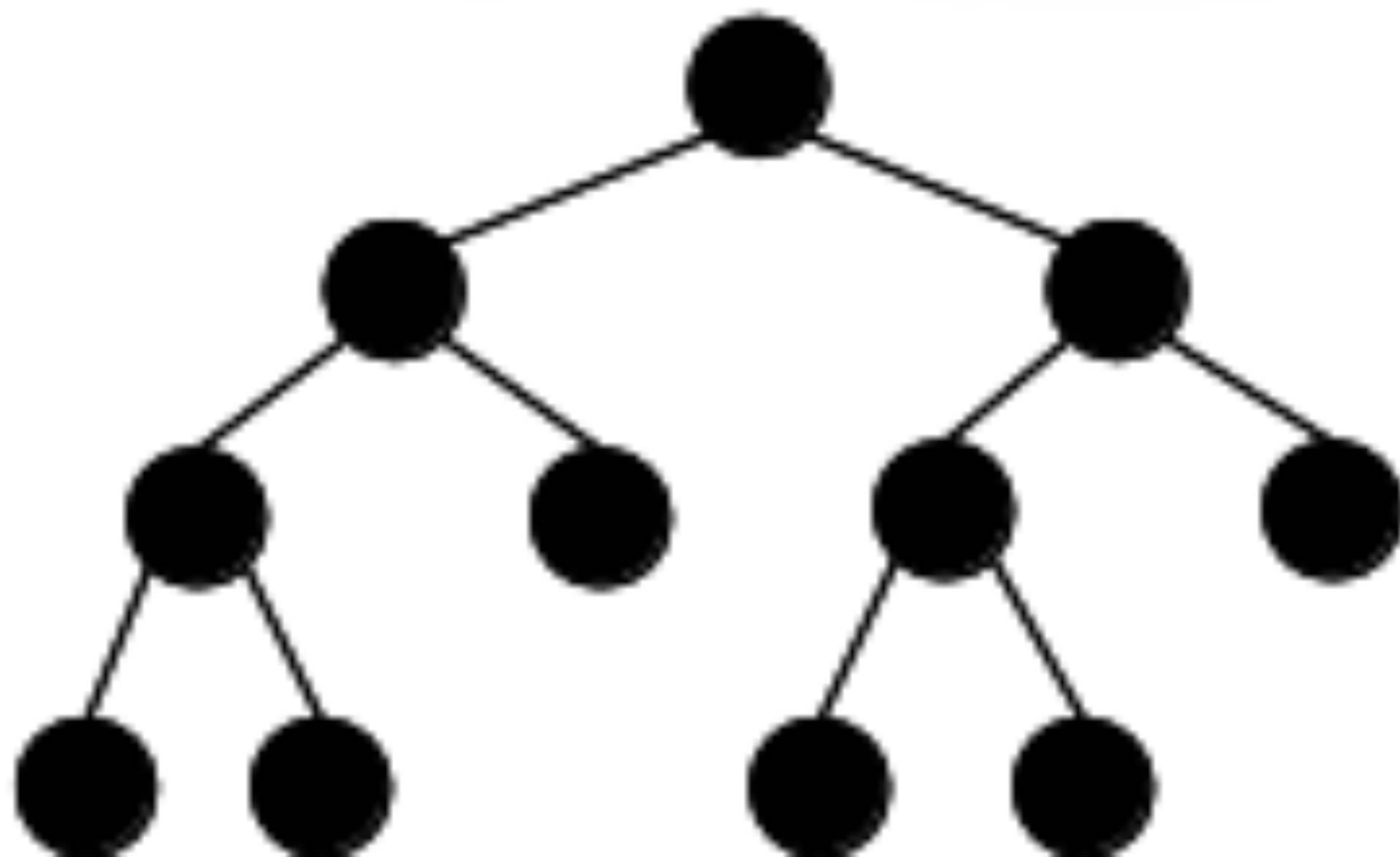
