
CS206

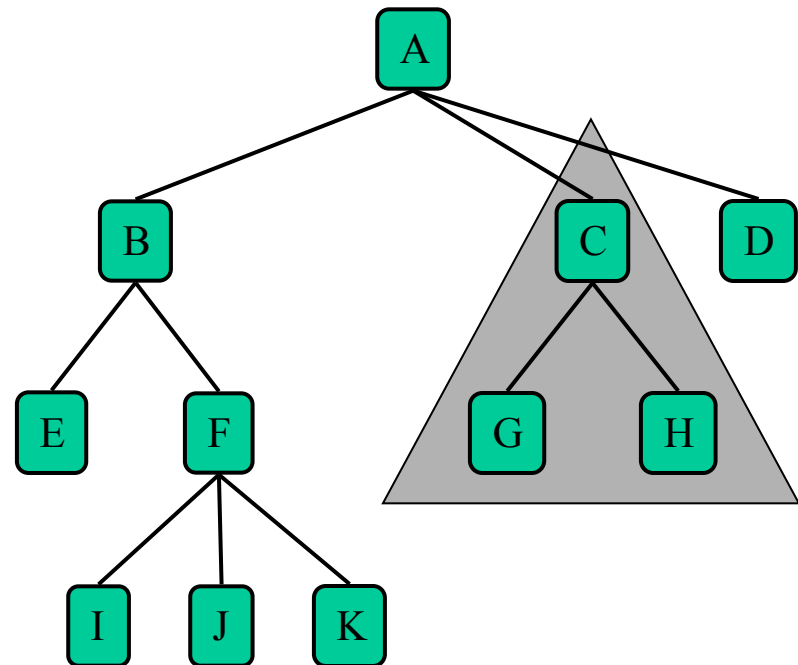
Trees

Part 2

Terminology

- root: no parent – A
- external node/leaf: no children – E, I, J, K, G, H, D
- internal node: - node with at least one child - A, B, C, F
- ancestor/descendent
- depth - # of ancestors
- Height - max depth

- Subtree: tree consisting of a node and its descendants



Interface

```
public interface TreeInterface<B>
{
    int size();
    int height();
    boolean isEmpty();
    boolean contains(B element);
    void insert(B element);
    B remove(B element);
}
```

Height / maxDepth

Again, using a recursive helper method.
Slightly different from Tuesday but equivalent.

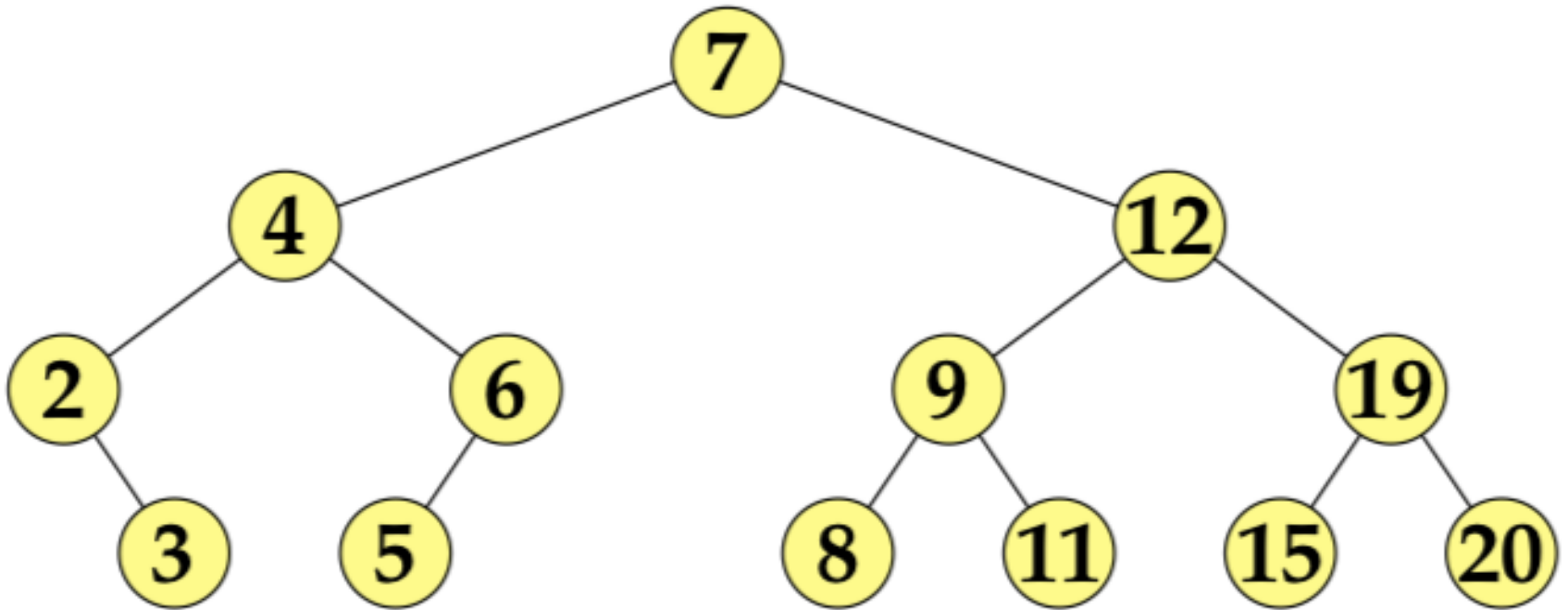
```
@Override
public int height() {
    int tmp = maxDepthUtil(root, 0) - 1;
    return tmp >= 0 ? tmp : 0;
}

int maxDepthUtil(Node n, int currDepth) {
    if (node == null)
        return currDepth;
    int rd = maxDepthUtil(node.right, currDepth+1);
    int ld = maxDepthUtil(node.left, currDepth+1);
    return rd > ld ? rd : ld;
}
```

