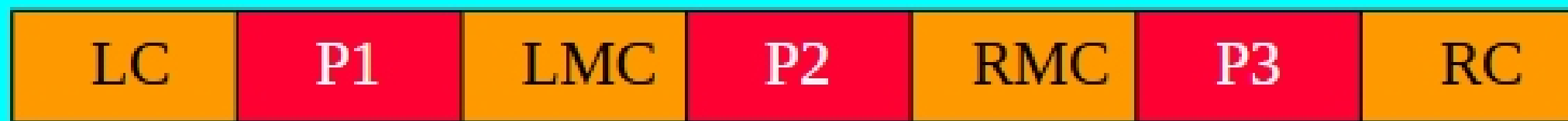


# Binary Tree Representation Of 2-3-4 Trees

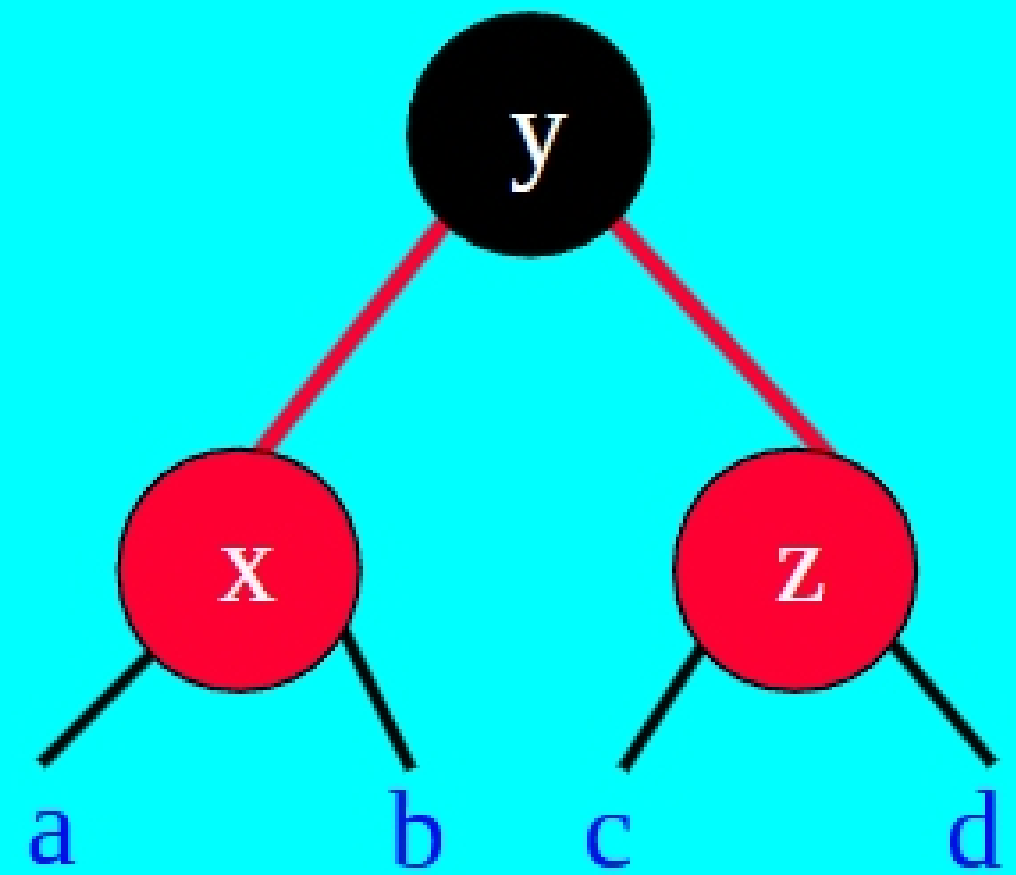
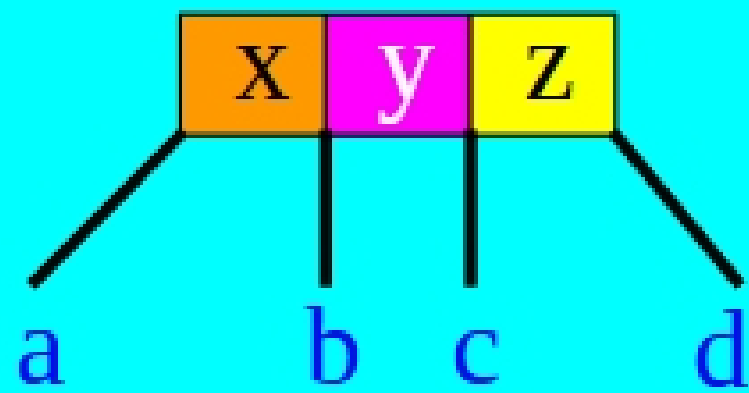
- Problems with 2-3-4 trees.