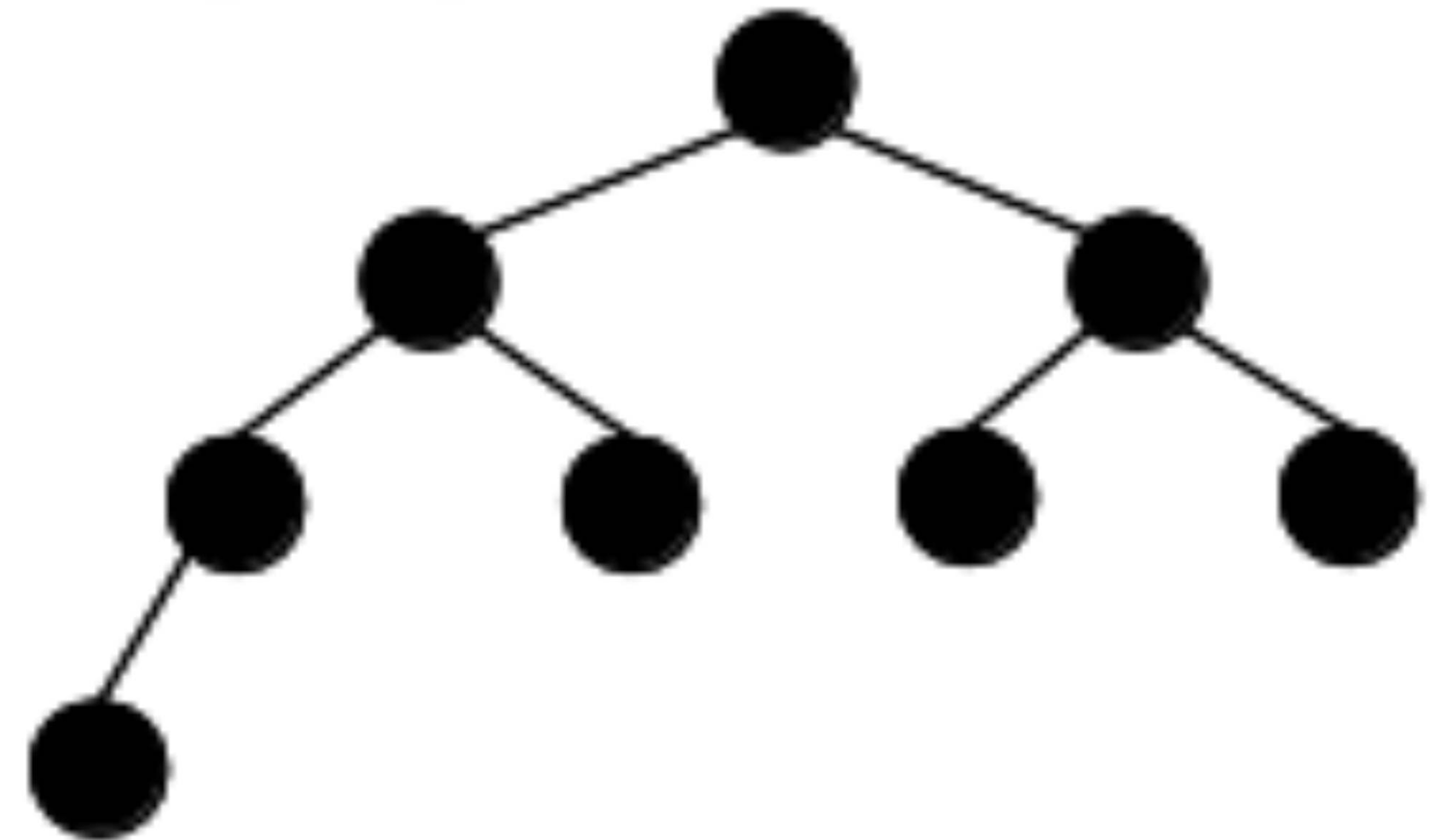
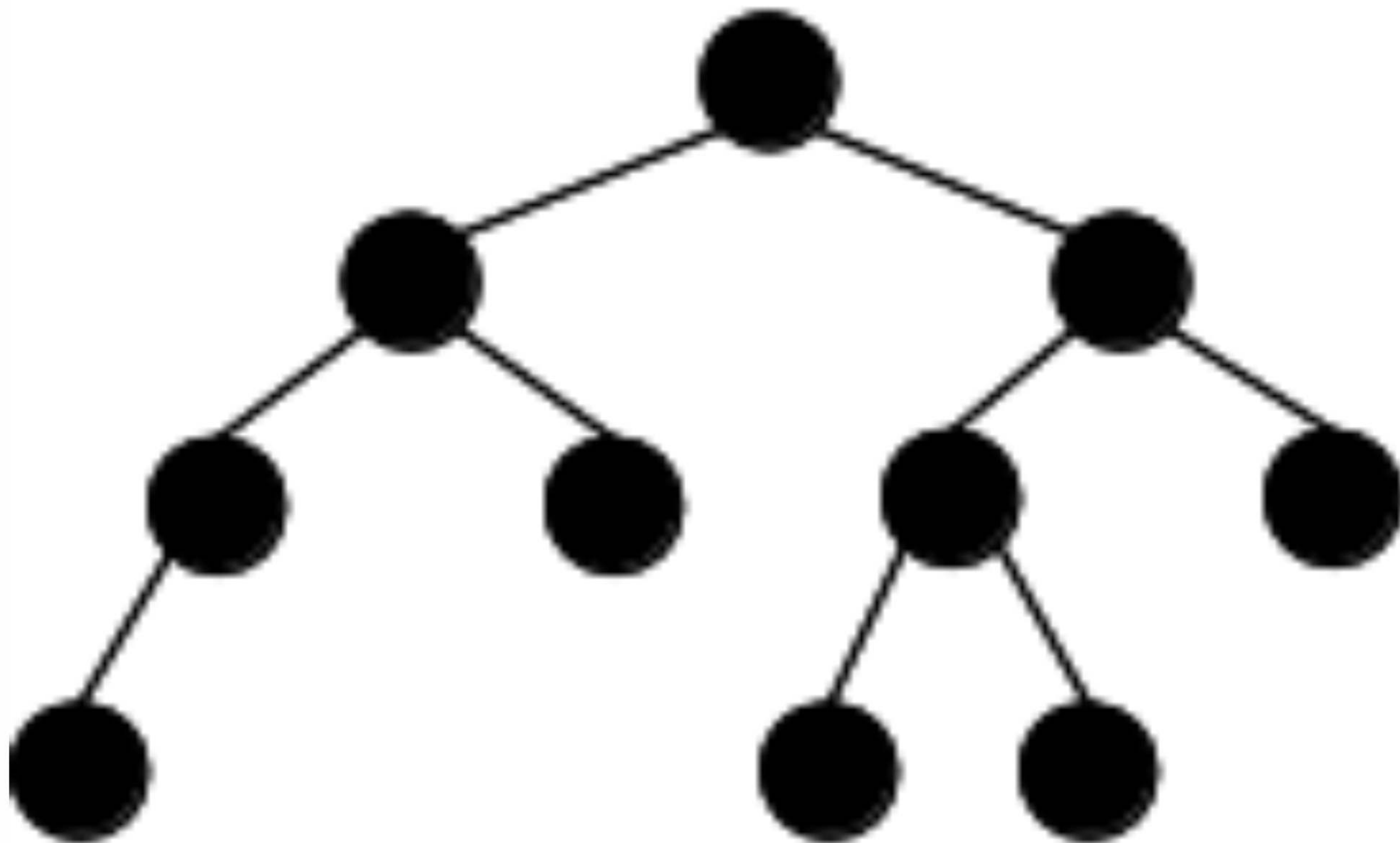
<http://xlinux.nist.gov/dads//HTML/completeBinaryTree.html>

