



```
typedef struct node
{
    // marker for end of word
    bool is_word;

    // pointers to other nodes
    struct node* children[27];
}
node;
```

is\_word

children

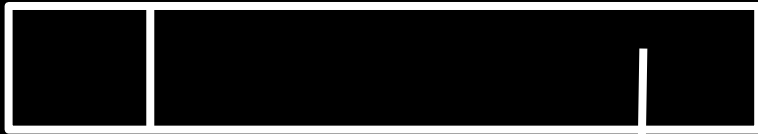


b

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o

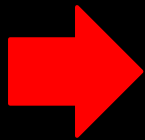


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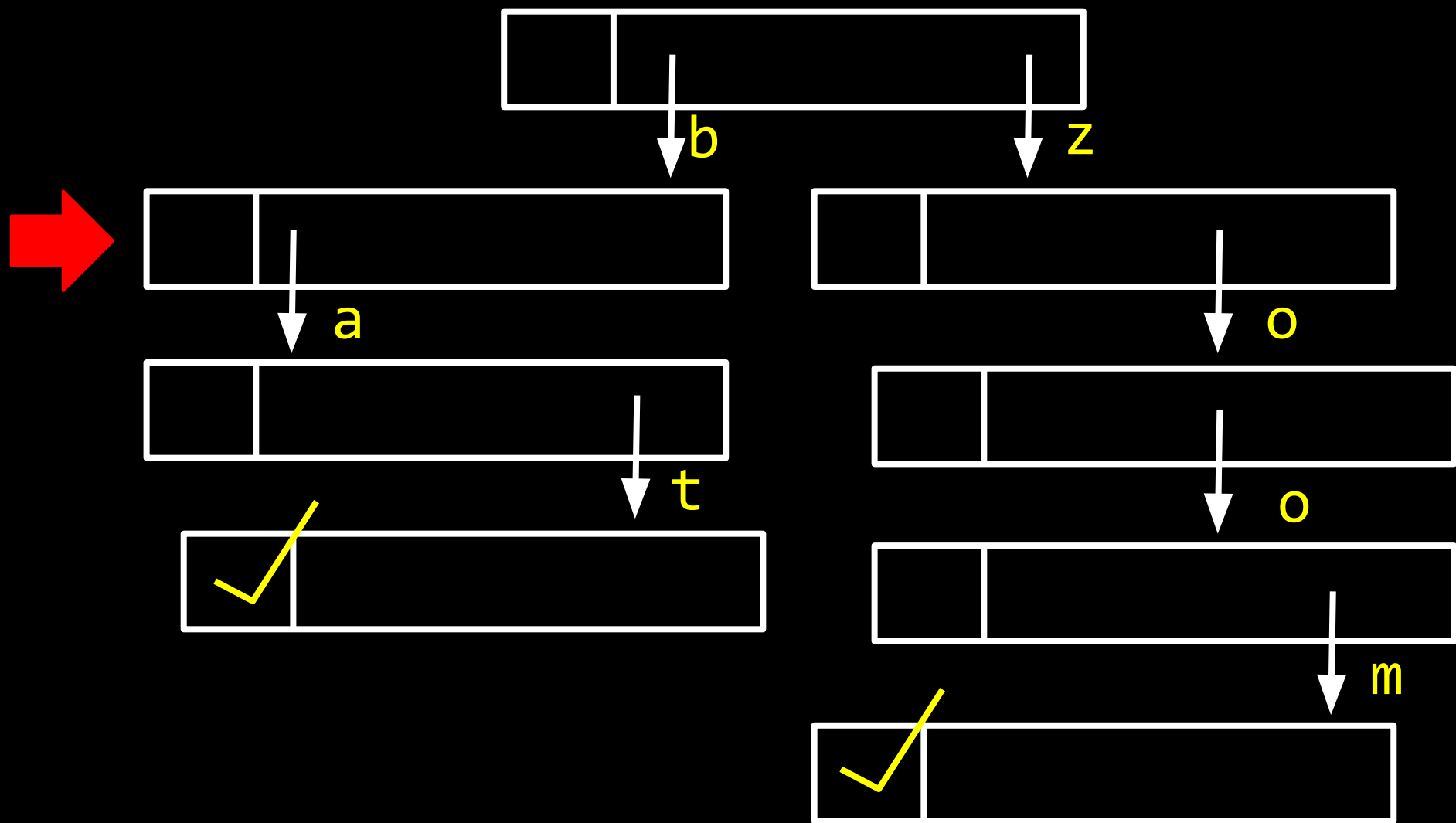