size() without size

```
public int sizeAlt() {  
    return sizeAltUtil(root);  
}  
private int sizeAltUtil(Node treepart) {  
    if (treepart==null) return 0;  
    return 1 + sizeAltUtil(treepart.left) +  
            sizeAltUtil(treepart.right);  
}
```

Traversals / Printing



Postorder traversal

```
public void printPostOrder() {  
    printPostOrderUtil(root, 0);  
    System.out.println();  
}
```

```
private void printPostOrderUtil(Node treePart, int depth) {  
    if (treePart==null) return;  
    printPostOrderUtil(treePart.left, depth+1);  
    printPostOrderUtil(treePart.right, depth+1);  
    System.out.print("[" +treePart.payload+", "+depth+"]");  
}
```

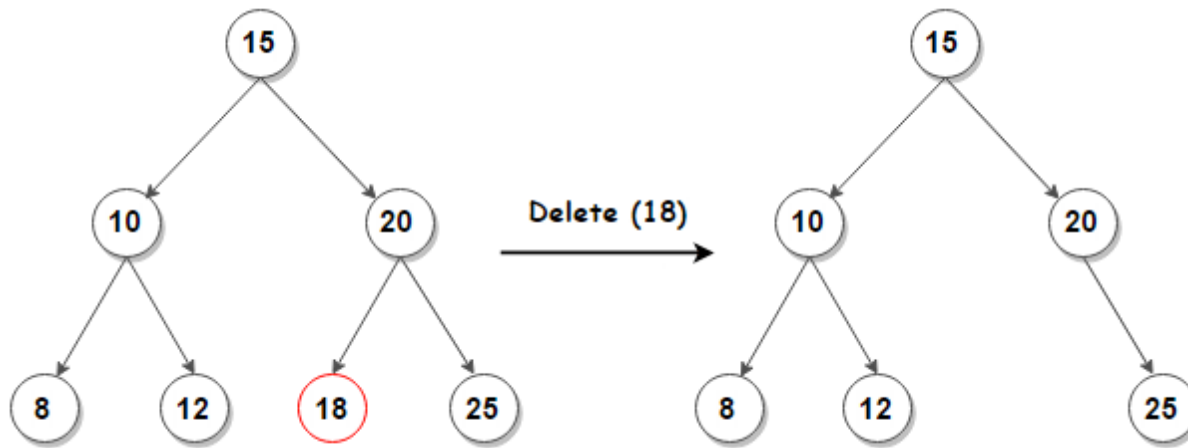
What change to get a pre-order traversal?

