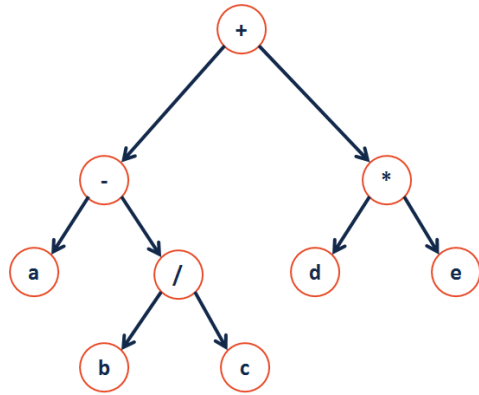
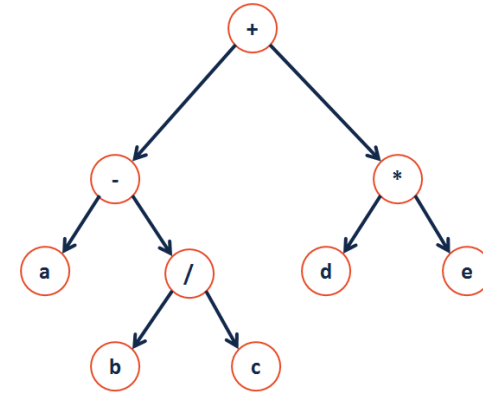


Traversals:



Thinking Recursively:



```

BinaryTree.cpp
TreeNode * BinaryTree<T>::_copy(TreeNode * croot) {
    if (croot != NULL) {

    }
}
  
```

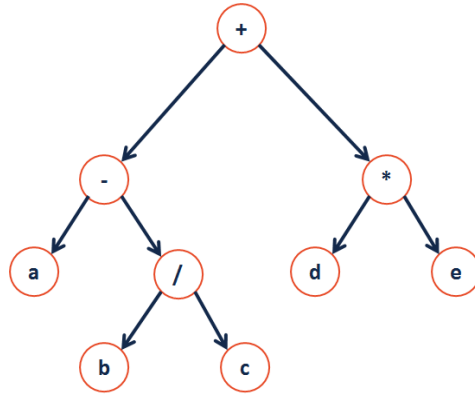
```

BinaryTree.cpp
void BinaryTree<T>::_clear(TreeNode * croot) {
    if (croot != NULL) {

    }
}
  
```

A Different Type of Traversal

Strategy:



BinaryTree.cpp

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

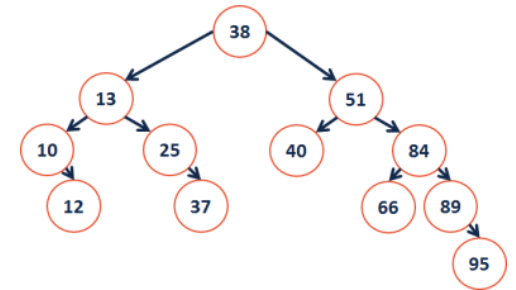
```
}
```

Dictionary ADT

Dictionary.h

```
1 #ifndef DICTIONARY_H
2 #define DICTIONARY_H
3
4
5 class Dictionary {
6 public:
7
8
9
10
11
12
13 private:
14
15 };
16 #endif
```

A Searchable Binary Tree?



BST.h

```
private:
```

Traversal vs. Search:

Breadth First Search:

Depth First Search:

CS 225 – Things To Be Doing:

1. Theory Exam 2 Topics List Posted (exam next week)
2. MP3 extra credit deadline tonight
3. Upcoming Lab: lab_trees
4. Daily POTDs