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Lab 9 - Lab Report
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The worst case scenario of an unbalanced tree is O(n) while the worst case of a balanced tree is O(log n). The average cases of insertion, removal, and finding of both a balanced and an unbalanced tree are the same, O(log n). However the worst cases of an unbalanced tree of insertion, removal, and finding are O(n); while the worst cases of a balanced tree of insertion, removal, and finding are O(log n). Through this we can determine that balanced trees will result in better performance, but it is not that large of a performance boost. This means that a programmer should consider the extra time it takes to implement the self-balancing feature on a binary search tree.