Remove

- `boolean remove(E element);`
- returns true if element existed and was removed and false otherwise
- Cases
 - element not in tree
 - element is a leaf
 - element has one child
 - element has two children

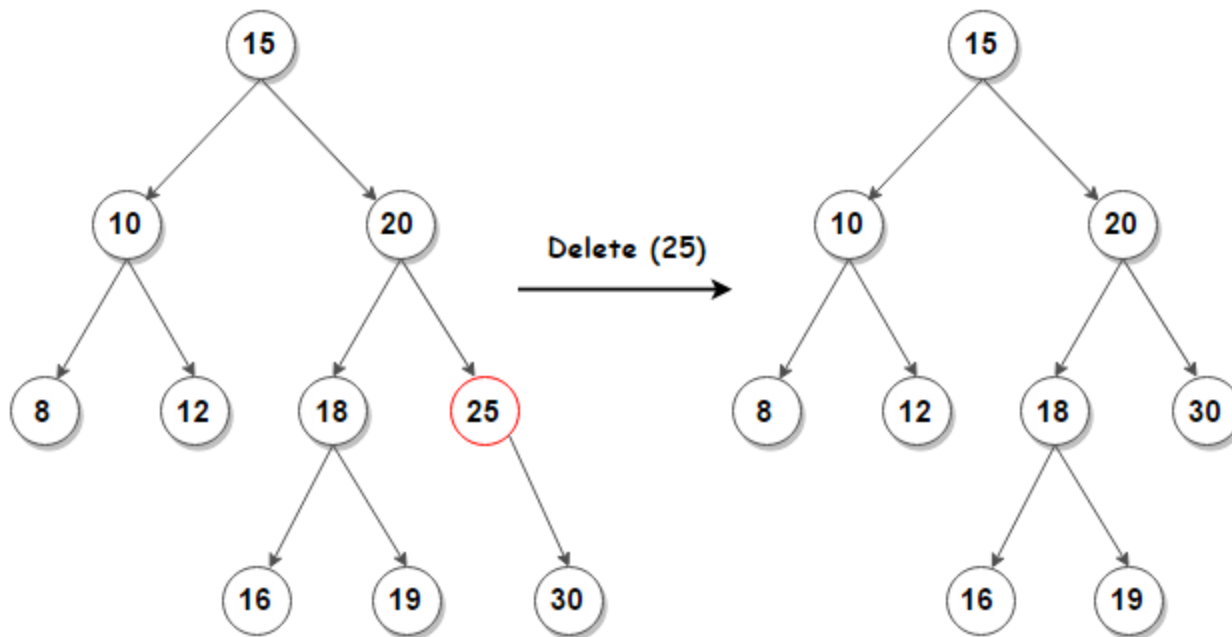
Leaf

- Just delete

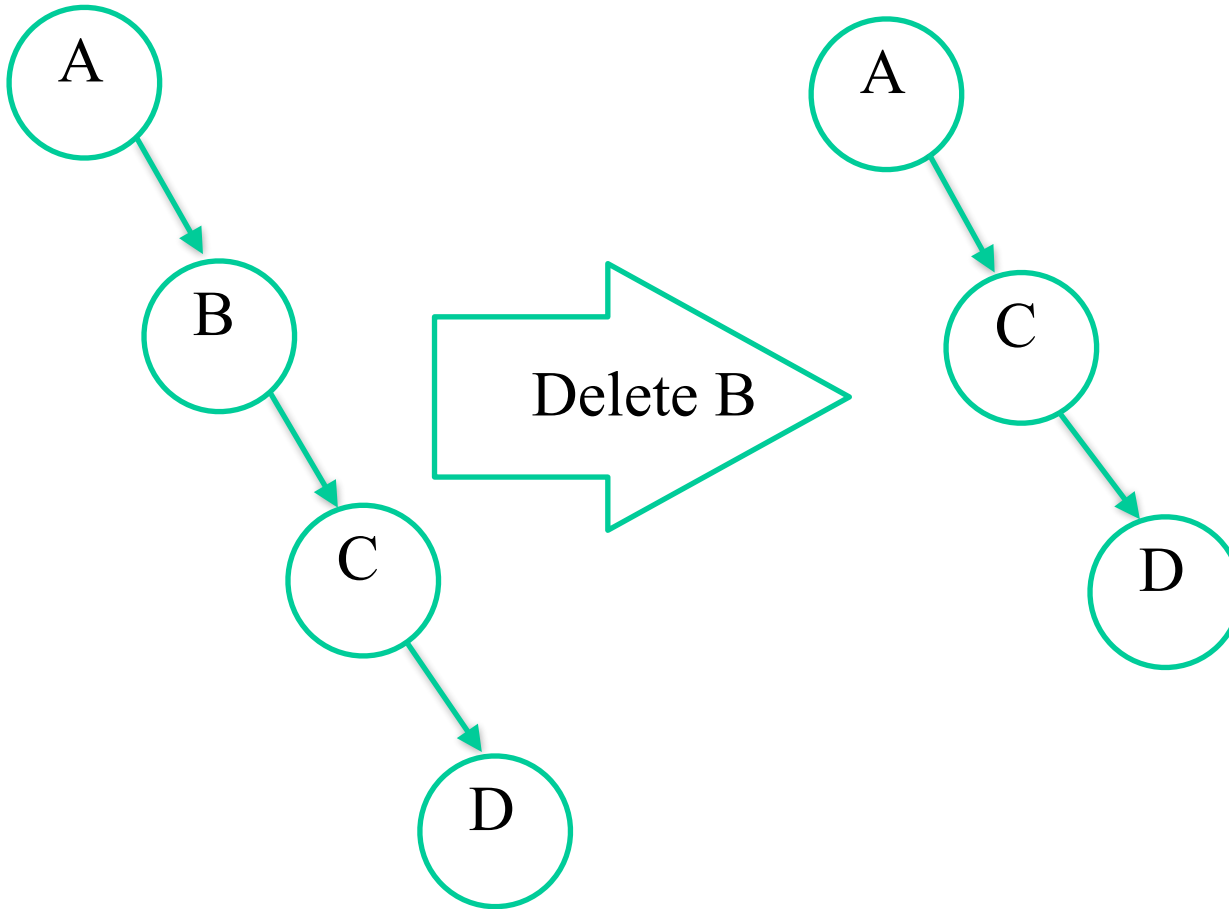


One child

- Replace with child – skip over like in linked list



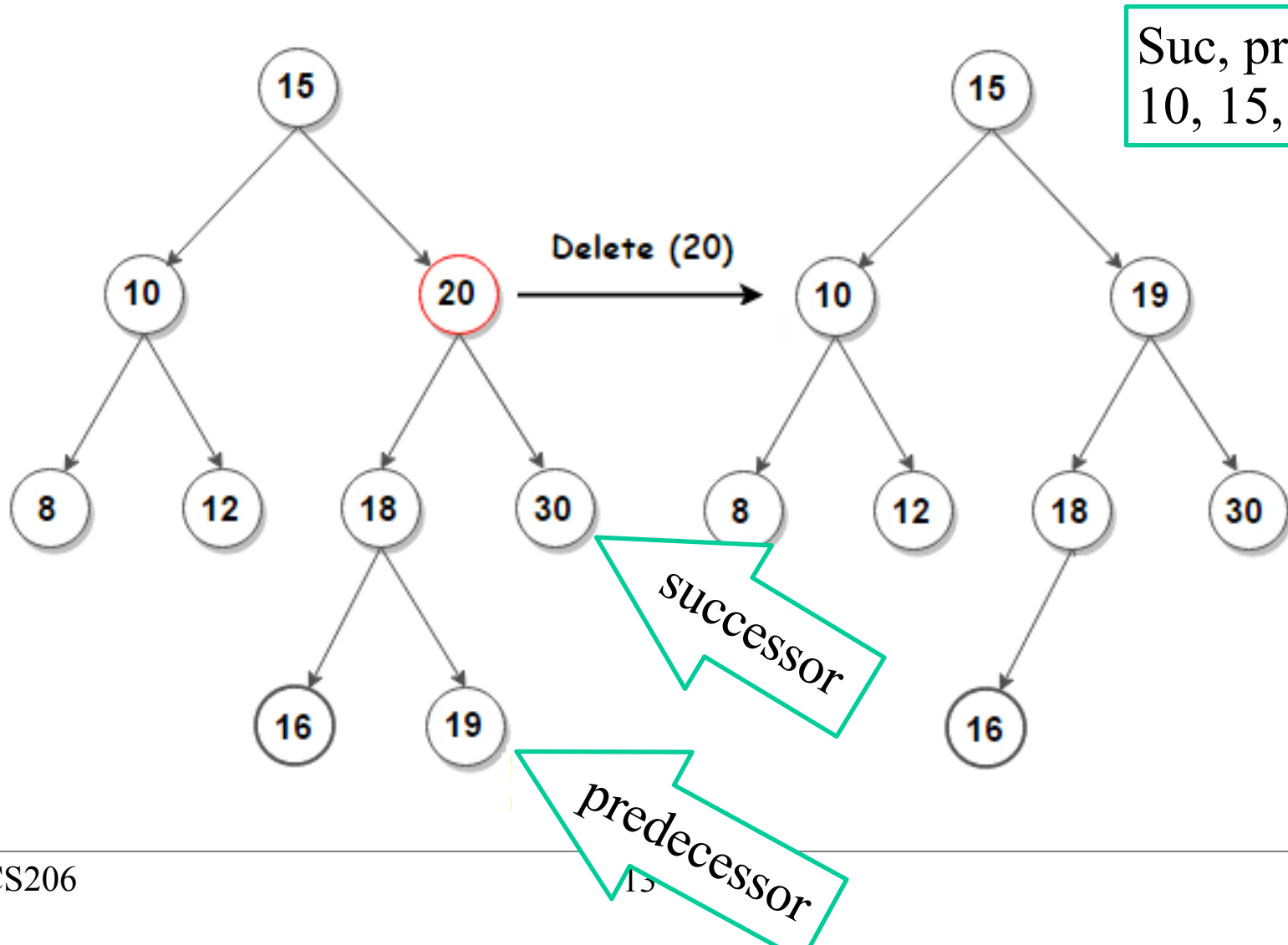
One-child: not just for leaves



Two Children

- Replace with in-order predecessor or in-order successor
- in-order predecessor
 - rightmost child in left subtree
 - the max of the left subtree
- in-order successor
 - leftmost child in right subtree
