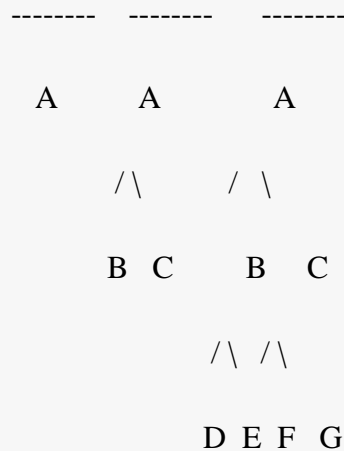


# CHECK IF A BINARY TREE IS COMPLETE BINARY TREE

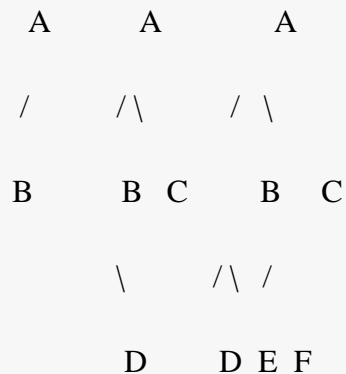
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A Complete Binary Tree is a Binary Tree where each level is completely filled. For example, all the trees below are complete Binary trees.

Height=1    Height=2    Height=3



And the trees below are not Complete (because there are holes in between):



Given a binary tree, write code to check if the tree is a Complete Binary Tree or not.

**Wrong Solution-1: Strictly Binary tree is not complete Binary tree**

If each node has either 2 or zero child then its a Complete binary Tree.

**No**

The below tree is not Complete (it is strict Binary tree, but not Complete).

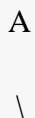


**Wrong-Solution-2: If all leaf nodes are at same level**

If all leaf nodes are at the same level then the tree is Complete Binary tree?

**NO**

The below tree has all the leaf nodes at the same level, but it is still not a complete binary tree



```
  C
 / \
E   D
```

There are only two nodes E and F and both are at same level, but it is not a Complete Binary tree.

**Correct Solution-1: Combine above two wrong solutions**

If we combine the other two solutions. i.e All the leaf nodes should be at the same level AND all the nodes should have either zero or two childs.

**Correct Solution-2: Use equation between height and number of nodes**

**Fact about Complete binary Tree.**

*If height of the tree is  $h$ , then the total number of nodes will be  $2^h - 1$  and vice-versa.*

Hence, If we just find height of the Binary tree, and then count the number of nodes in the tree then we can say for certainty, whether or not the tree is Complete.

**Algorithm:**

```
h = Height of Tree
n = Number of nodes in the Tree
if(n = 2^h - 1)
    return true
```

```
else  
  
    return false
```

### **Code:**

If the Node of tree is defined as

```
1  struct Node  
2  {  
3      Node *lptr;  
4      int data;  
5      Node *rptr;  
6  };
```

Then below are the functions to compute height and the number of Nodes in

Binary tree:

```
1  /** Function to compute the height of the tree.  
2   * root is a pointer to the root of the tree  
3   */  
4  int getHeight(Node* root)  
5  {  
6      if (root == NULL)  
7          return 0;  
8
```

```

9    // Compute height of each tree
10   int heightLeft = getHeight(root->lptr);
11   int heightRight = getHeight(root->rptr);
12
13   /* use the larger one */
14   if (heightLeft > heightRight)
15       return(heightLeft + 1);
16   else
17       return(heightRight + 1);
18 }
19
20 /**
21  * Count the total number of nodes in a Binary tree.
22  */
23 int countNodes(Node* r)
24 {
25     if(r == NULL)
26         return 0;
27     return 1 + countNodes(r->rptr) + countNodes(r->lptr);
28 }

```

The two functions above can be merged into one, so that the tree is traversed only once. Pass a count parameter as a referenceparameter to the getHeight function and increment it once in each recursive function call.

The time complexity will still be  $O(n)$  but we will gain in the constant factor (In this case the tree is traversed twice – once to compute the height and then to count the number of nodes).

And finally below code check whether the tree is a complete binary tree or not.

```
1 // Helper function. to compute  $x^n$ . Assumes n to be positive.
2 int exponent(int x, int n)
3 {
4     int pow = 1;
5     int i=0;
6     for(i=0; i<n; i++)
7         pow *= x;
8     return pow;
9 }
10 /**
11  * returns true if a binary tree is complete binary tree, false otherwise
12  */
13 int checkCompleteTree(Node* r)
14 {
15     if(r == NULL)
16         return true;
17
18     int h = getHeight(r);
```

```
19     int n = countNodes(r);
20
21     if(n == exponent(2,h)-1)
22         return 1;
23     else
24         return 0;
25 }
```

The time complexity of above function is  $O(n)$ .. Both getHeight and countNodes functions takes  $O(n)$  time each.

Source: <http://www.ritambhara.in/check-if-a-binary-tree-is-complete-binary-tree/>