



CSCI 120

Introduction to CompSci and Programming I

Lec 6: Class II & Tree I



Jetic Gū

Overview

- Focus: Python Programming
- Architecture: von Neumann
- Core Ideas:
 1. Binary Tree using Class

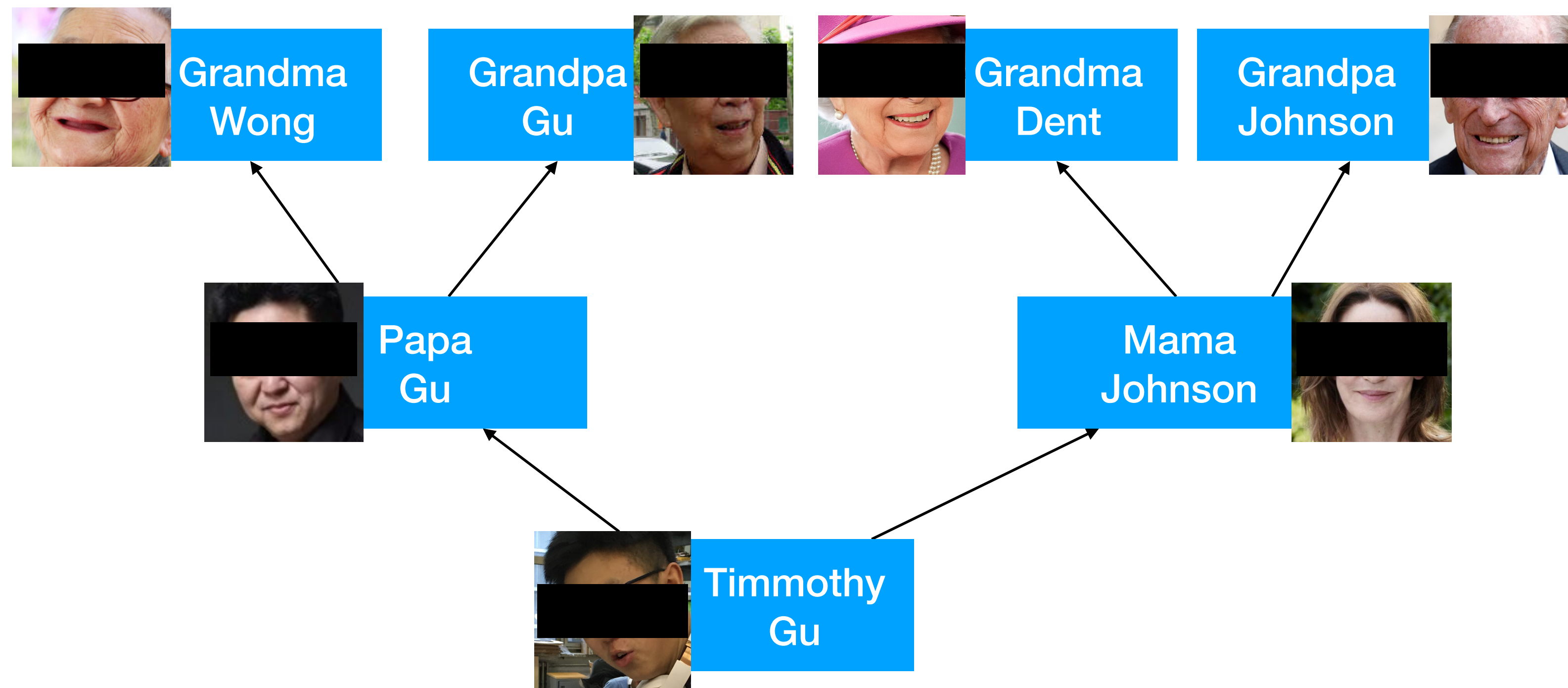
Python Class

- Custom data structures
- Class have methods and attributes, shared between its objects
- Native classes: e.g. `list`, `dict`, `str`

Binary Tree

A Family Tree Problem

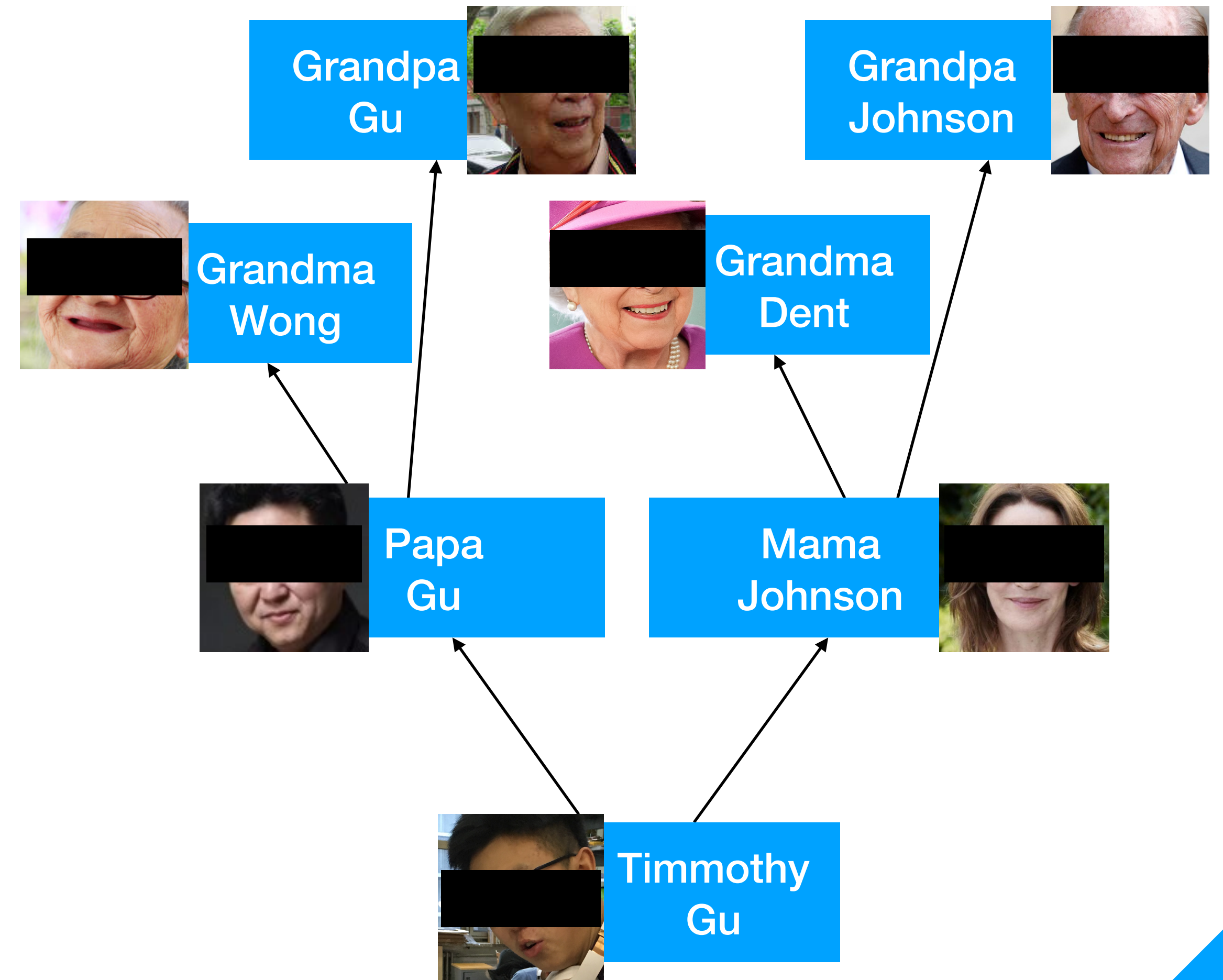
- Let's say you want to store information regarding some relatives



