

# Trees



- Snarf the code for today's class
  - and start looking at the code



1

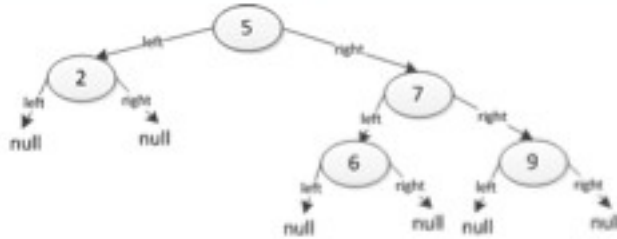
# Today



- **Definition of a binary tree**
  - **and lingo (e.g. "root", "leaf", "binary search tree")**
- Write recursive code to manipulate binary trees
  - This will be easy and fun!
- By the end of class
  - You will be able to articulate what makes binary search trees so powerfully efficient - including understanding the runtime of the mysterious TreeSet

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# Binary Tree

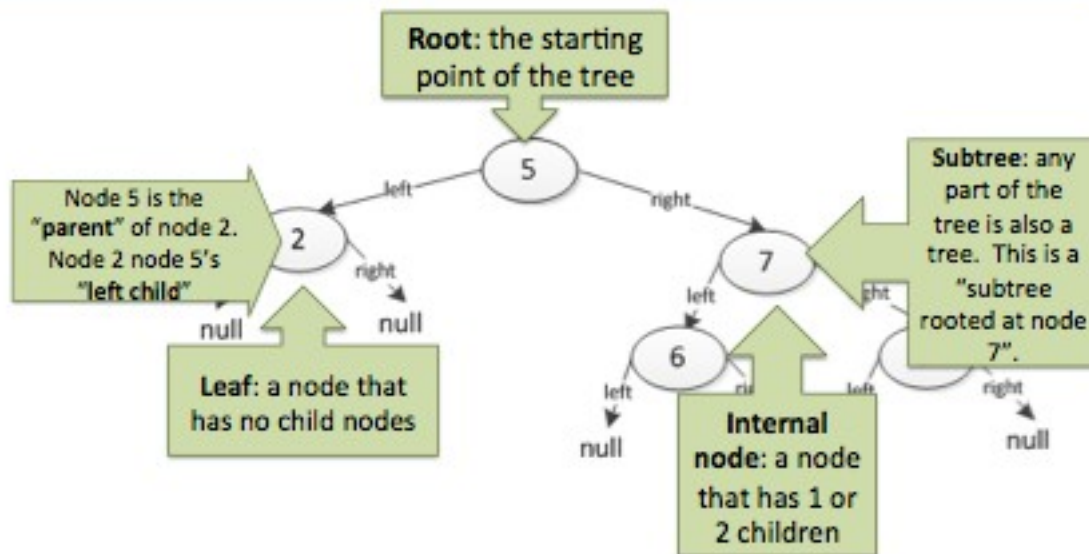


```
IntTreeNode root = null;
```

```
public class IntTreeNode {  
    public int value;  
    public IntTreeNode left; // holds smaller tree nodes  
    public IntTreeNode right; // holds larger tree nodes  
  
    public IntTreeNode(int val) { value = val; }  
}
```