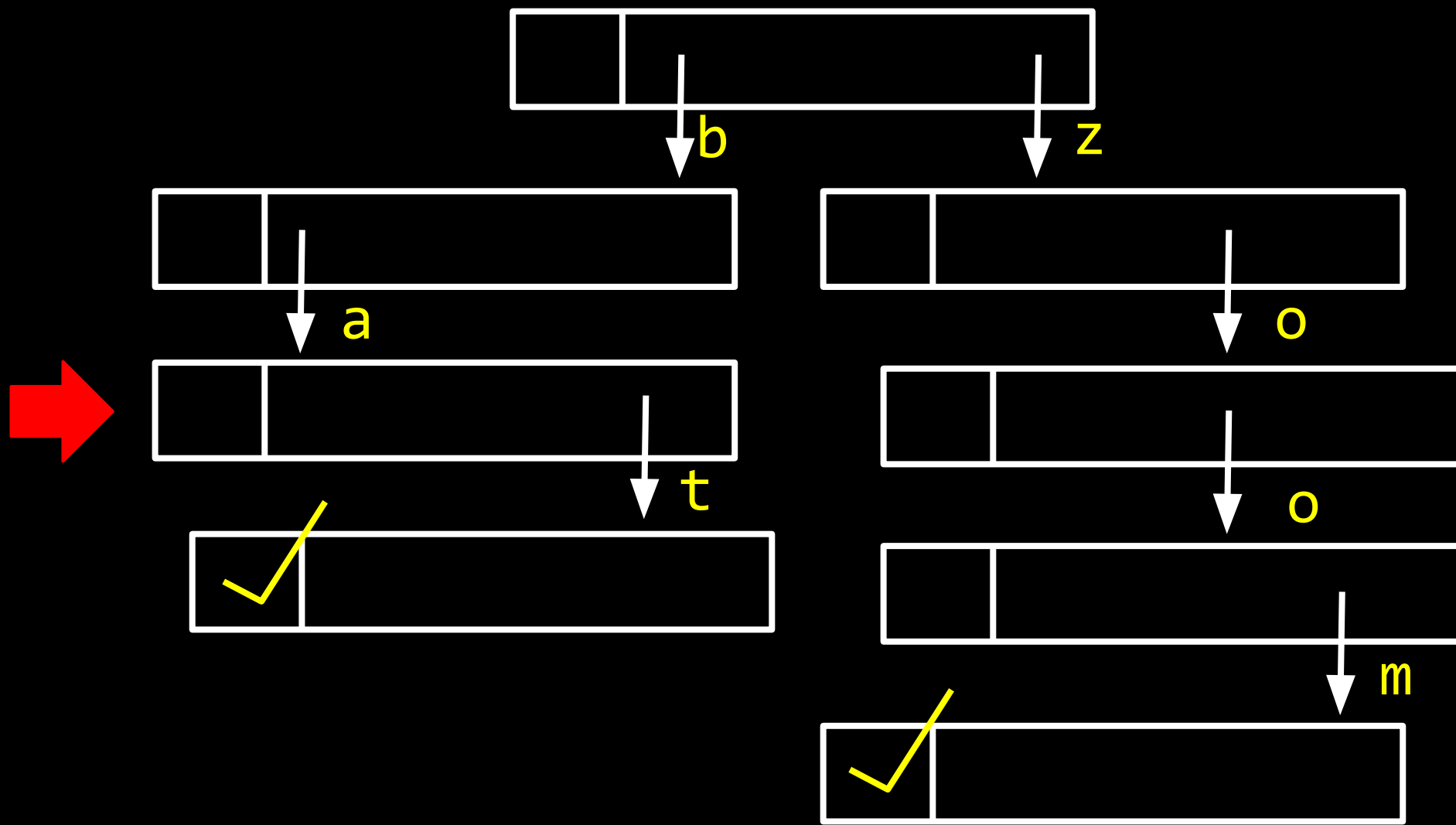
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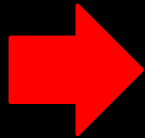
