

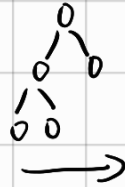
一、复习

种类: 1. 满二叉树



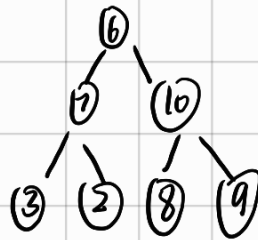
每棵树都是完整树

2. 完全二叉树



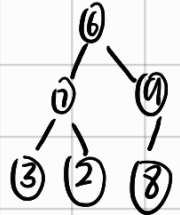
从左到右每棵子树完整

3. 二叉搜索树



每棵左子树小于右子树
对结点完整性不作要求

4. 平衡二叉搜索树

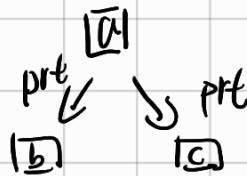


左子树和右子树高度差不超过 1

例: C++中 map, set, multi map, multi set
查询、插入为 $\log n$ 级别

储存时:

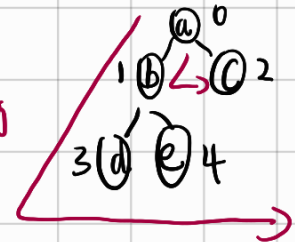
1. 链式



2. 顺序

abcde

这也不是先序遍历



访问左孩子, $2*i+1$, $2*i+2$

遍历方式:

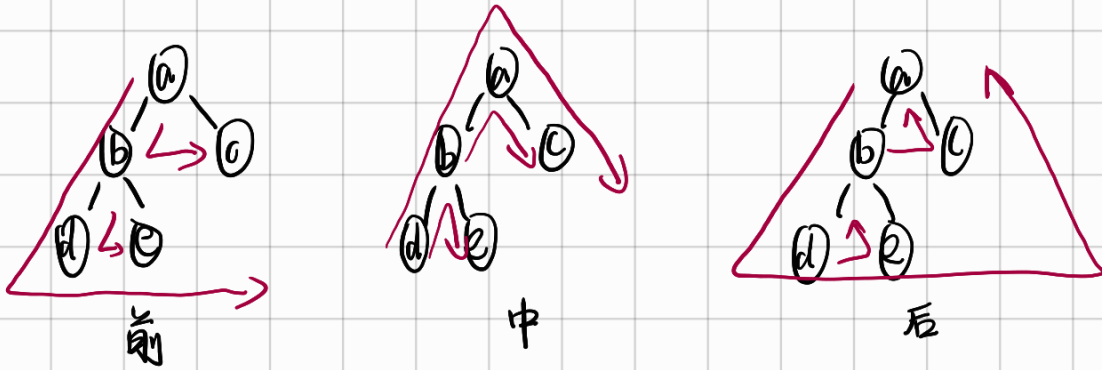
深度优先: 前中后序

广度优先: 层序

? 没听过

迭代法 和 递归法

迭代法



二叉树的定义:

```
typedef struct TreeNode {  
    int value;  
    TreeNode* leftChild;  
    TreeNode* rightChild;  
} TreeNode
```

二. 遍历方式

递归法:

```
void traversal (TreeNode* node, vector<int>& vec) { // 前序
```

```
if (node == nullptr) return;
```

```
vec.push-back (node->value); // *
```

```
traversal (node->leftChild); // 左
```

```
traversal (node->rightChild); // 右
```

```
}
```

```
void traversal (TreeNode* node, vector<int>& vec) { // 中序
```

```
if (node == nullptr) return;
```

```
traversal (node->leftChild); // 左
```

```
vec.push-back (node->value); // *
```

```
traversal (node->rightChild); // 右
```

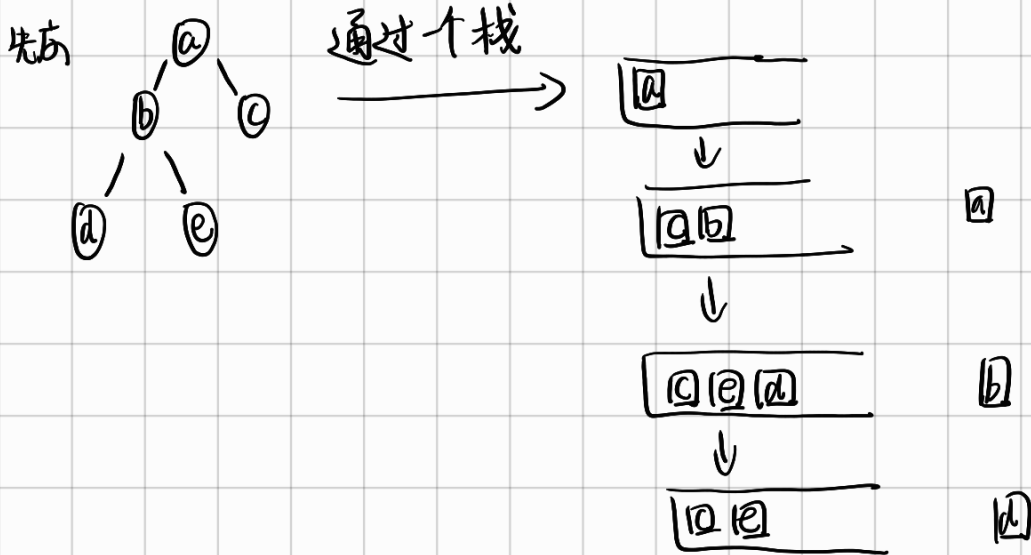
```
}
```

```

void traversal (TreeNode* node, vector<int> & vec) { // 反序
    if (node == nullptr) return;
    traversal (node -> leftChild); // 左
    traversal (node -> rightChild); // 右
    vec.push_back (node -> value); // *
}

```

迭代法:



```

vector<int> pretraversal (TreeNode* node) {
    stack<TreeNode*> stru;
    vector<int> result;
    stru.push_back (node); // if (node == nullptr) return result;
    while (!stru.empty()) {
        TreeNode* cur = stru.top();
        stru.pop();
        result.push_back (cur -> value);
        if (cur -> rightChild != nullptr) stru.push_back (cur -> rightChild);
        if (cur -> leftChild != nullptr) stru.push_back (cur -> leftChild);
    }
    return result;
}

```