Example

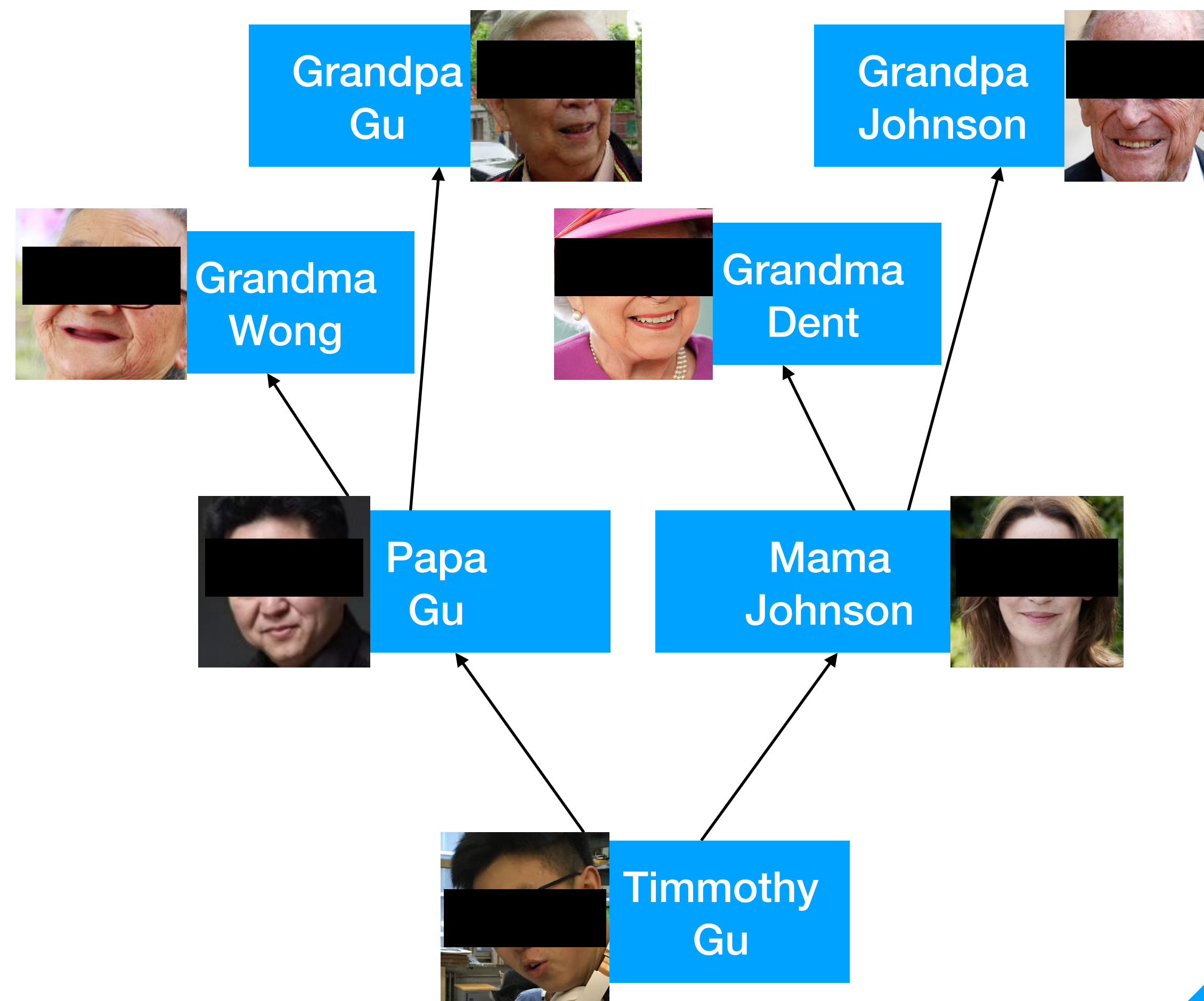
A Family Tree Problem

```
class Family:  
    def __init__(self):  
        self.name = "NoName"  
        self.mama = None  
        self.papa = None
```



A Family Tree Problem

```
class Family:  
    def __init__(  
        self,  
        name="NoName"  
        mama=None,  
        papa=None):  
        self.name = name  
        self.mama = mama  
        self.papa = papa
```

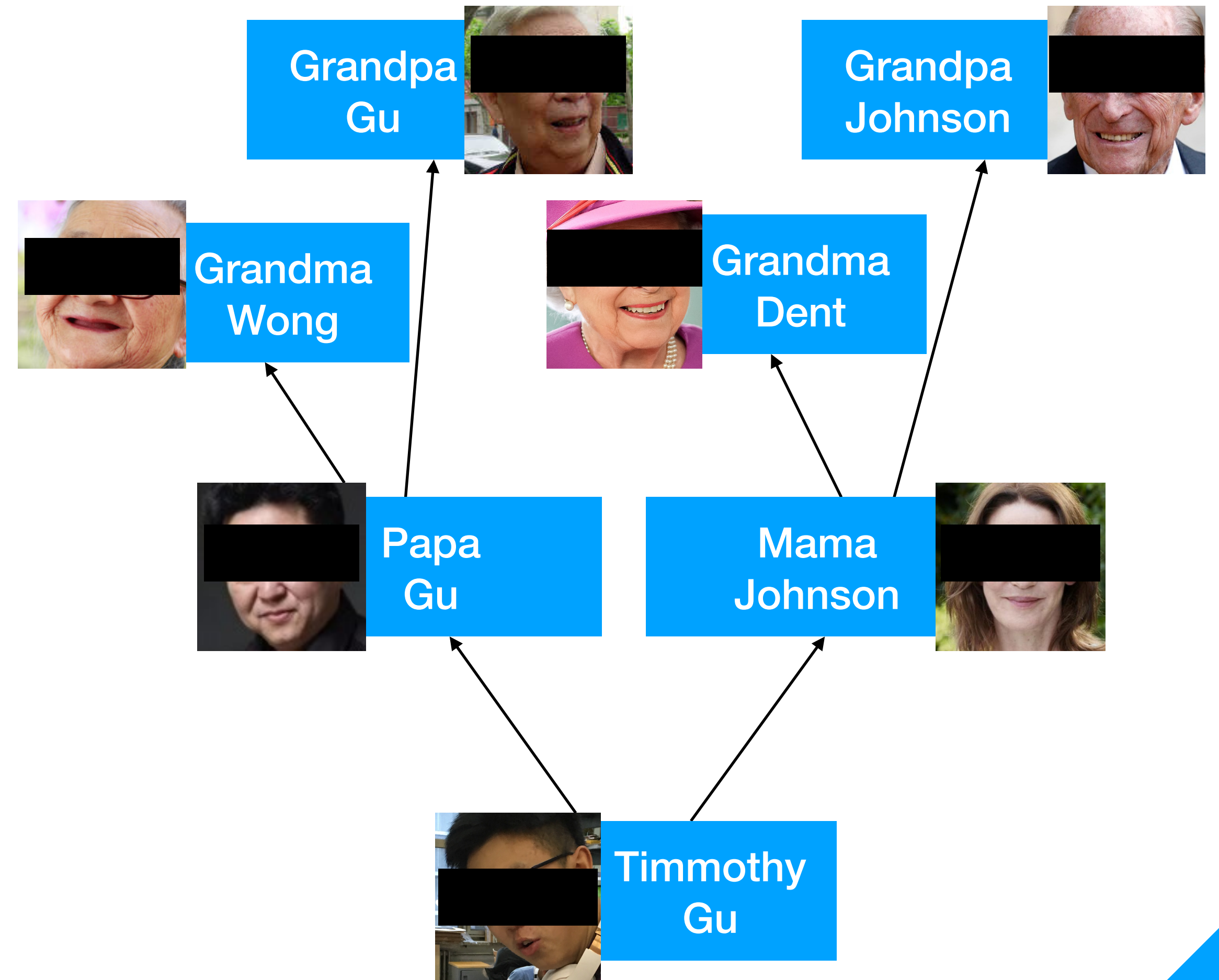


Example

A Family Tree Problem

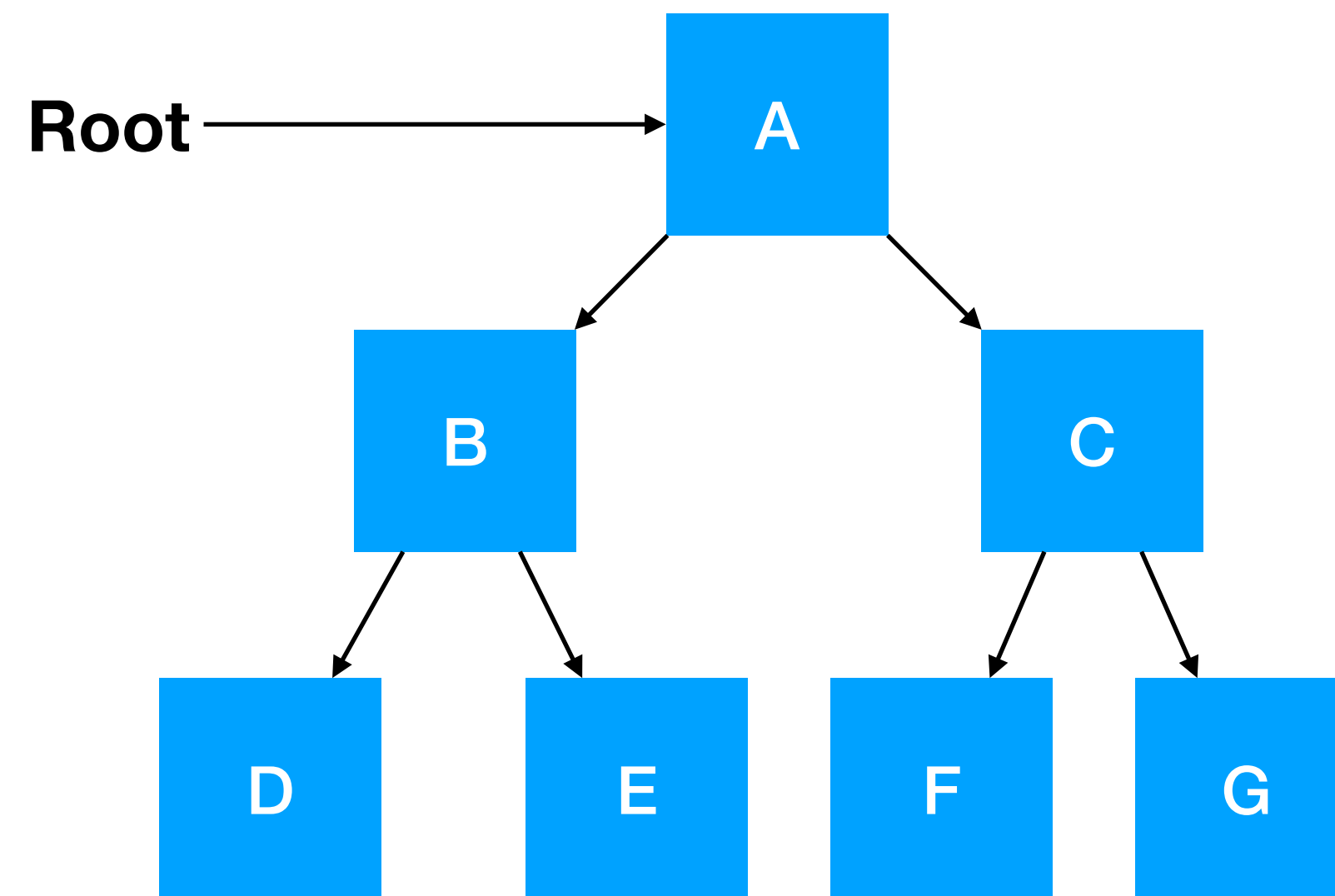
```
class Family:
    def __init__(...):
        ...
    def intro(self):
        print("my name is...")
        print("my parents
        are...")
```

- Can we print the family tree in a better way?