Check for understanding:

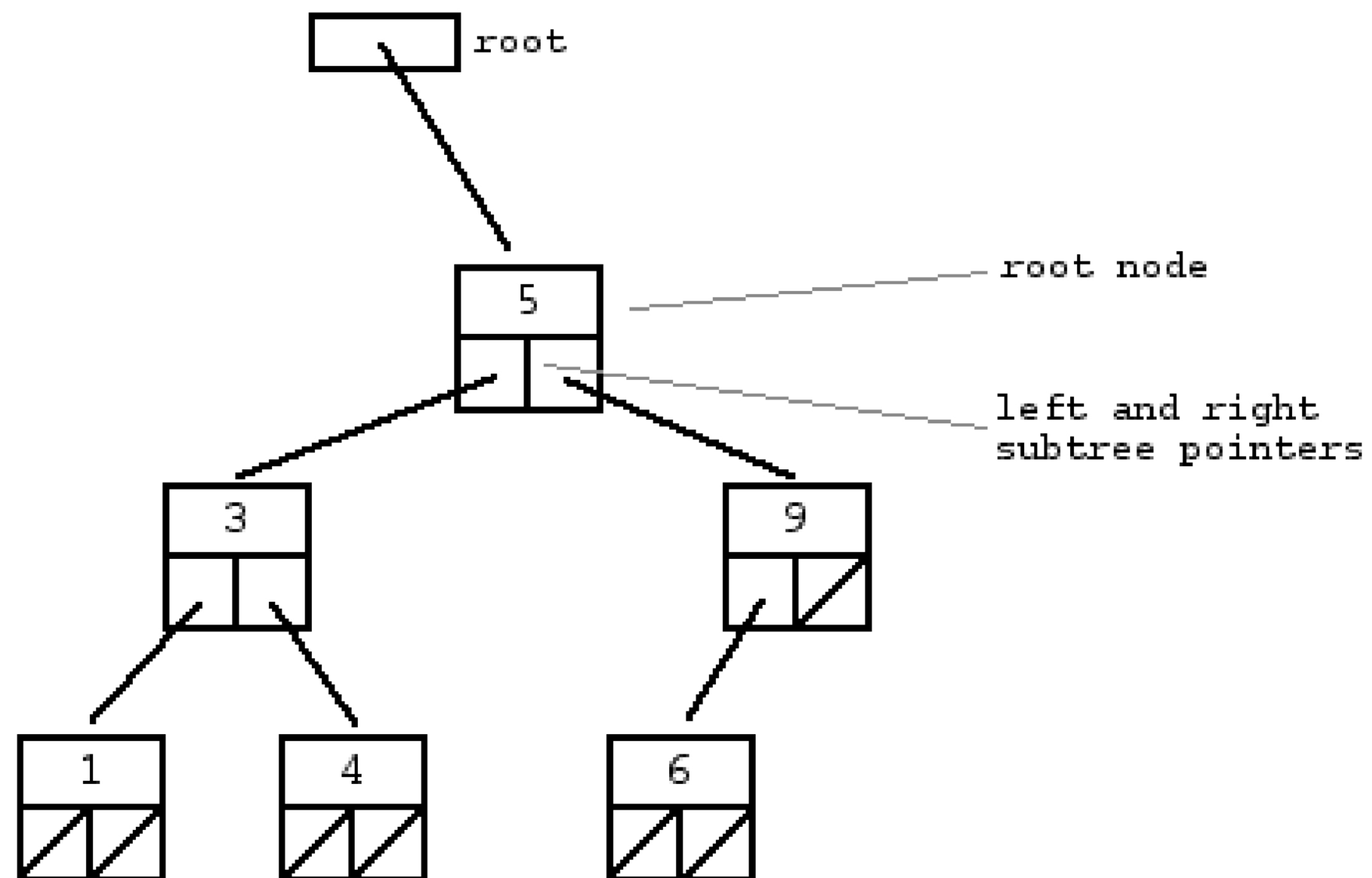
Is every full tree complete?