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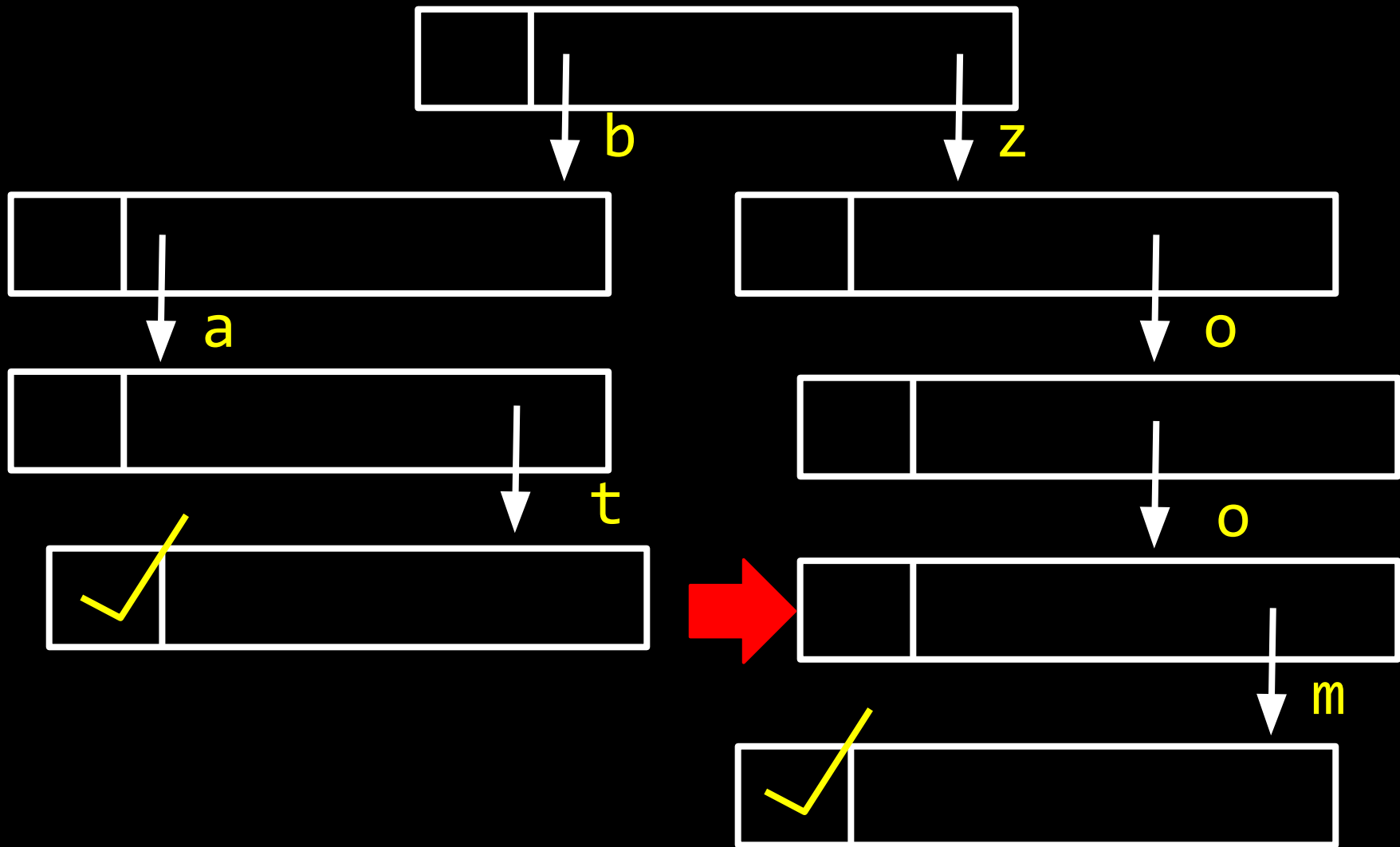