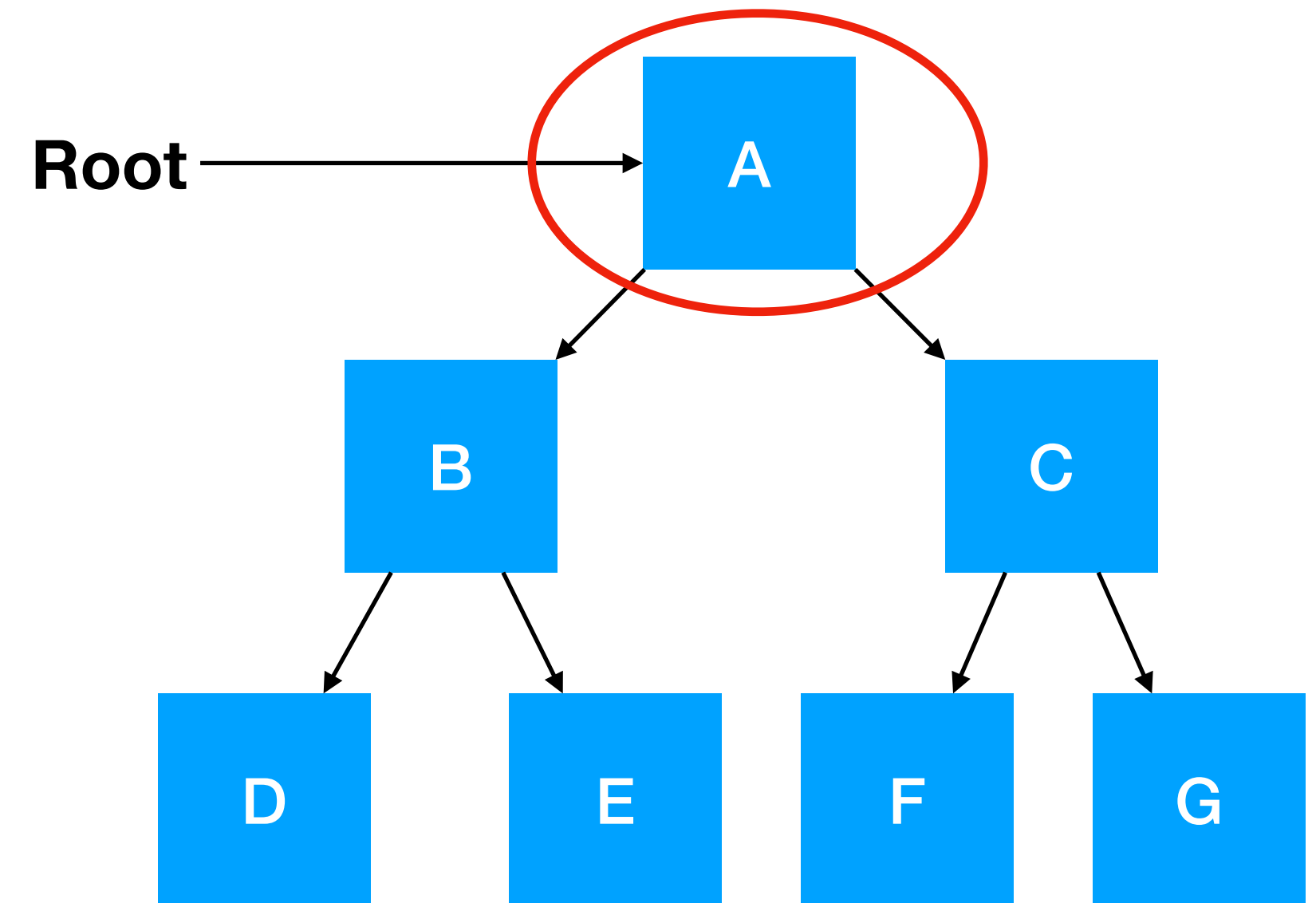
Definition

- A Binary Tree (BT) is a tree in which each node contains at most two child nodes(left child and right child).
- Binary Trees are the simplest trees in Graph Theories, and has a lot of applications