Is every complete tree full?

Mark each full, complete and perfect binary tree.



Rooted, directed, ordered, binary trees



```
template <class T>
class tree{
public:
...
private:
    struct treeNode{
        T data;
        treeNode * left;
        treeNode * right;
    };
    treeNode * root
...
};
```

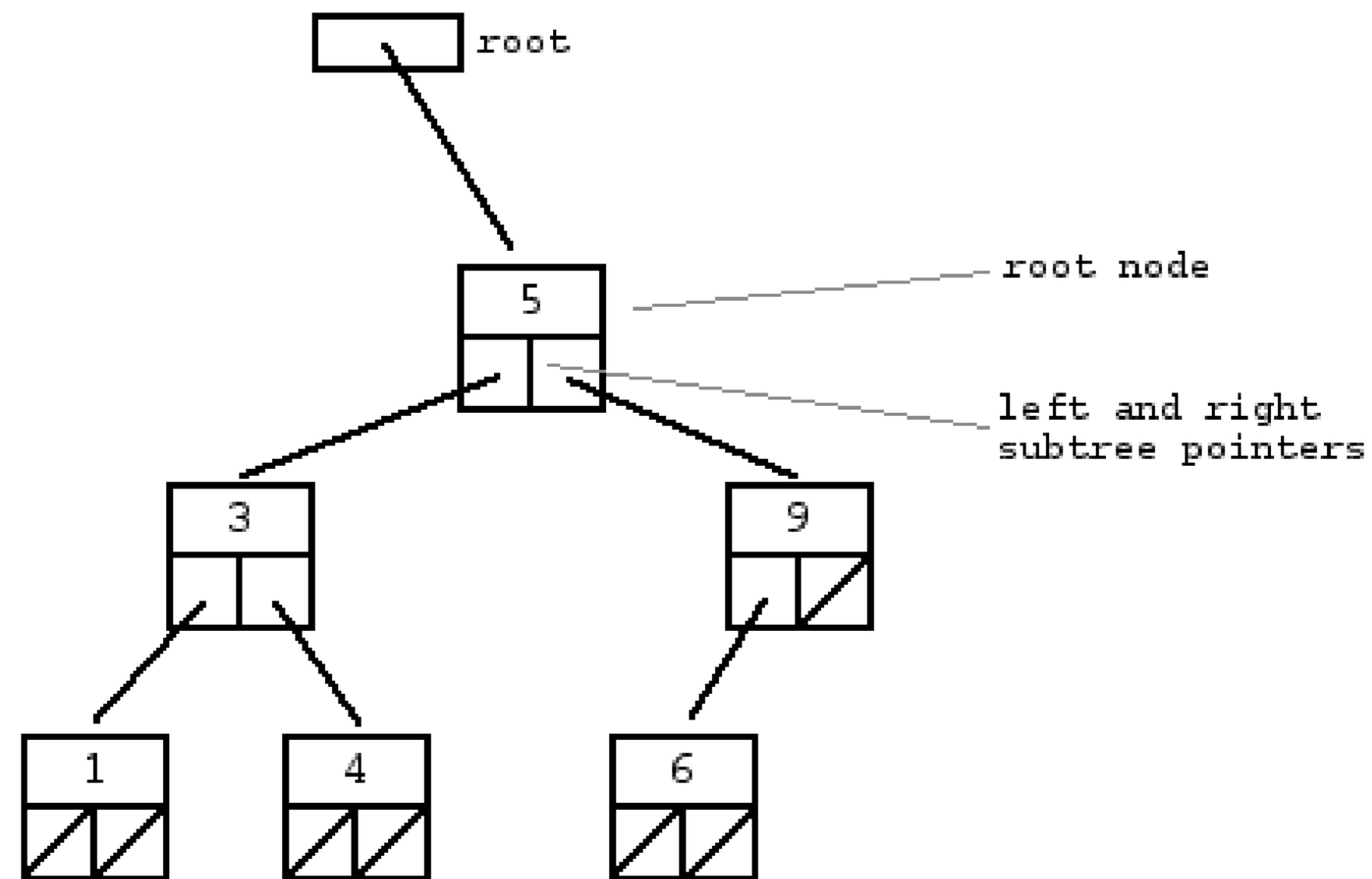
Tree ADT:

insert

remove

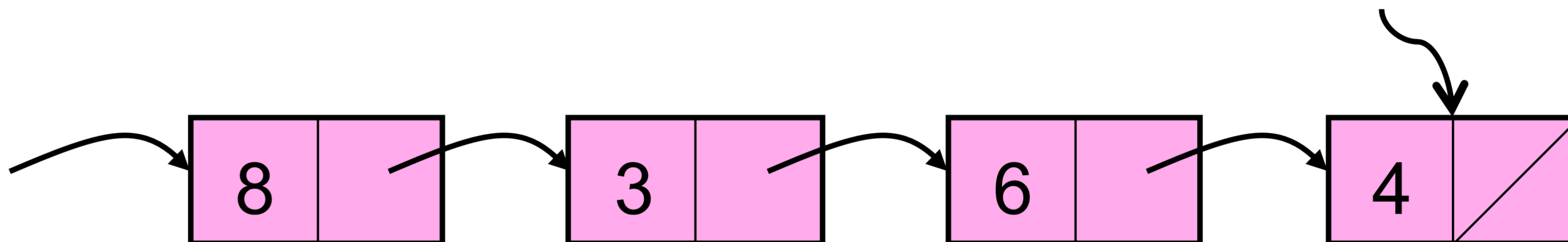
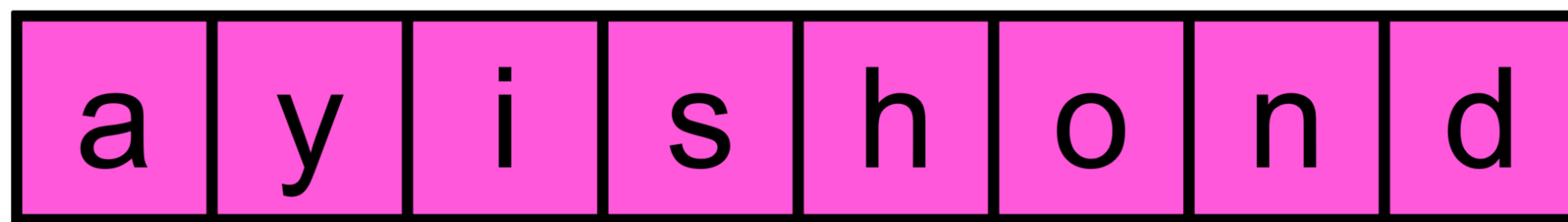
traverse