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# Binary Tree: Terms

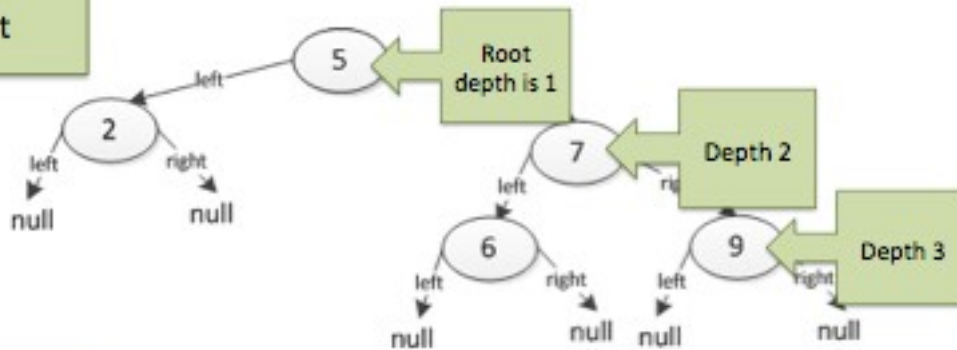


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# More terms



**Depth:** distance of a node from the root



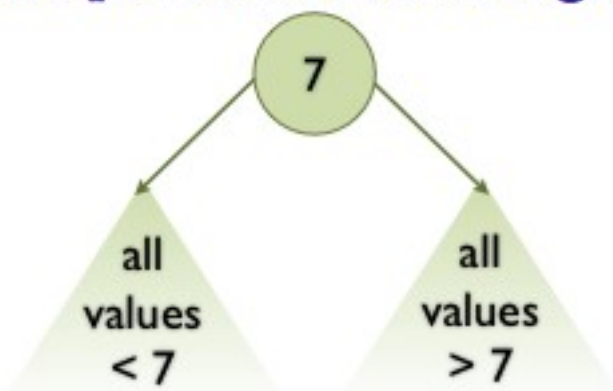
**Height:** maximum depth of the tree

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# Binary Search Tree



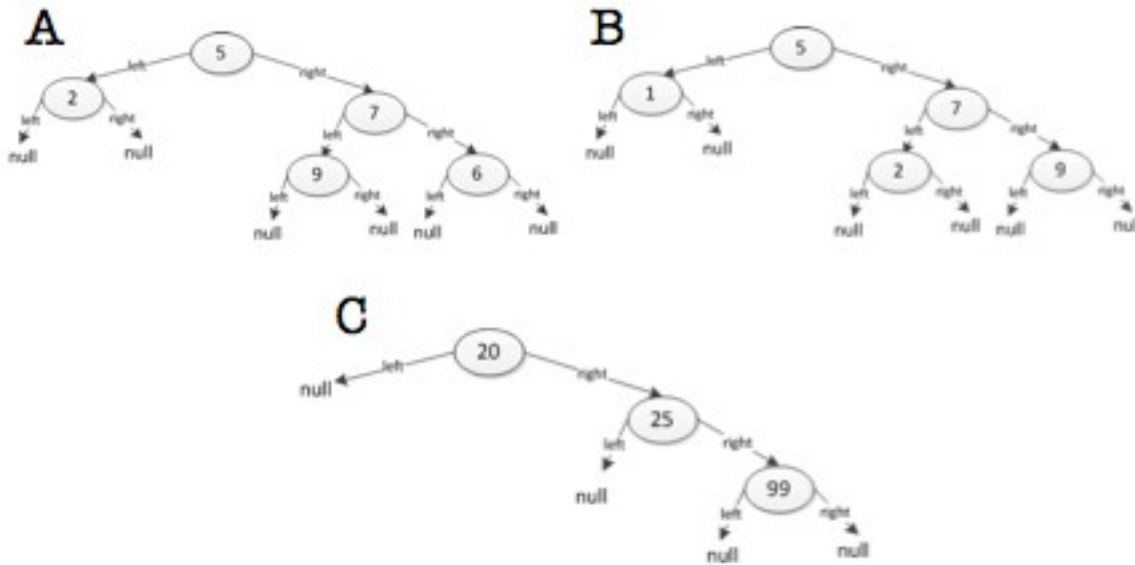
- Each node has a value
- Nodes with values **less than** their parent are in the **left** subtree
- Nodes with values **greater than** their parent are in the **right** subtree



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## • Which is a binary search tree?

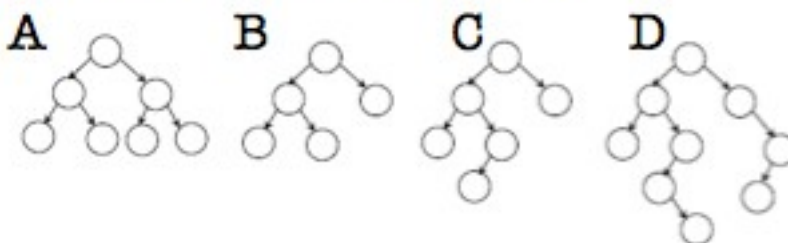


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## Height Balanced



- A tree is **height-balanced** if
  - left and right subtrees are both height balanced
  - the heights of left and right subtrees do not differ by more than 1
- This matters hugely for efficiency
- Which is NOT height balanced?