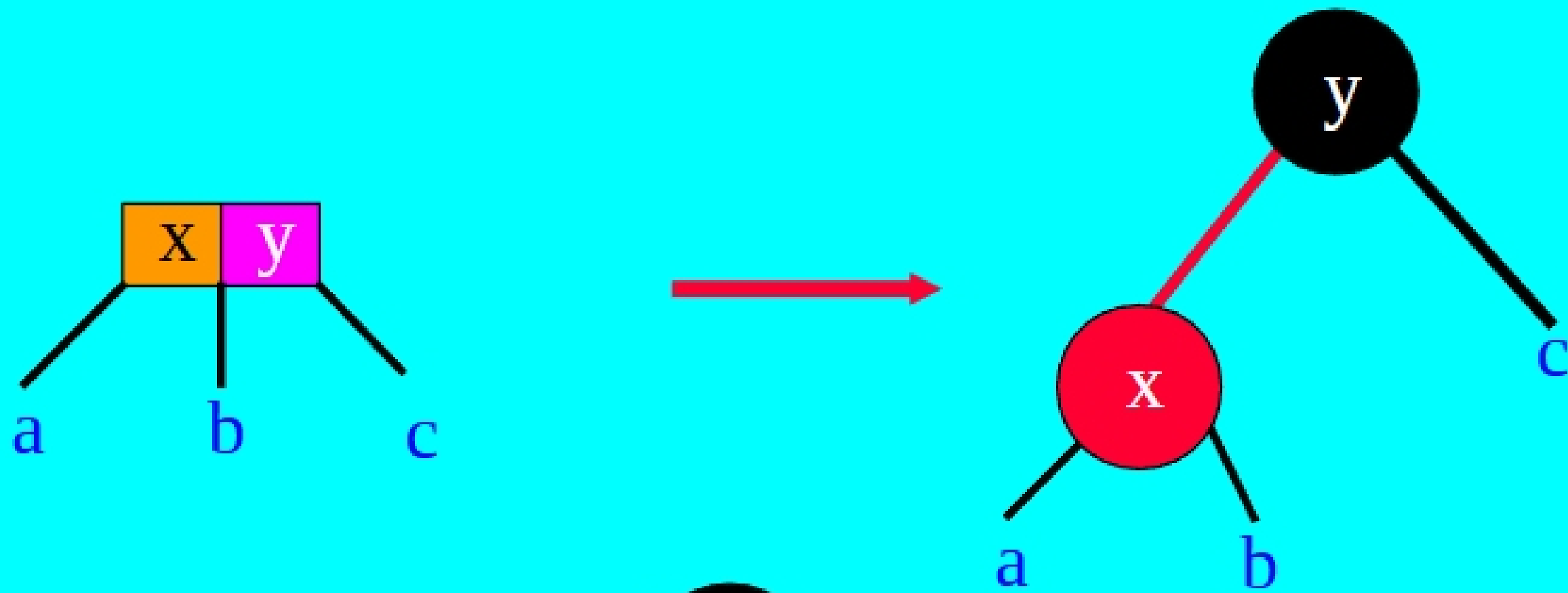
## 2-3-4 node structure

- 2- and 3-nodes waste space.
- Overhead of moving pairs and pointers when changing among 2-, 3-, and 4-node use.
- Represented as a binary tree for improved space and time performance.

# Representation Of 4-node



# Representation Of 3-node



or