Theorem: if there are n data items in a binary tree, then there are _____ null pointers.



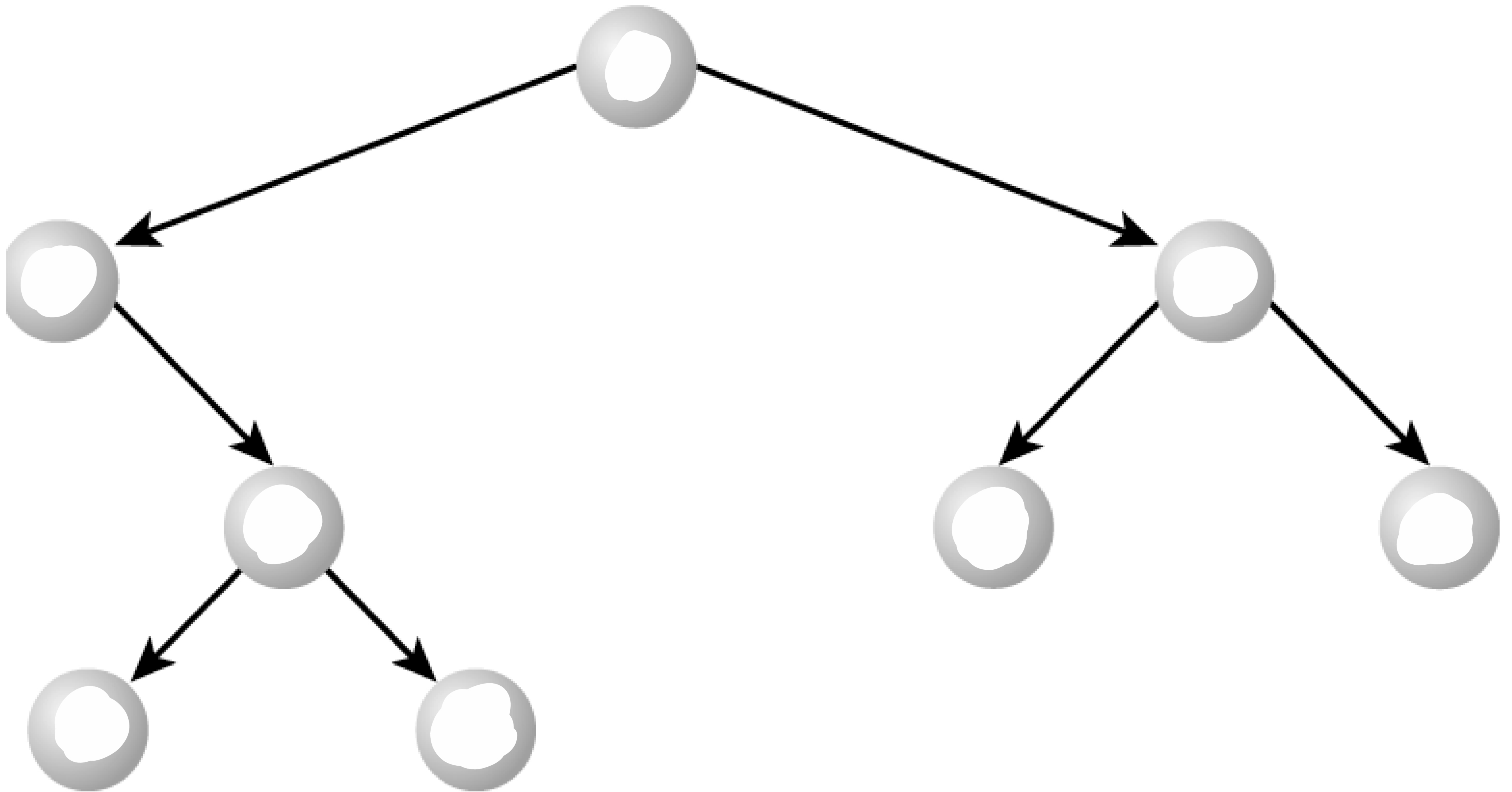
Traversal

– scheme for processing all the data in the structure...

