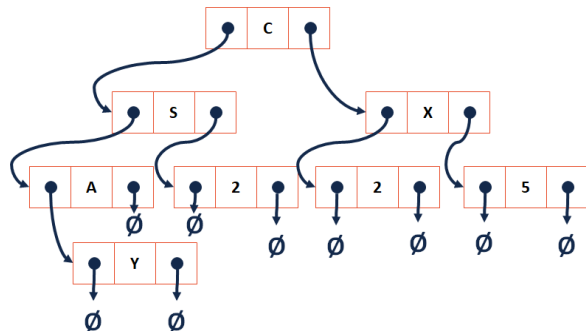
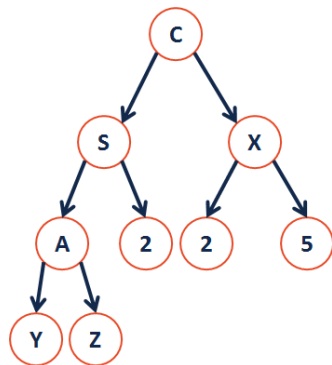


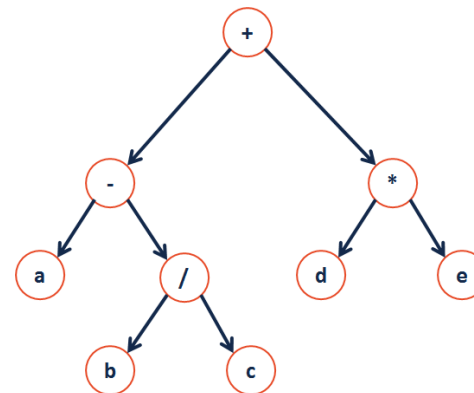
Trees are nothing new – they're fancy linked lists:



**Theorem:** If there are  $n$  data items in our representation of a binary tree, then there are \_\_\_\_\_ **nullptrs**.



**Traversals:**

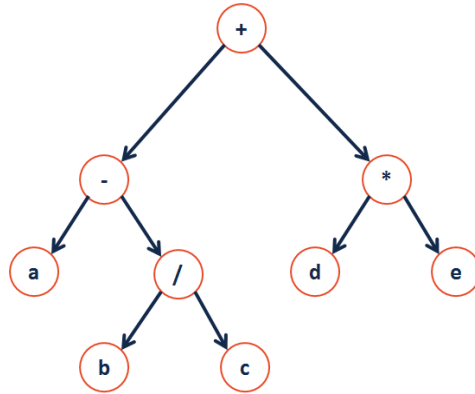


**One Algorithm, Three Traversals:**

BinaryTree.cpp	
50	void BinaryTree<T>::Order(TreeNode * cur) {
51	if (cur != nullptr) {
52	
53	
54	
55	
56	
57	}
58	}

## A Different Type of Traversal

Strategy:



```

BinaryTree.cpp
void BinaryTree<T>::levelOrder(TreeNode * root) {
}
    
```

**Traversal vs. Search:**

**Breadth First Search:**

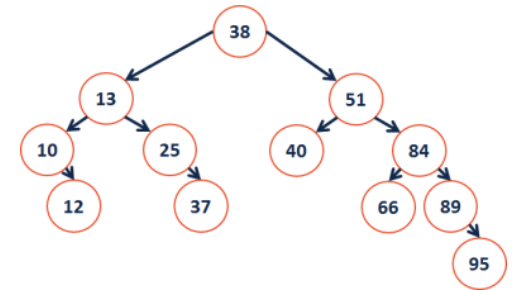
**Depth First Search:**

## Dictionary ADT

```

Dictionary.h
1 #pragma once
2
3
4
5 class Dictionary {
6     public:
7
8
9
10
11
12
13
14     private:
15         // ...
16 };
    
```

## A Searchable Binary Tree?



```

BST.h
private:
    
```

## CS 225 – Things To Be Doing:

1. Theory Exam 2 starts next Thursday (10 days from now)
2. MP3 extra credit deadline tonight
3. Upcoming Lab: lab\_trees
4. Daily POTDs