o

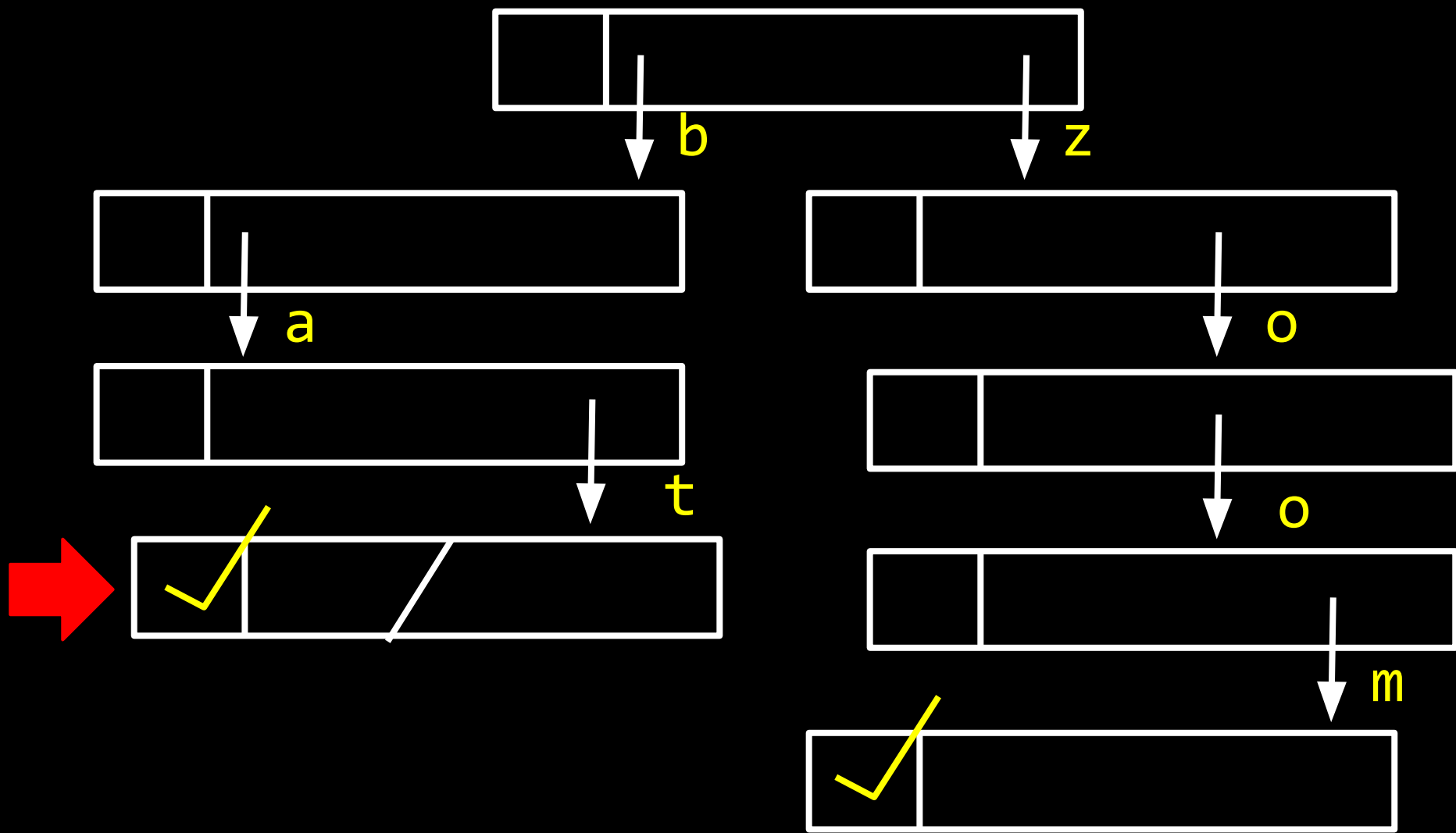


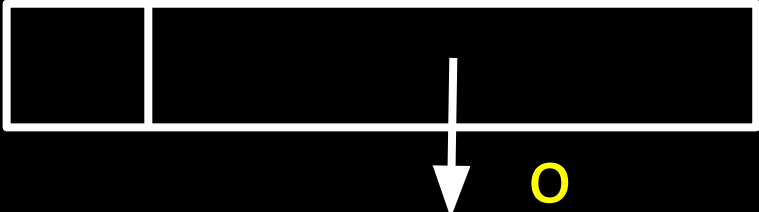
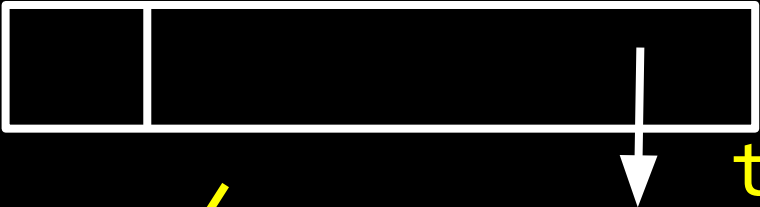
m

