

Definition: Binary Tree

A *binary tree T* is:

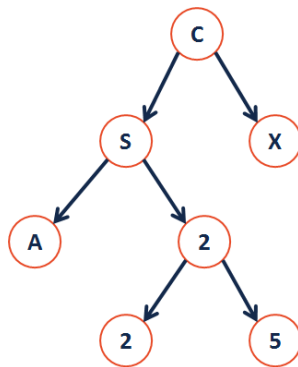
$$T = \{ d, T_L, T_R \} \text{ or } T = \{ \}$$

The *height of a tree T* is:

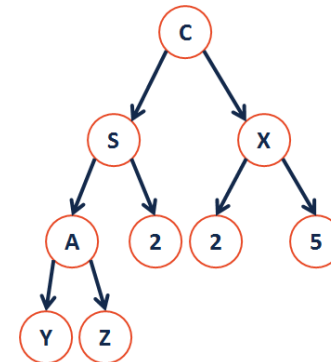
If $T = \{ \}$, $\text{height}(T) = -1$

Otherwise:

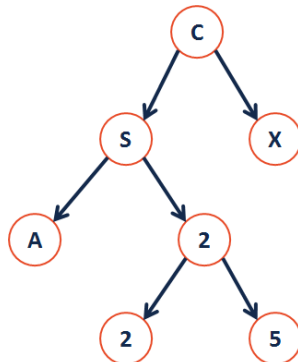
$$\text{height}(T) = 1 + \max(\text{height}(T_L), \text{height}(T_R))$$



Tree Property: Complete



Tree Property: Full



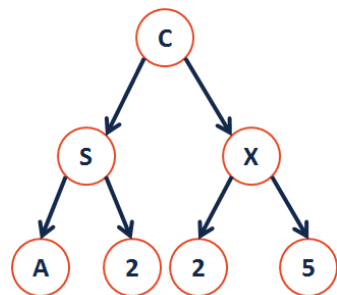
Tree Class

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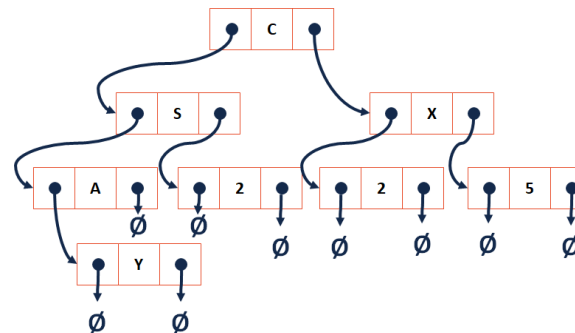
BinaryTree.h
1  #ifndef BINARYTREE_H
2  #define BINARYTREE_H
3
4  template <typename T>
5  class BinaryTree {
6  public:
7
8      /* ... */
9
10 private:
11
12
13
14
15
16
17 };
18 #endif

```

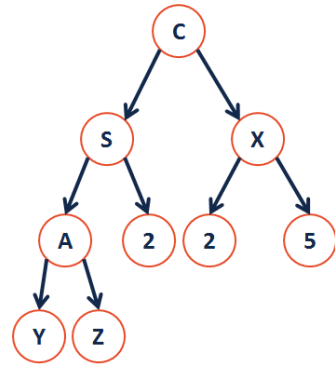
Tree Property: Perfect



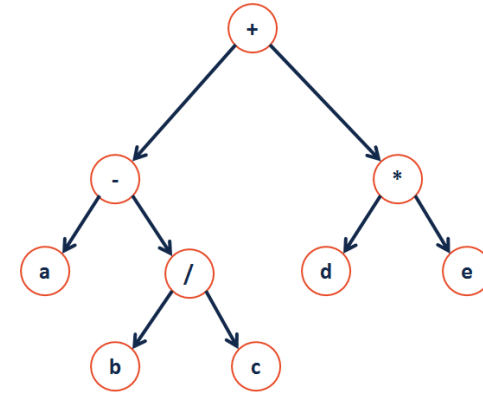
Trees are nothing new – they’re fancy linked lists:



Theorem: If there are n data items in our representation of a binary tree, then there are _____ NULL pointers.



Traversals:



CS 225 – Things To Be Doing:

1. Programming Exam A is on-going (final day is today!)
2. MP3 extra credit deadline is Monday!
3. lab_quacks due Sunday
4. Daily POTDs