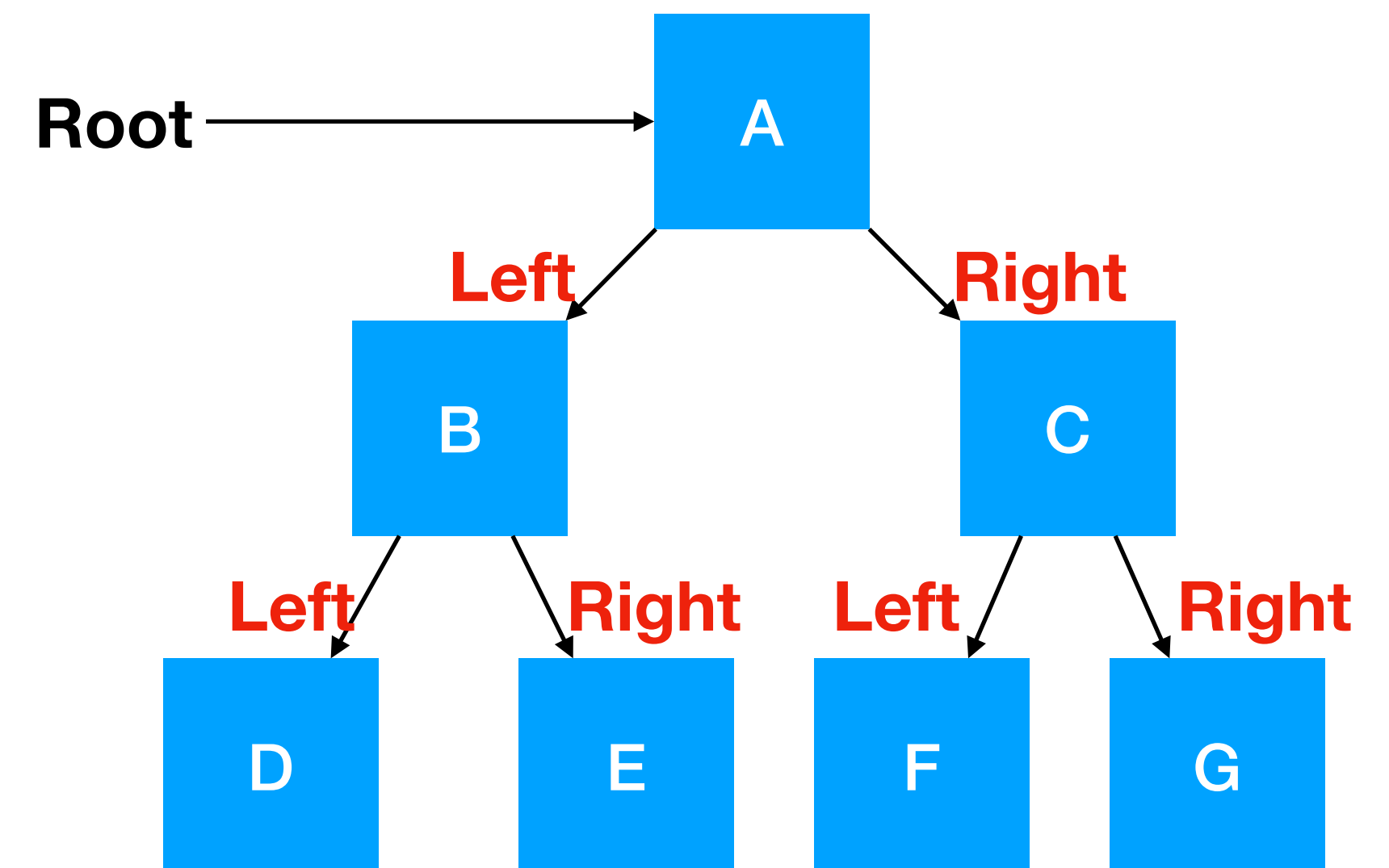
Definition

- A tree has a root node, this is where you access information on the tree



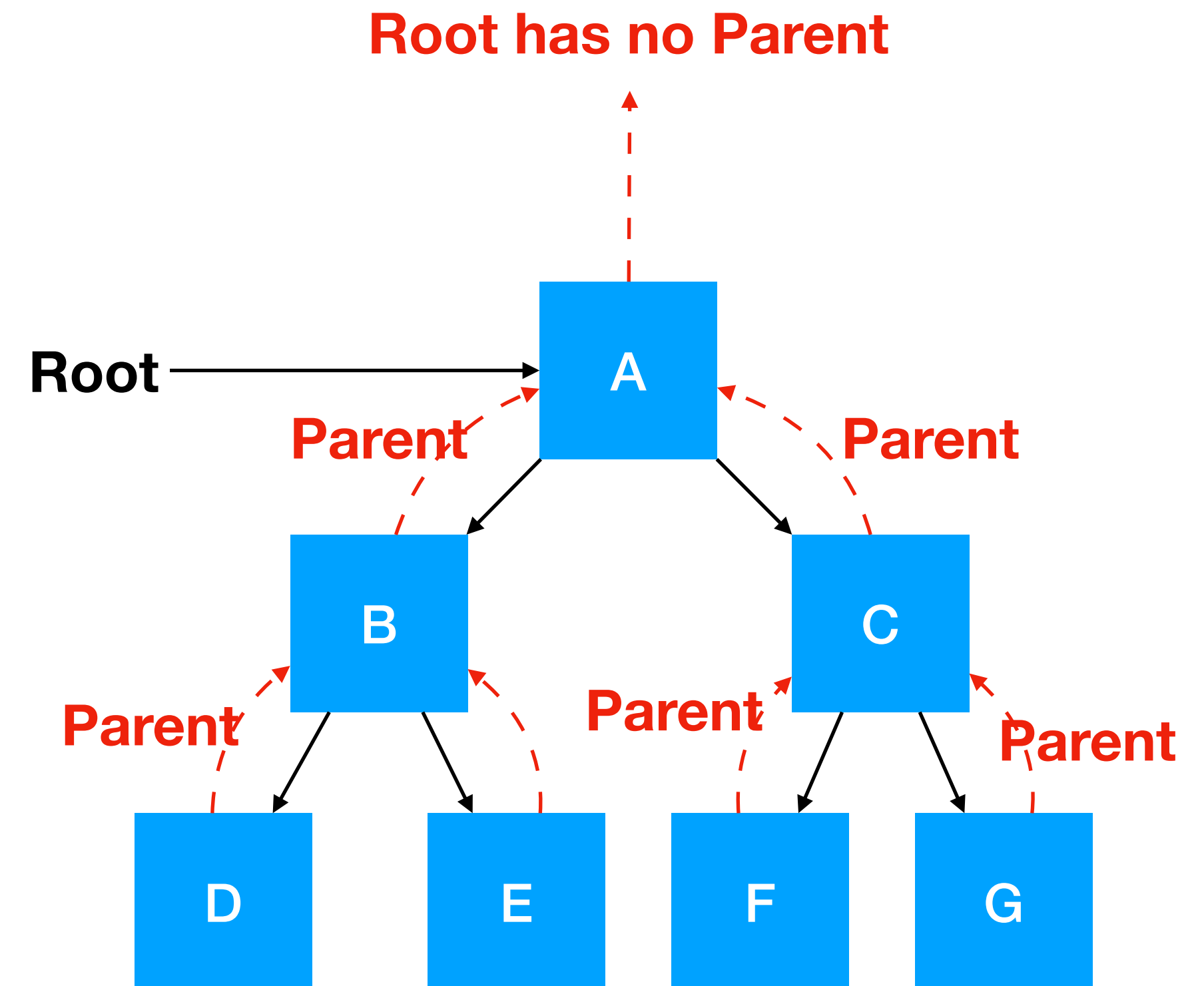
Definition

- In a binary tree, each node can have two "**children**": **left** and **right**
- Node A: **Left B, Right C**
A is B and C's **parent**
- Node B: **Left D, Right E**
B is D and E's **parent**
- Node C: **Left F, Right G**
C is F and G's **parent**
- Any node except for the root can **only have 1 parent**



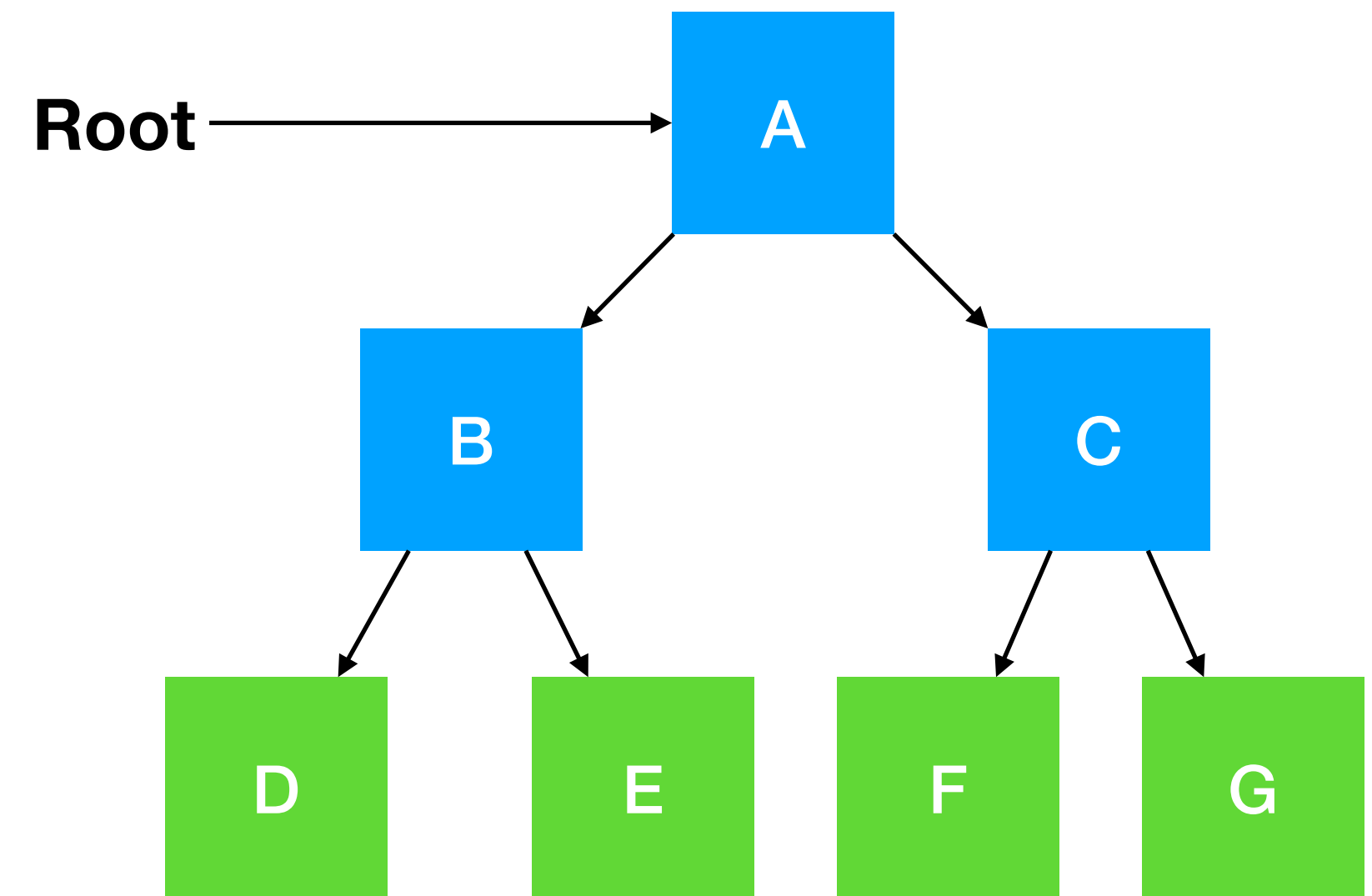
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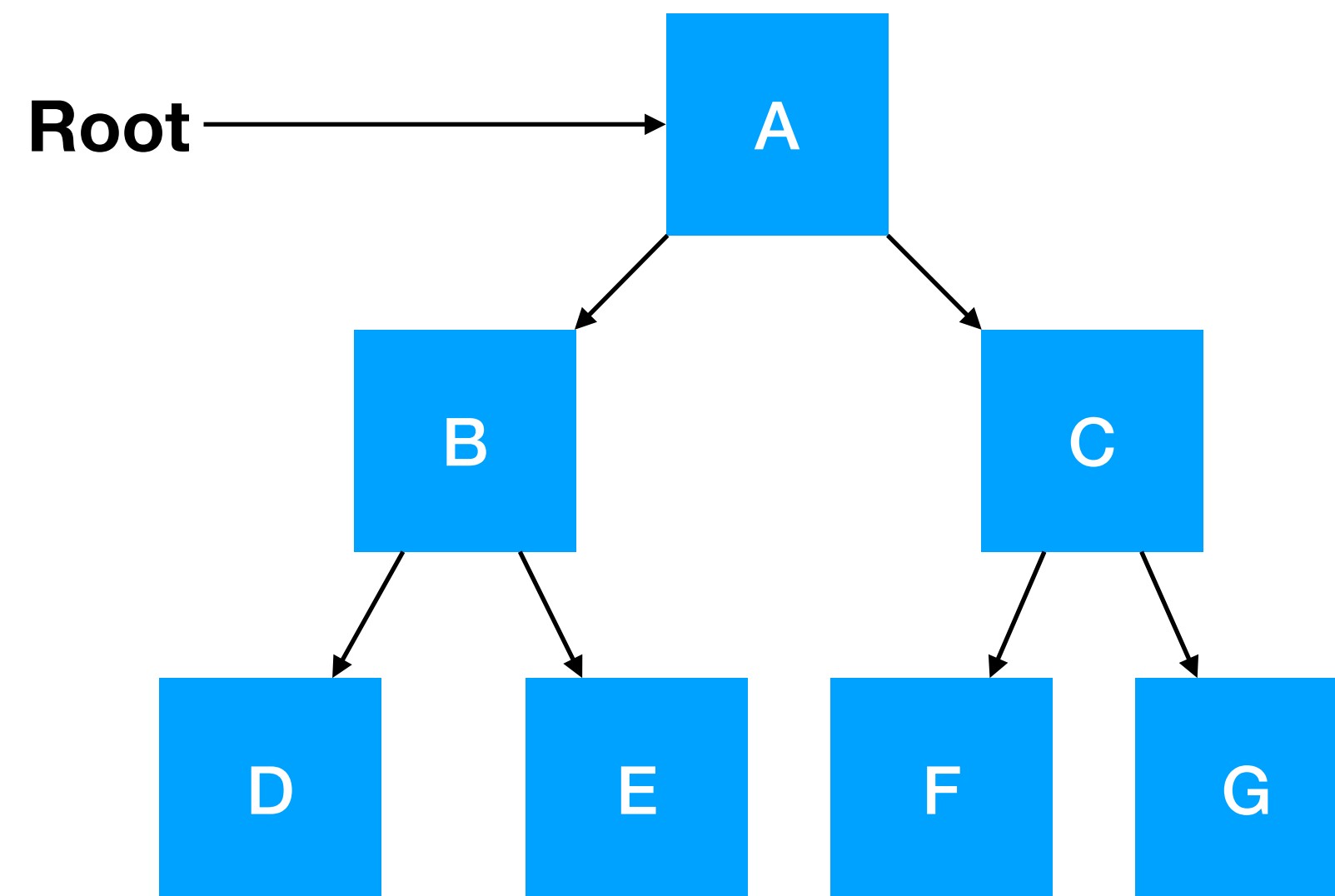
Definition