 - the min of the right subtree

2 child replacement



remove pseudocode

```
boolean remove(element)
    return removeUtil(element, root, null);

boolean removeUtil(element, node, parent)
    if (node==null) return false;
    if (node.payload>element)
        removeUtil(element, node.left, node);
    else if (node.payload<element)
        removeUtil(element, node.right, node);
    else
```

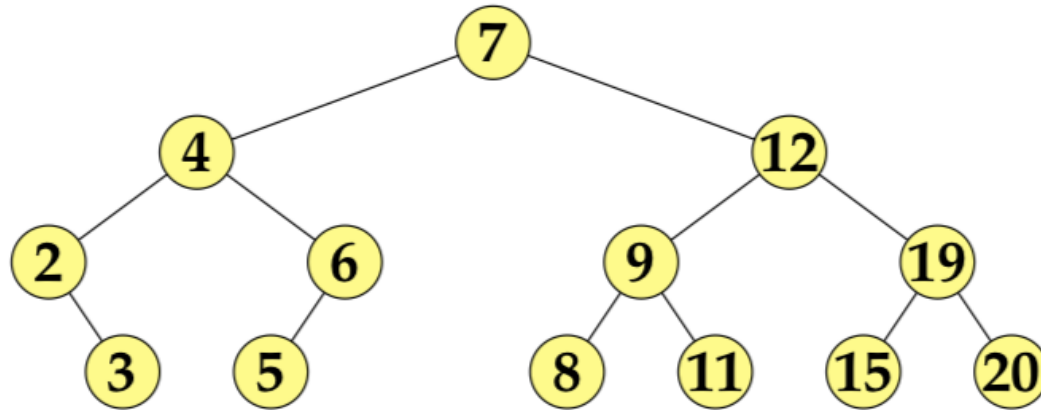
remove pseudocode 2

```
// found the node to delete
if (node.right==null && node.left==null)
    // at a leaf
    parent.remove(node)
    return true
if (node.right==null)
    // one descendent on left
    attach node.left to parent
    return true;
if (node.left==null)
    // one descendent on right
    attach node.right to parent
    return true;
```

remove pseudocode 3

```
// two children
successorNode = inorderSucessor(node.right)
node.payload=successorNode.payload
removeUtil(successorNode.payload, node.right
node);
return true;
```

Breadth First traversal



0 [7]
1 [4 12]
2 [2 6 9 19]
3 [3 5 8 11 15 20]

mini-lab exercise

- Complete the implementation of insertUtil using pencil and paper is OK.
- Strive to be correct
- Think.
 - Draw pictures of trees and what you want your code to do.
- Take a photo of your code and send it to gtowell206@cs.brynmawr.edu