

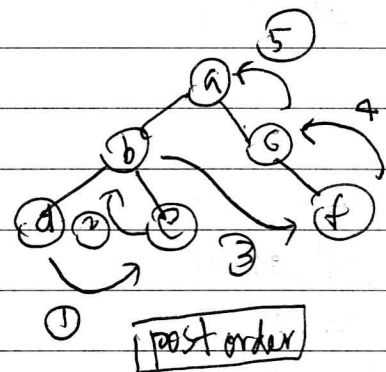
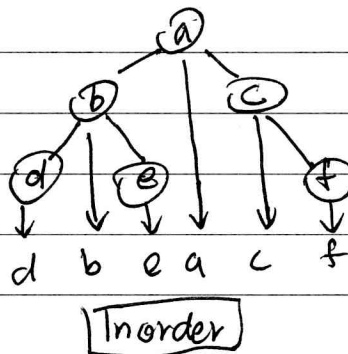
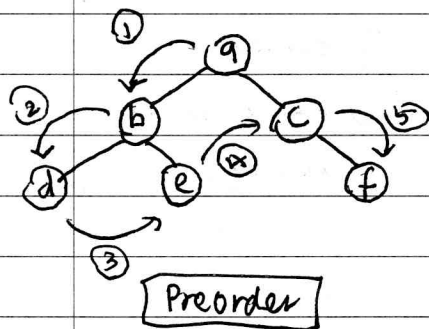
Tut 6

a) Preorder: a, b, d, e, c, f

b) Inorder: d, b, e, a, c, f

c) Postorder: d, e, b, f, c, a

left right root



```

(2) BSTinsert_recurr(root, temp) {
    if (temp.data ≤ root.data) {
        if (root.left == null)
            root.left = temp
        else BSTinsert_recurr(root.left, temp)
    } else {
        if (root.right == null)
            root.right = temp
        else BSTinsert_recurr(root.right, temp);
    }
}

```

63) Algorithm LeafCounter(T);

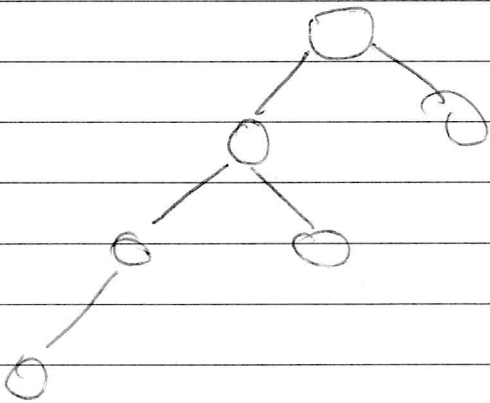
```

if (T.Left != null && T.Right != null) {
    leaves = LeafCounter(T.Left) + LeafCounter(T.Right)
    return leaves
} else return 1
else if (T.right == null & T.left == null)
    return 1

```

04 Count_height (root)

if (root != null) {



height $\rightarrow$ number of ancestor

$h = \max(\text{right height}, \text{left height}) + 1$

height (T)

if T == null return -1

else

left height (T.left)

right height (T.right)

if left height > right height

return left height + 1

else

return right height + 1

05 // Return whether the tree T is empty

Boolean is Empty (T);

//

depth (v) = 1 + depth (parent(v))

depth (T, v)

if empty ()

return -1

if is Root (v)

return 0

return 1 + depth (T, parameter)