- There are also two types of nodes
 - **Leaf node**: a node without children
 - **Internal node**: a node with children
- **Complete Binary Tree**
 - All internal nodes have 2 children



Tree Traversal

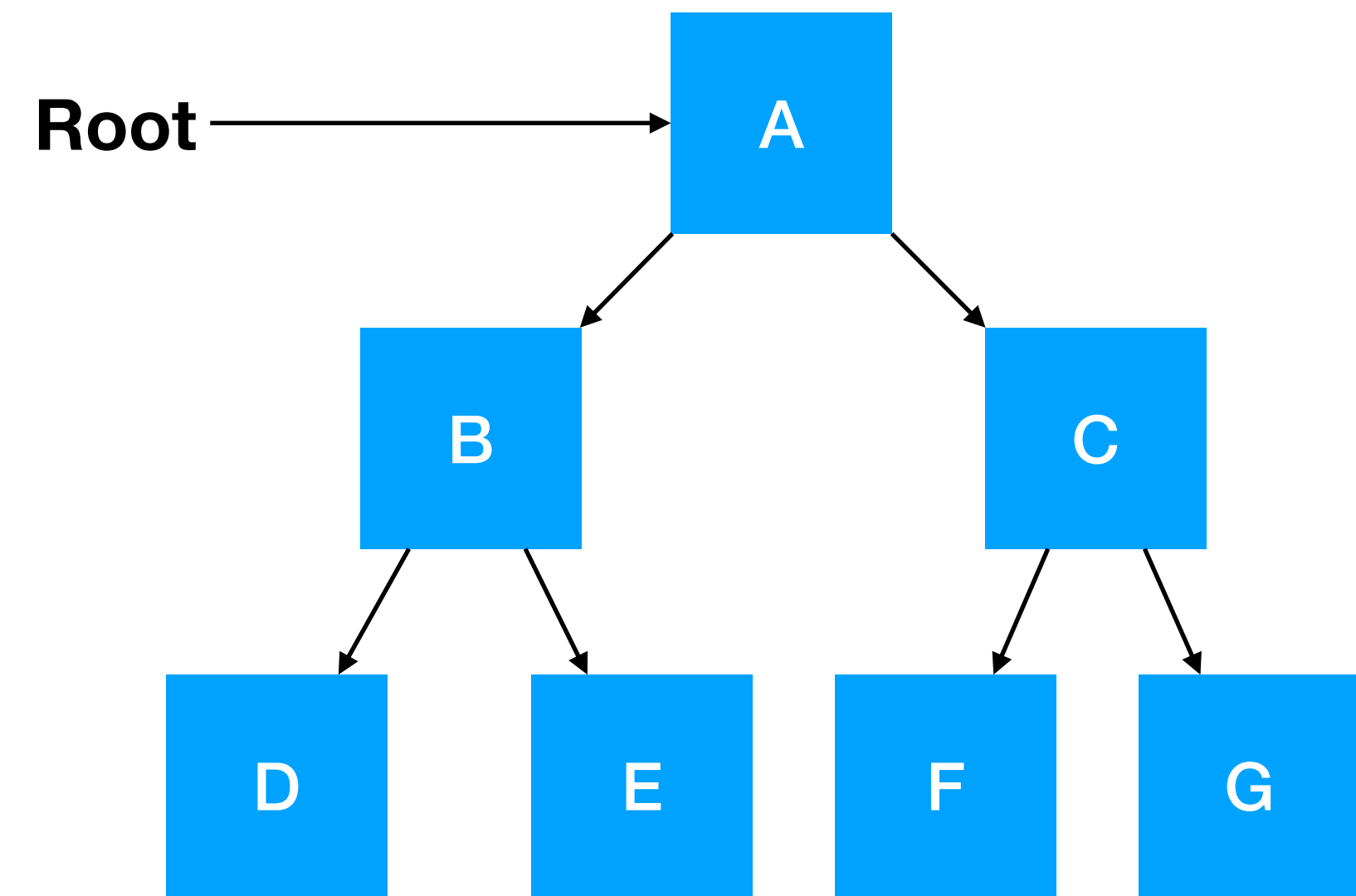
- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the Root, then Left, then Right



Tree Traversal

- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the **Root**, then **Left** (subtree), then **Right** (subtree)

Visiting Order:

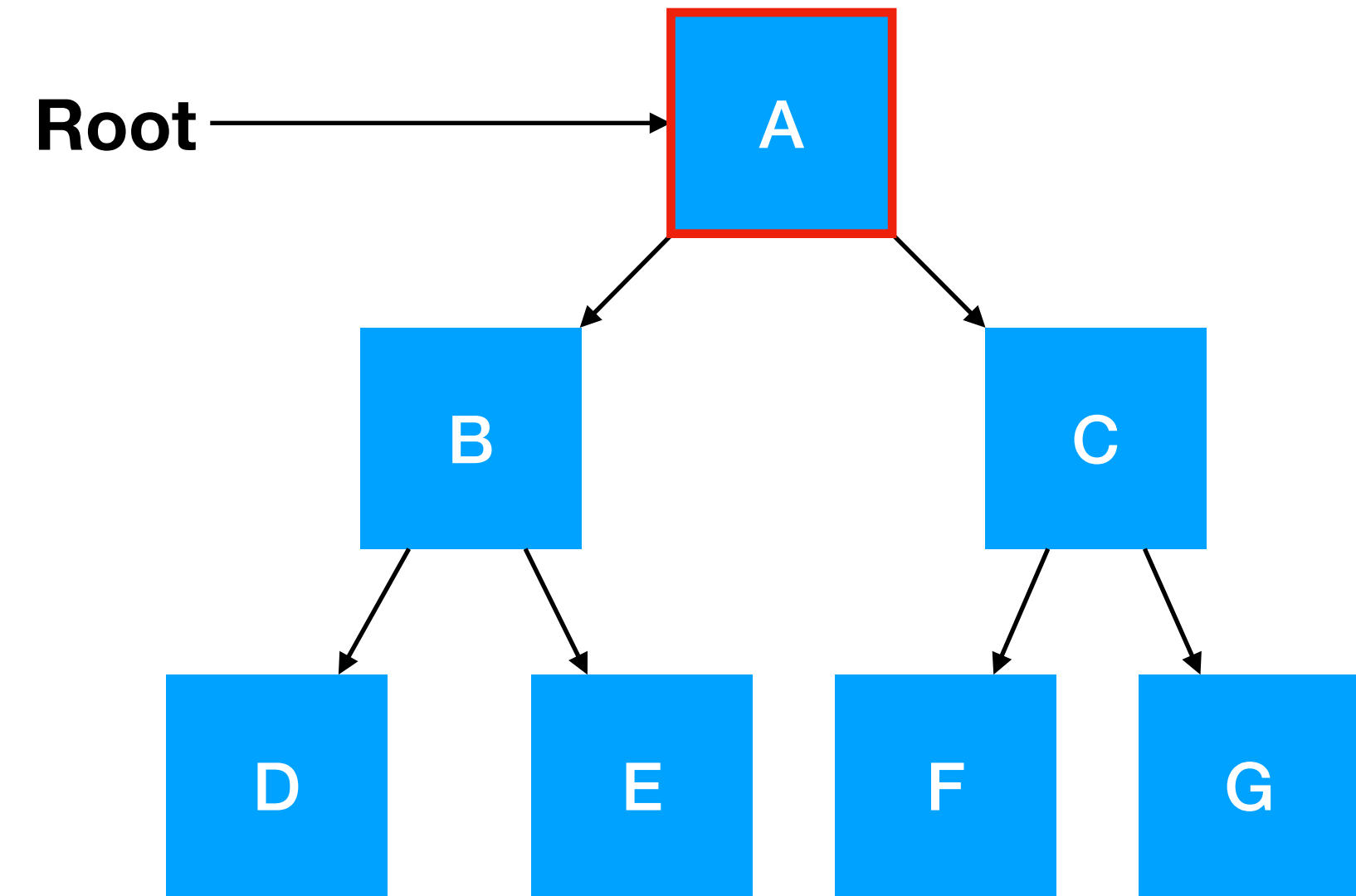


Tree Traversal

- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the **Root**, then **Left** (subtree), then **Right** (subtree)