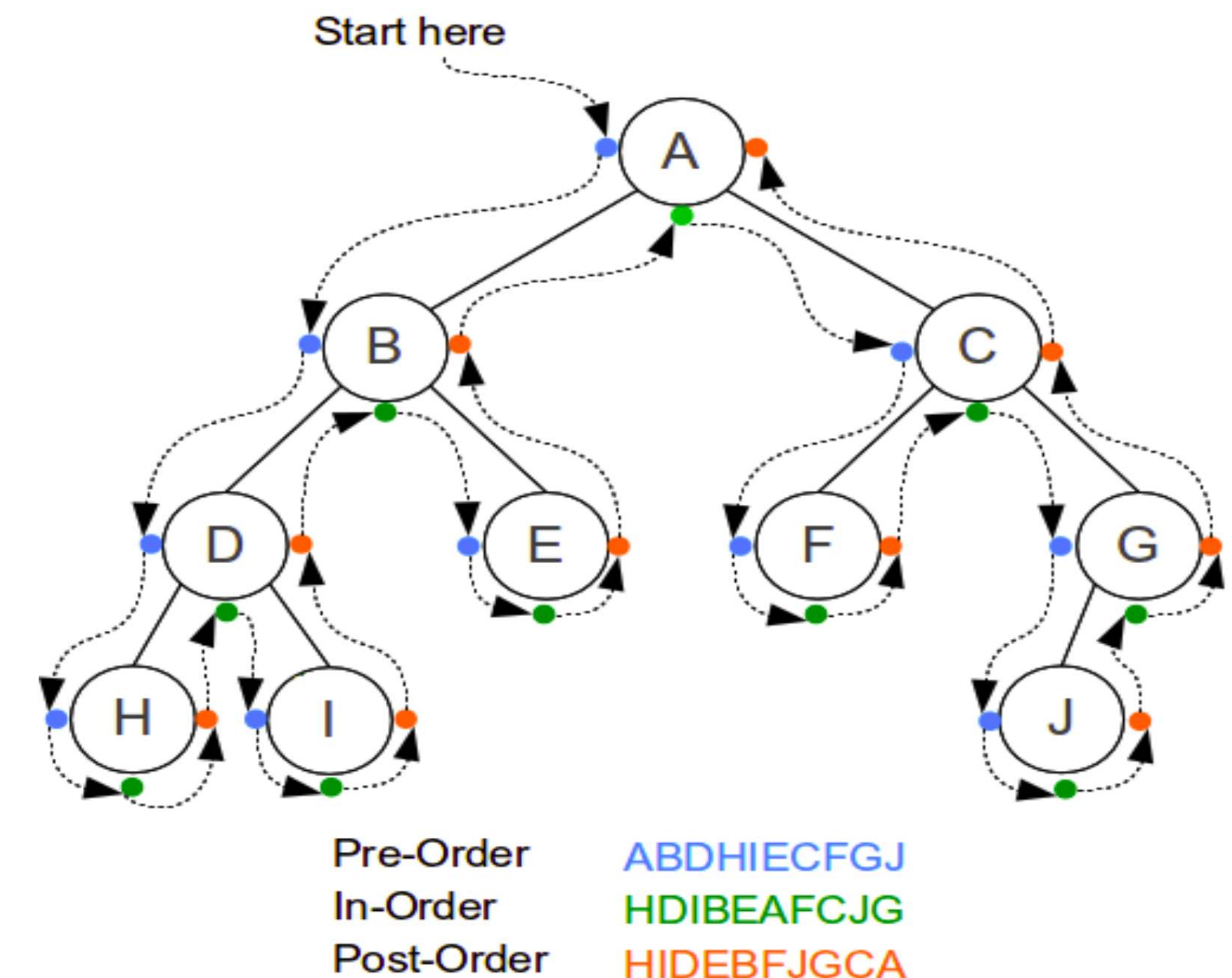
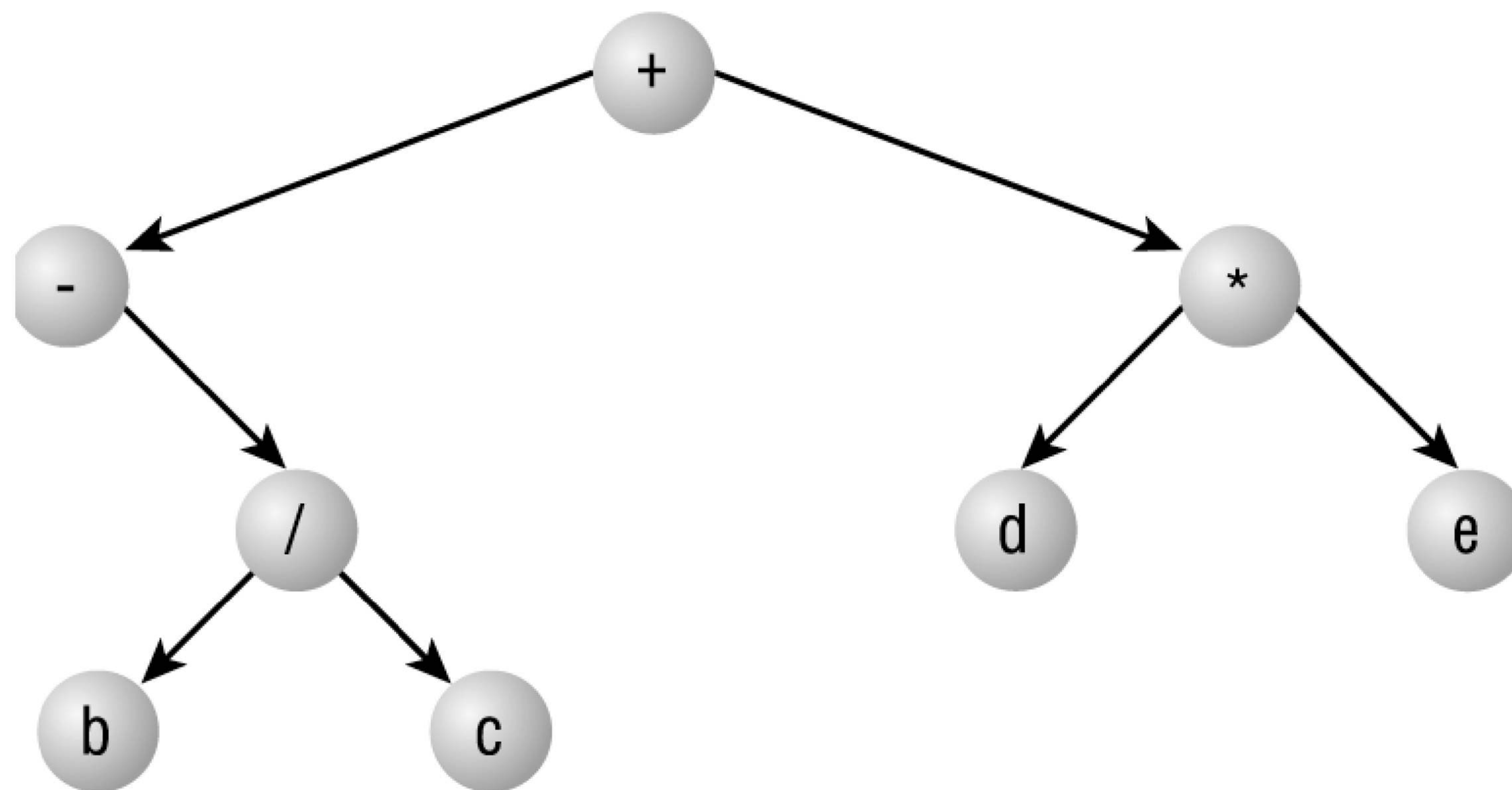


Traversal – scheme for visiting every node.

<http://www.qmatica.com/DataStructures/Trees/AVL/AVLTree.html>



Traversal – scheme for visiting every node.



- At each node, two choices for direction (left, right)
- After both subtrees of a node are complete, move back up tree
- Each node is “visited” 3 times in a traversal.
- Each of those visit times corresponds to a particular kind of traversal.