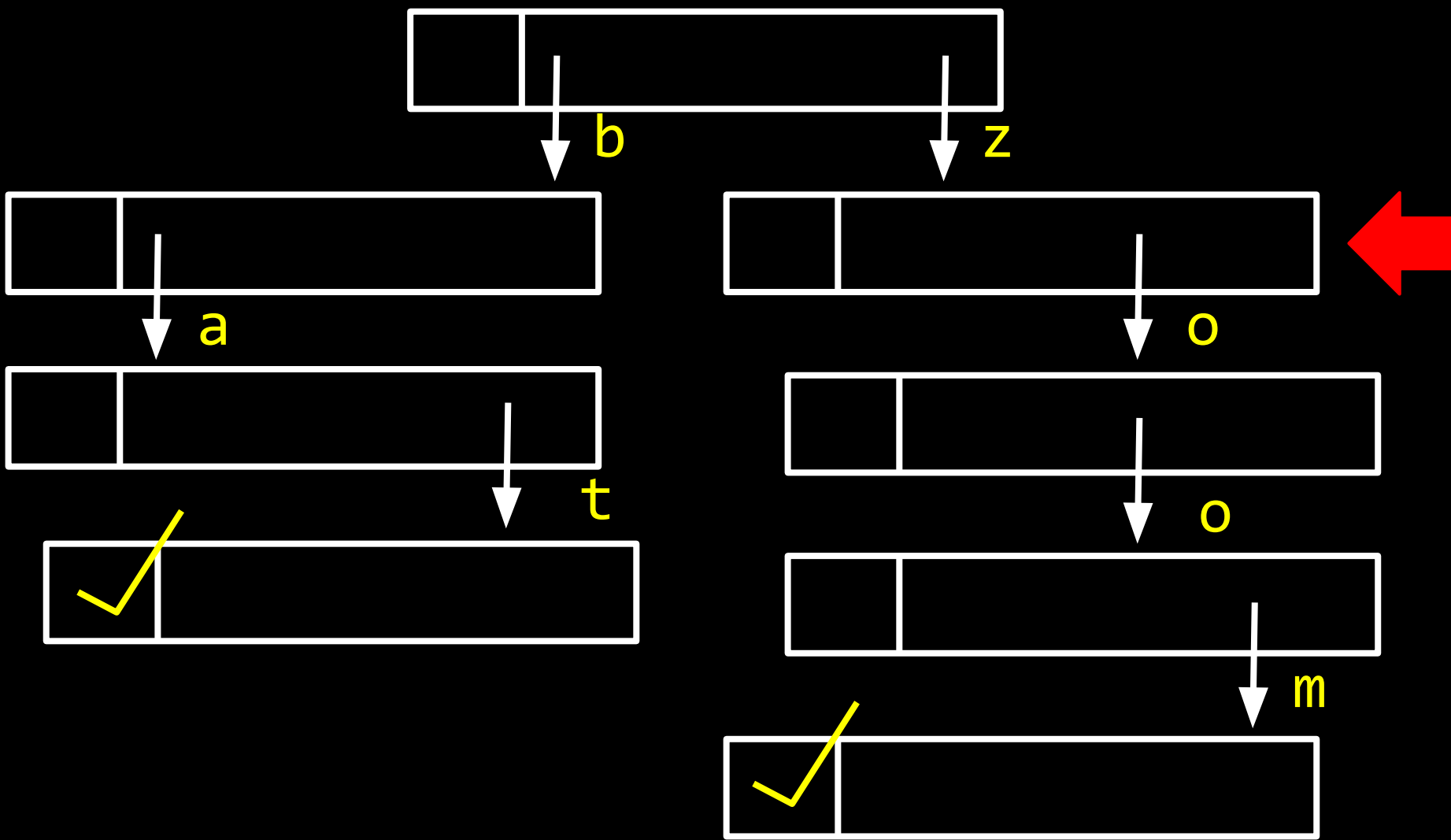


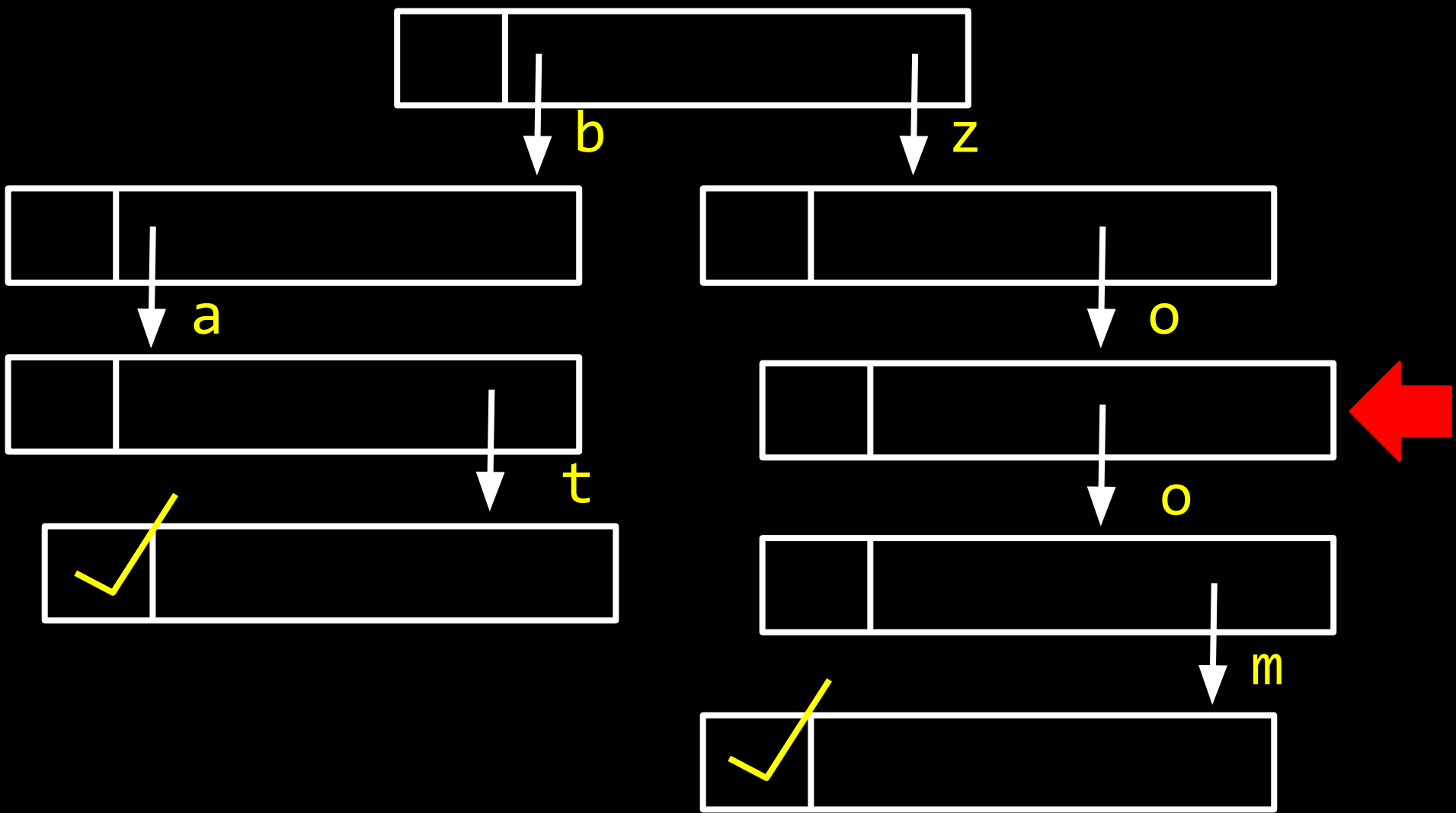


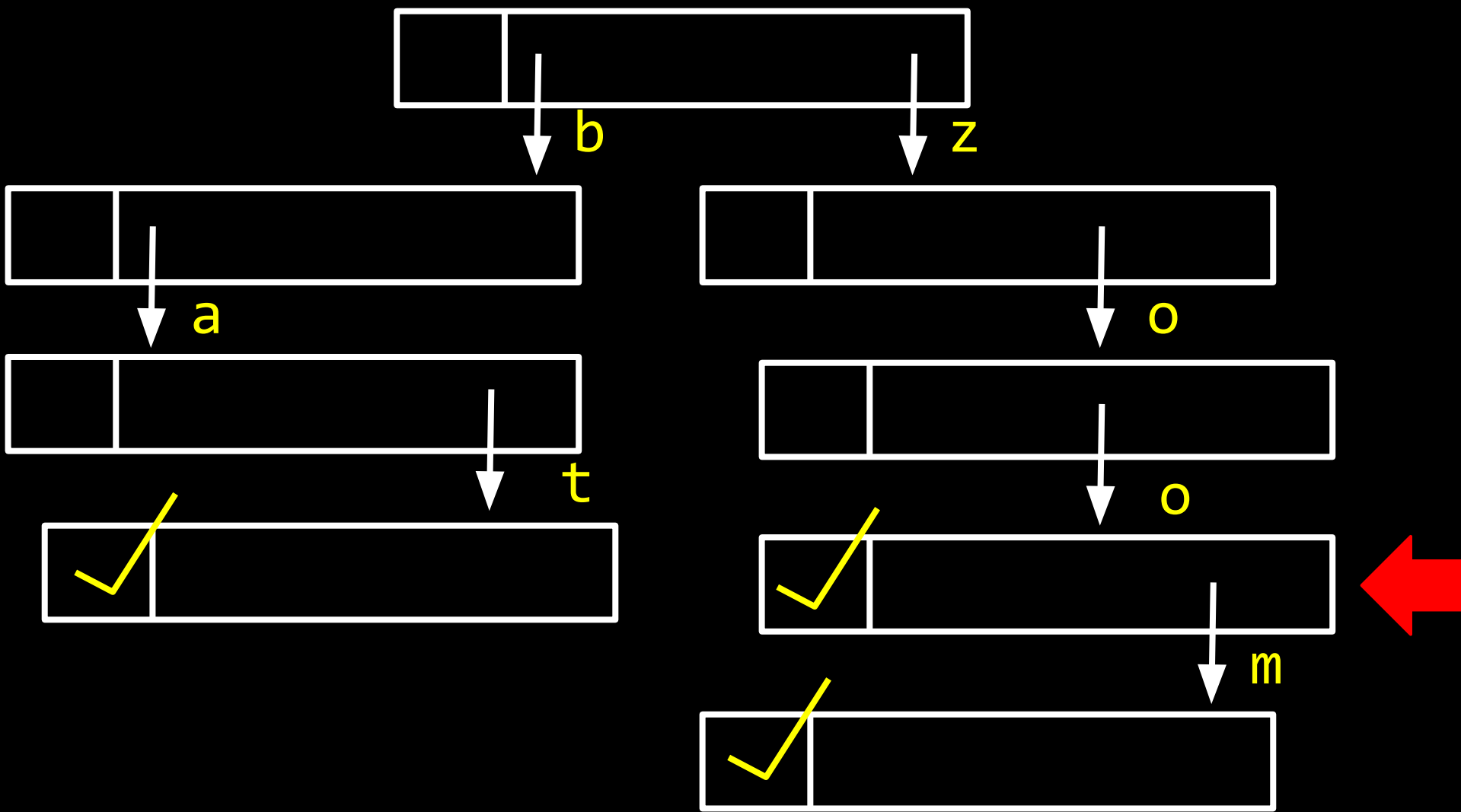














b

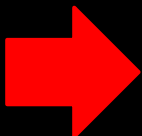
z



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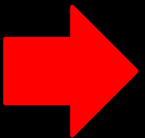
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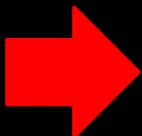
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