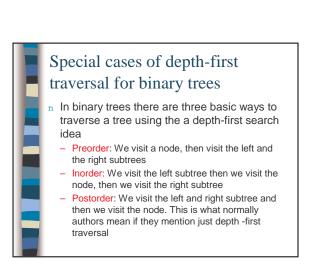
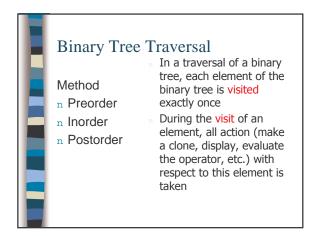
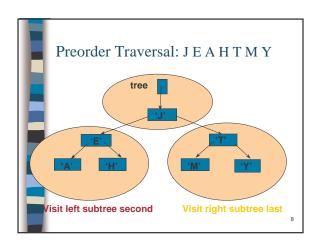


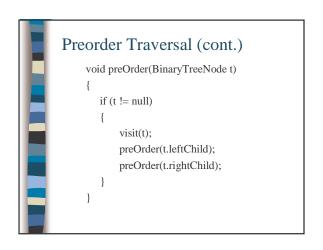
Traversing Trees n Depth-first traversal: This strategy consists of searching deeper in the tree whenever possible. Certain depth-first traversals occurs frequently enough that they are given names of their own n Breadth-first traversal: This is a very simple idea which consists of visiting the nodes based on their level in the tree. It visits all nodes with depth 0, then depth 1, then depth 2, and so on.

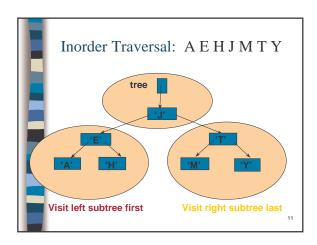


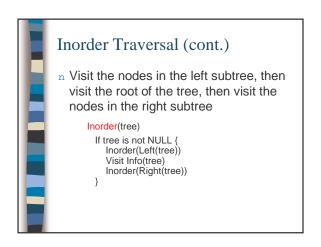




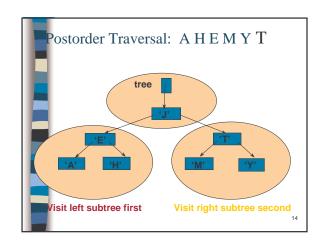
Preorder Traversal (cont.) n Visit the root of the tree first, then visit the nodes in the left subtree, then visit the nodes in the right subtree Preorder(tree) If tree is not NULL { Visit Info(tree) Preorder(Left(tree)) Preorder(Right(tree)) }



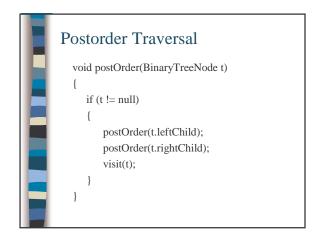




Inorder Traversal (cont.) void inOrder(BinaryTreeNode t) { if (t != null) { inOrder(t.leftChild); visit(t); inOrder(t.rightChild); } }



Postorder Traversal n Visit the nodes in the left subtree first, then visit the nodes in the right subtree, then visit the root of the tree Postorder(tree) If tree is not NULL { Postorder(Left(tree)) Postorder(Right(tree)) Visit Info(tree) }



```
Breadth-first traversal of a tree

nA breadth-first traversal consists of visiting the nodes based on their level in the tree. It visits all nodes with level depth 0, then depth 1, then depth 2, and so on.

nUse a queue to implement breadth-first traversal
```