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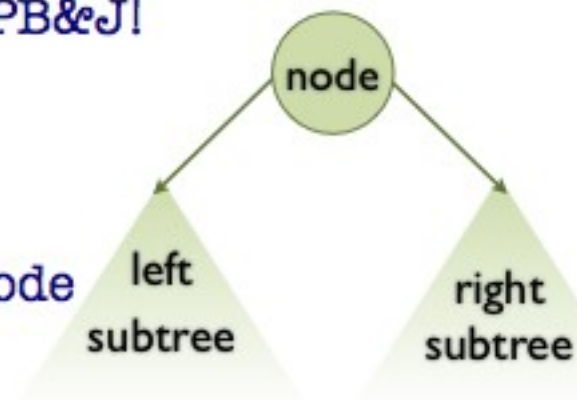
# Recursion and Trees



- They go together like PB&J!

- Pseudocode

- Check the current node
  - if no
    - check the left subtree
    - check the right subtree



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# Your code



- example:

```
public int computeTreeThing(TreeNode current) {
    if (we are at the base case) {
        return obviousValue;
    } else {
        int lResult = computeTreeThing(current.left);
        int rResult = computeTreeThing(current.right);
        int result = //combine those values;
        return result;
    }
}
```

# Coding exercise



```
public int computeTreeThing(TreeNode current) {
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```

- Code (as many as you can) `countNodes`, `containsNode`, and `findMax`
- If you get stuck on `countNodes` raise your hand
- If you finish early, modify your functions to work with a `BinaryTree`
- Submit your code via `ambient`

# Today

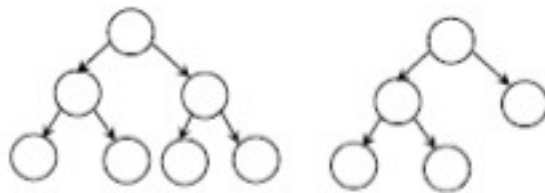


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- What is the height of a **height-balanced** tree?



- A.  $O(N)$
- B.  $O(N \ln(N))$
- C.  $O(\ln(N))$
- D.  $O(N^2)$

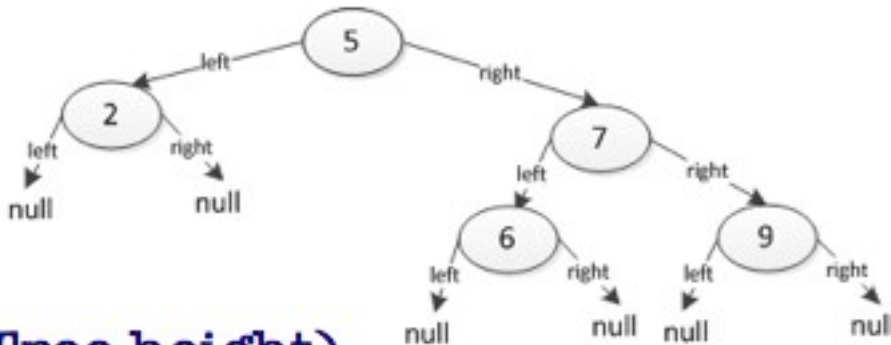
\* We can prove this with induction

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# In a Binary Search Tree



- What is the maximum time to:
  - insert a node?
  - Find a node?

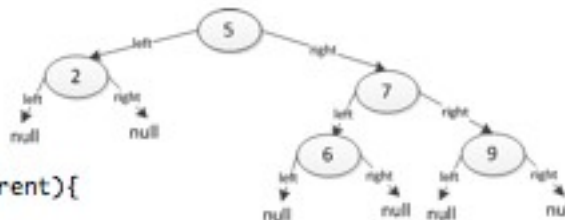


$O(\text{Tree height})$

# Printing a Tree In Order



- Print **Left** subtree
- Print **Root**
- **Print** Right **subtree**



```
public void printInOrder(IntTreeNode current){  
    if(current == null)  
        return;  
    printInOrder(current.left);  
    System.out.print(current.value + " ");  
    printInOrder(current.right);  
}
```



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- **Complete the worksheet off from the calendar page for today's class!**