Visiting Order:

A

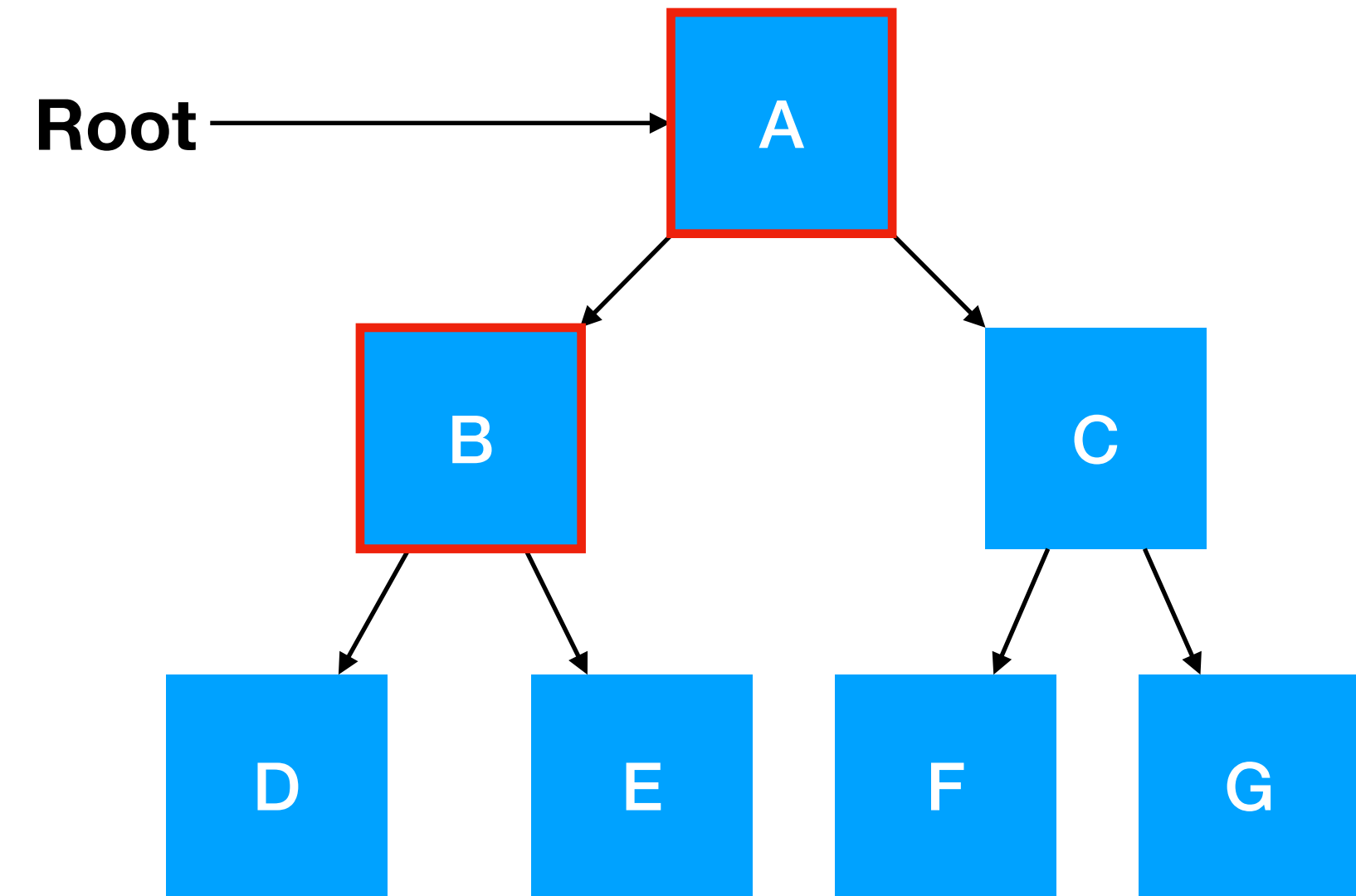


Tree Traversal

- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the **Root**, then **Left** (subtree), then **Right** (subtree)

Visiting Order:

A → B

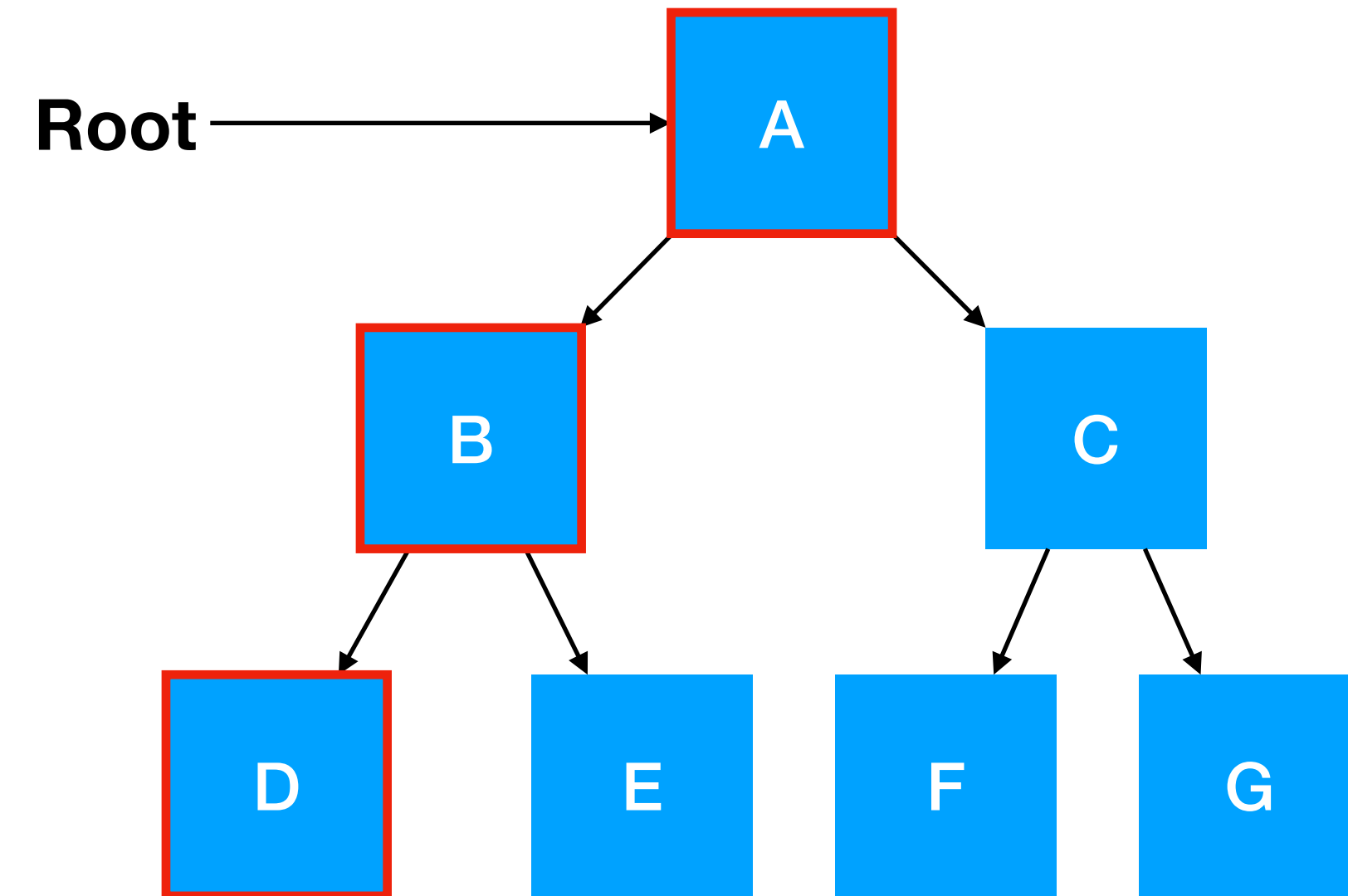


Tree Traversal

- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the **Root**, then **Left** (subtree), then **Right** (subtree)

Visiting Order:

A → B → D

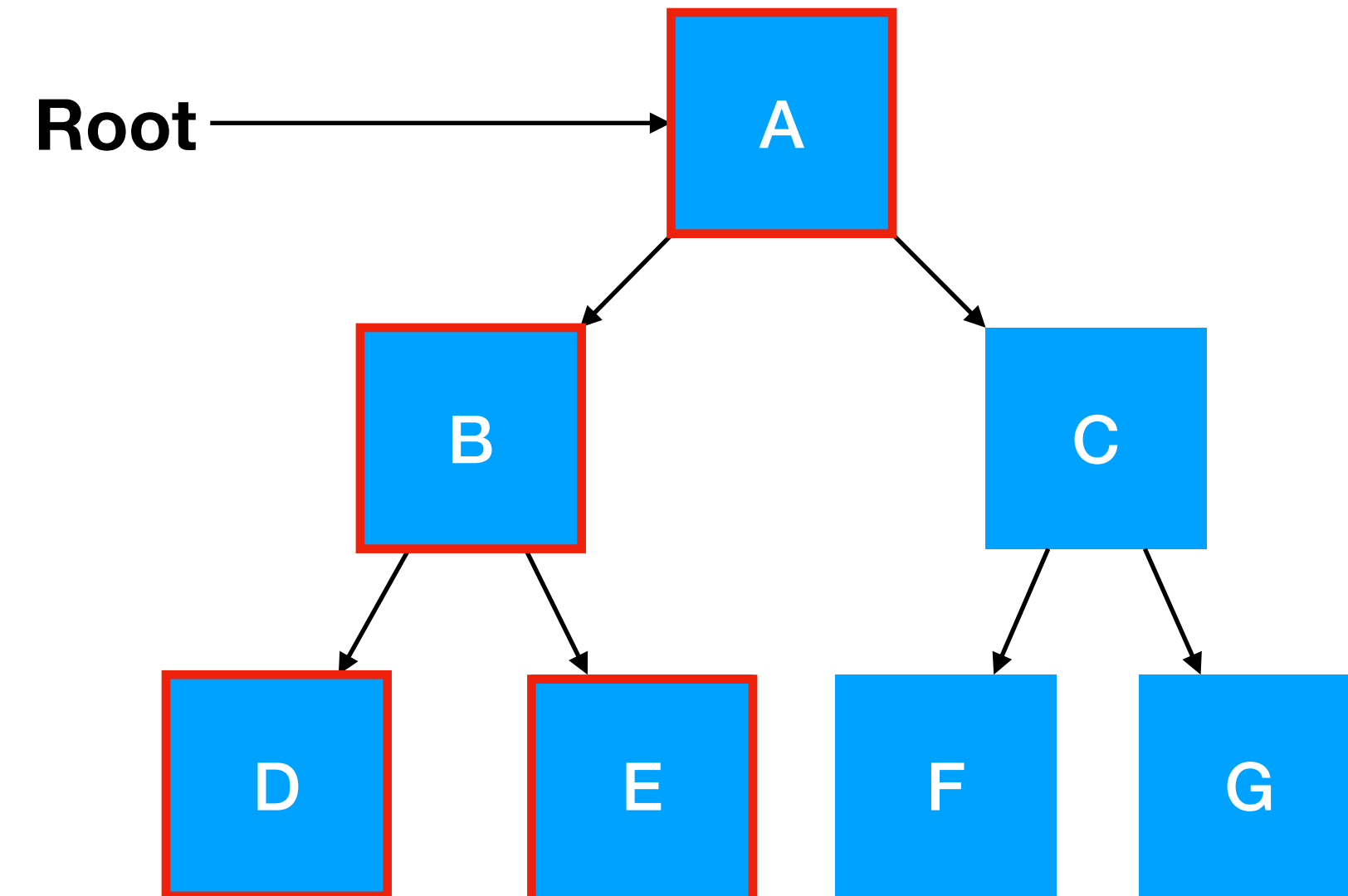


Tree Traversal

- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the **Root**, then **Left** (subtree), then **Right** (subtree)

Visiting Order:

A → B → D → E

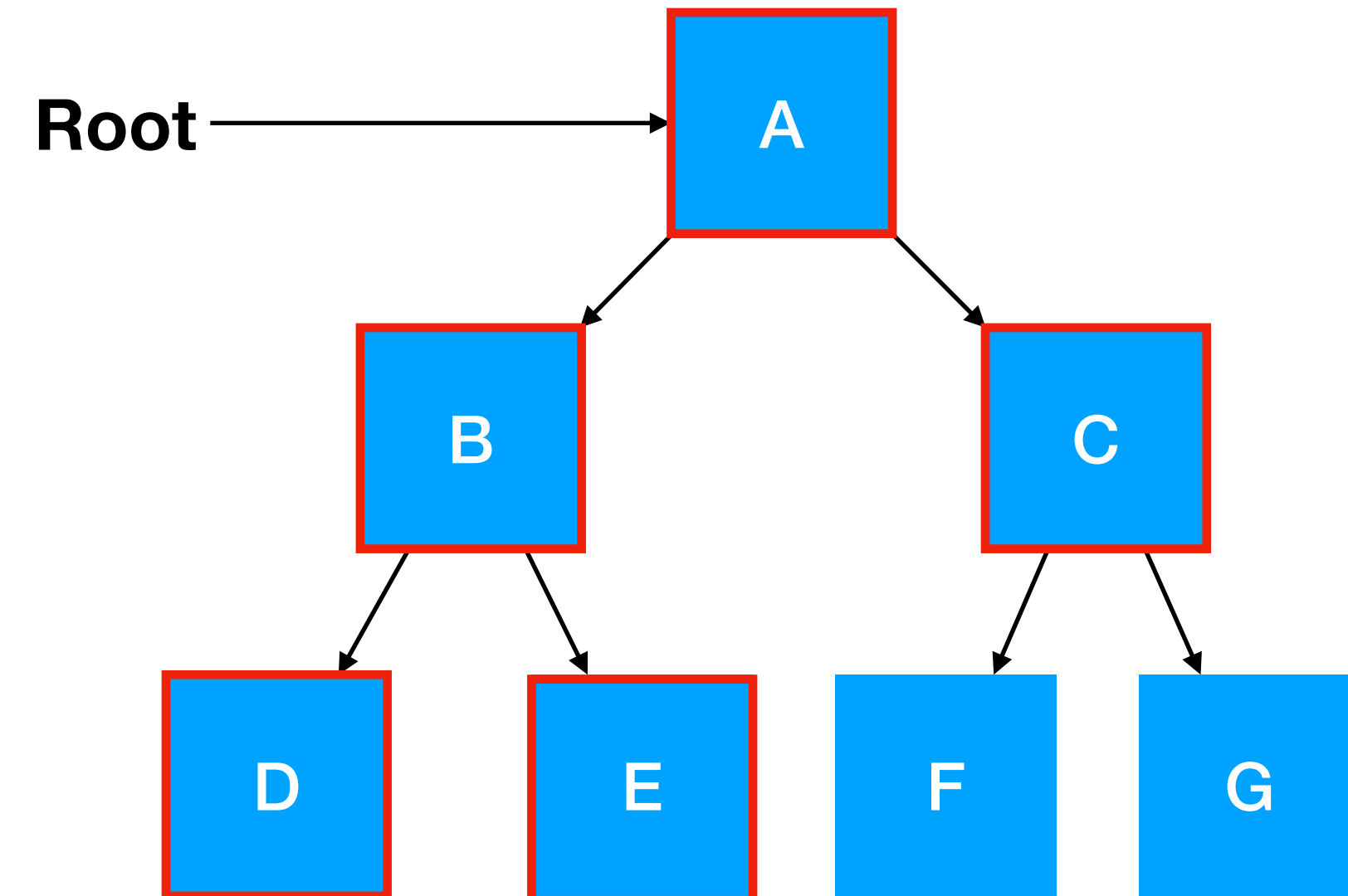


Tree Traversal

- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the **Root**, then **Left** (subtree), then **Right** (subtree)

Visiting Order:

A → B → D → E → C

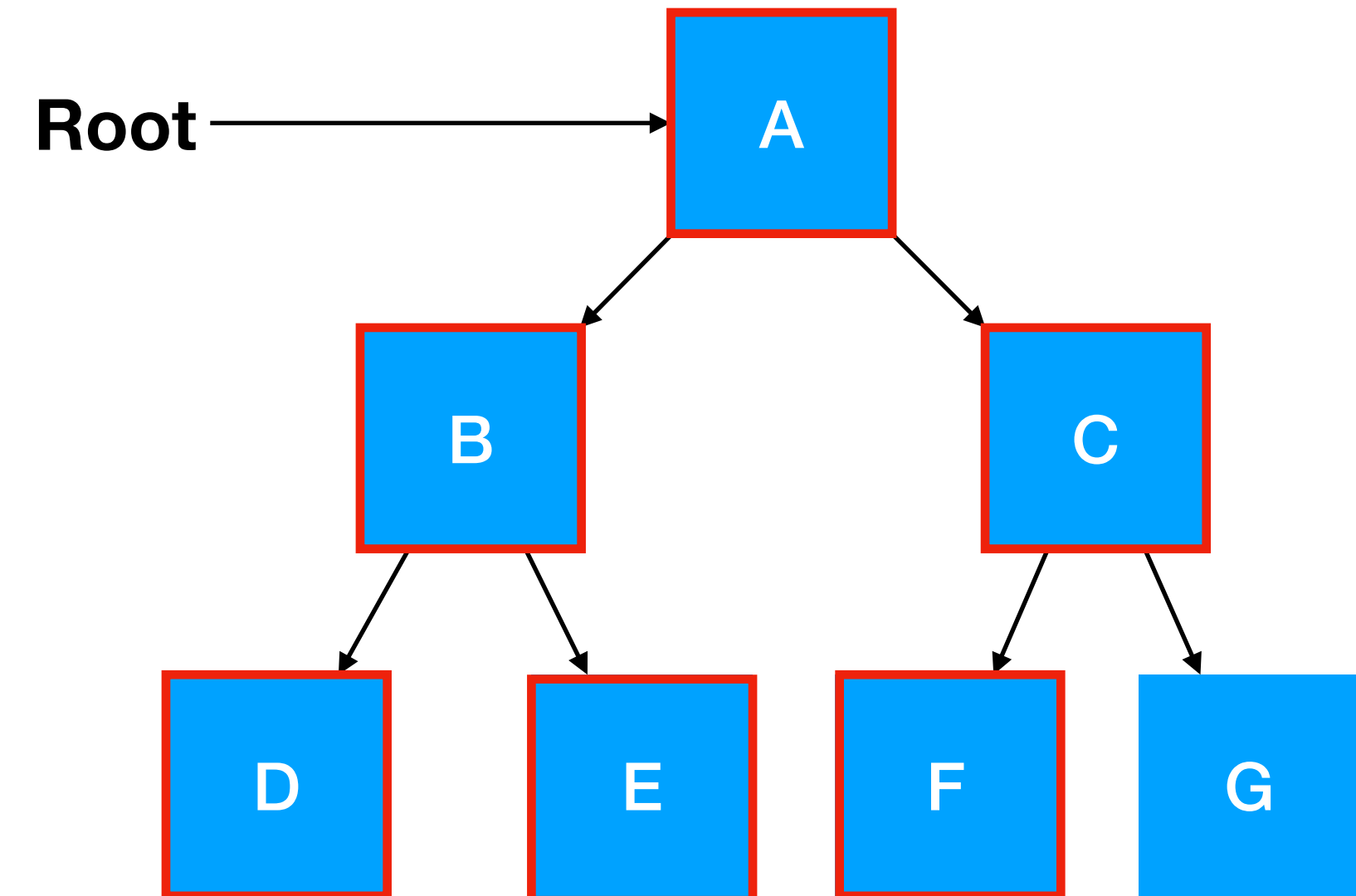


Tree Traversal

- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the **Root**, then **Left** (subtree), then **Right** (subtree)

