## 17/03/2025

## Tree ADT - Binary Tree

### Note:

- 1. Use only Visual Studio code type your program and run your code.
- 2. Always follow industry coding best practices.

# A. Utilize C++ STL to solve the following (K5),

There are n block towers, numbered from 1 to n. The i-th tower consists of  $a_i$  blocks.

In one move, you can move one block from tower i to tower j, but only if  $a_i > a_j$ . That move increases  $a_j$  by 1 and decreases  $a_i$  by 1. You can perform as many moves as you would like (possibly, zero).

What's the largest amount of blocks you can have on the tower 1 after the moves?

#### Input

The first line contains a single integer t ( $1 \le t \le 10^4$ ) — the number of testcases.

The first line of each testcase contains a single integer n ( $2 < n < 2 \cdot 10^5$ ) — the number of towers.

The second line contains n integers  $a_1, a_2, \ldots, a_n$   $(1 \le a_i \le 10^9)$  — the number of blocks on each tower.

The sum of n over all testcases doesn't exceed  $2 \cdot 10^5$ .

#### Output

For each testcase, print the largest amount of blocks you can have on the tower 1 after you make any number of moves (possibly, zero).

## Example

```
input

4

3
1 2 3
3
1 2 2
2
2
1 1000000000
10
3 8 6 7 4 1 2 4 10 1

output

Copy

3
2
500000001
9
```

### Note

In the first testcase, you can move a block from tower 2 to tower 1, making the block counts [2, 1, 3]. Then move a block from tower 3 to tower 1, making the block counts [3, 1, 2]. Tower 1 has 3 blocks in it, and you can't obtain a larger amount.

In the second testcase, you can move a block from any of towers 2 or 3 to tower 1, so that it has 2 blocks in it.

In the third testcase, you can 500000000 times move a block from tower 2 to tower 1. After that the block countes will be [500000001, 500000000].

B. Write a separate C++ menu-driven program to implement Tree ADT using a character binary tree. Maintain proper boundary conditions and follow good coding practices. The Tree ADT has the following operations,

- 1. Insert
- 2. Preorder
- 3. Inorder
- 4. Postorder
- 5. Search
- 6. Exit

What is the time complexity of each of the operations? (K4)