Visiting Order:

A → B → D → E → C → F

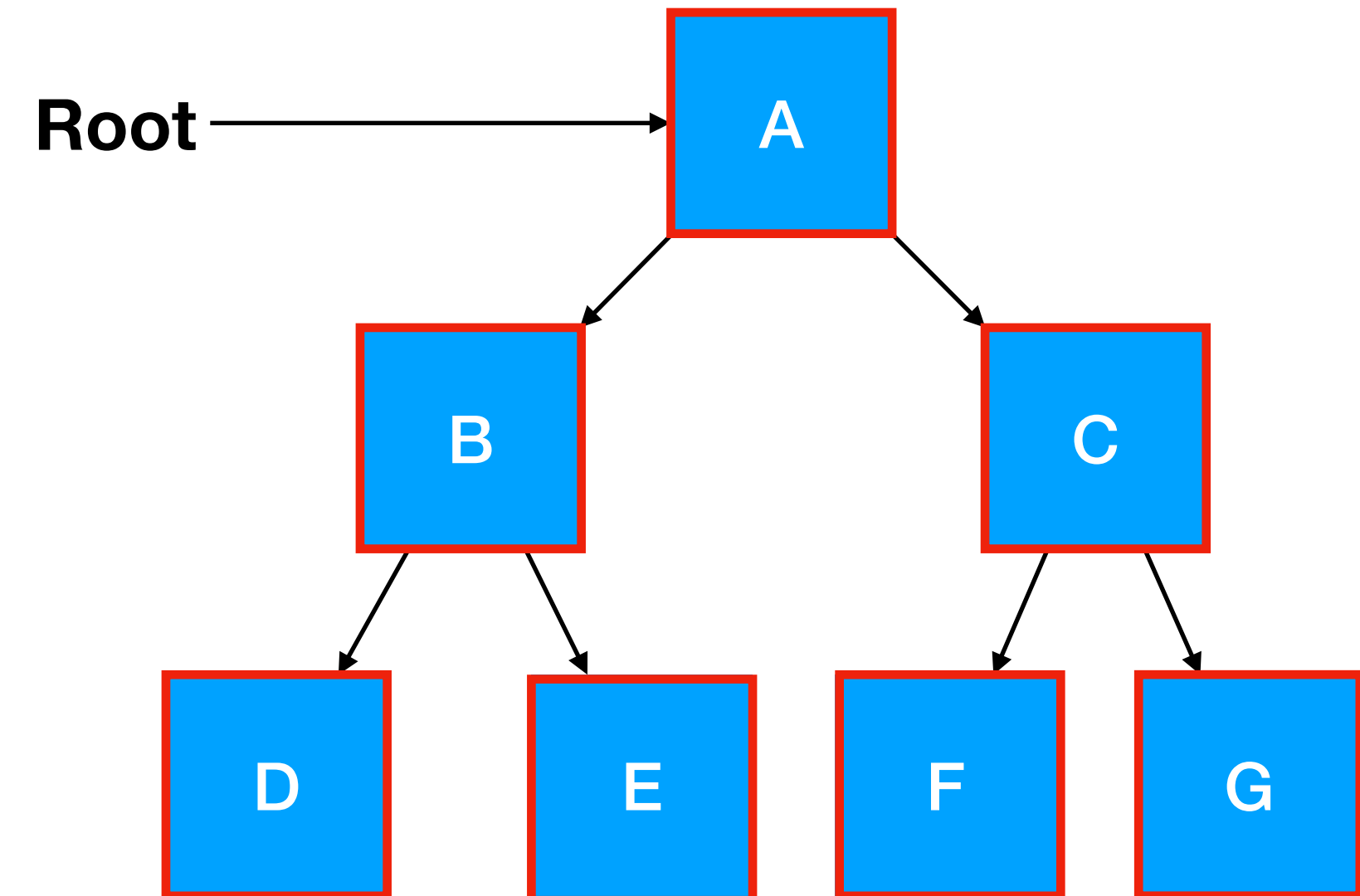


Tree Traversal

- There's a few types of binary tree traversals, first let's do **Preorder Traversal**
- First visit the **Root**, then **Left** (subtree), then **Right** (subtree)

Visiting Order:

A → B → D → E → C → F → G



A Family Tree Problem

- Visit all family members in **preorder**

- `class Family:`

```
def __init__(...):
```

```
...
```

```
def traverse(self):
```

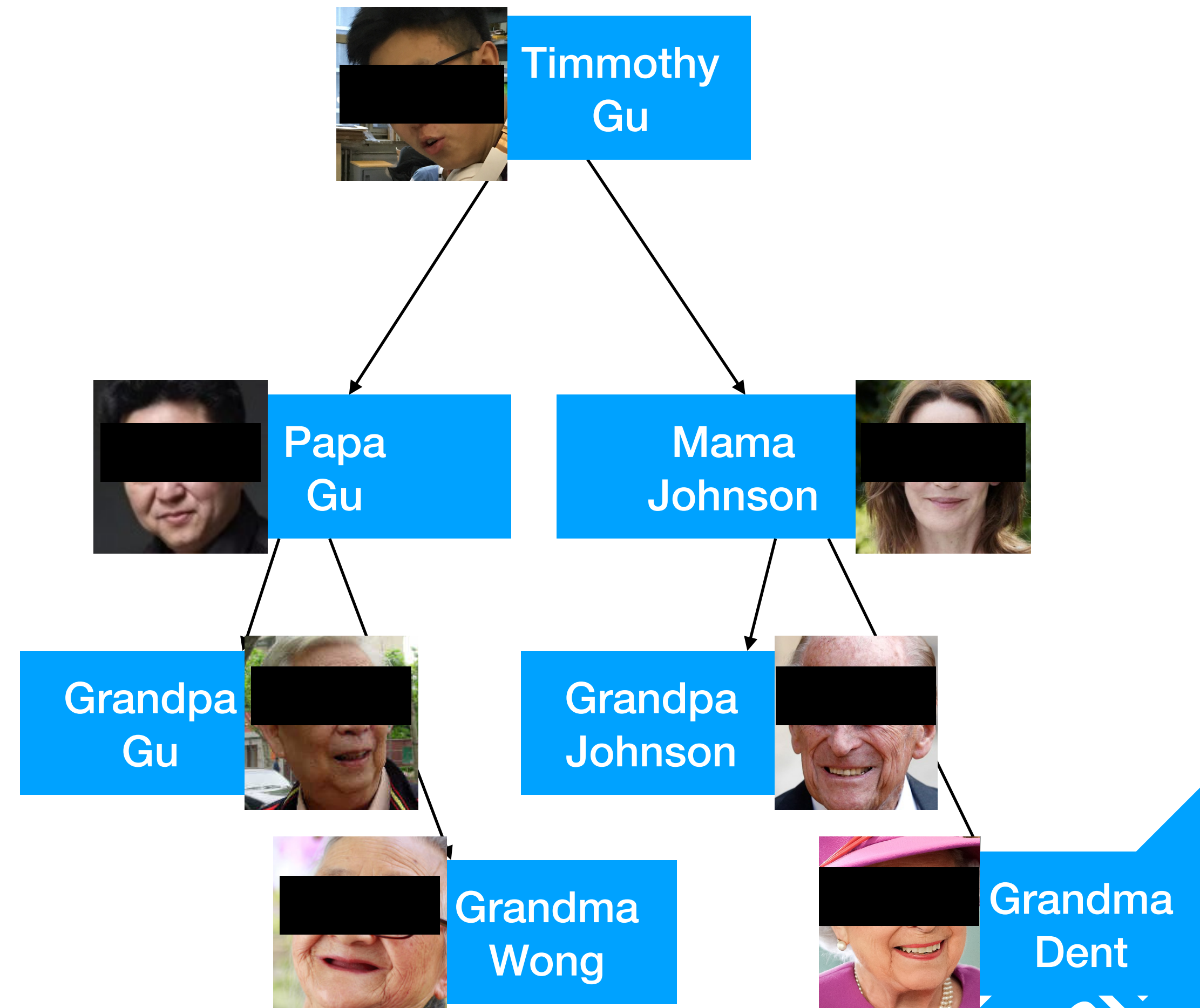
```
    print(self.name)
```

```
    if self.papa is not None:
```

```
        self.papa.traverse()
```

```
    if self.mama is not None:
```

```
        self.mama.traverse()
```



A Family Tree Problem

- What is the output?
- Can you make it prettier?

