# Binary Expression Tree Traversal

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### Overview

The Binary Expression Tree Traversal Program allows the user to input infix algebraic expressions, and receive the in-order, pre-order, and post-order traversal of the binary tree created with the given expression, as output.

# BinaryTree

- BinaryTree class creates a modified binary tree that uses nodes and allows the input of infix expressions
- makeExpressionTreeMethod converts the infix input into postfix, then takes the postfix expression ands them to nodes using a stack in the order of normal java order of operations
- Three traversal methods (in,pre,post), traverse the tree according to each algorithm
- The traversal methods return a string of the traversal

#### GUI

- Graphical interface created
- GUI object creation calls initializeFrame, populateFrame, addActionListeners
- InitializeFrame creates the window and sets the standard settings (size visibility, shape, etc.)
- PopulateFrame create panel, customizes all components, puts components onto screen, adds them to panel, adds panel to frame
- Method sets the look of the GUI
- addActionListeners connect the components like button to action listeners
- Action listeners tie the buttons to creating the tree and displaying the output

```
11 public class GUI {
       //window size
       final int WIDTH = 800:
       final int HEIGHT = 650:
       //frame
       JFrame frame = new JFrame():
20
       //panel
       JPanel panel = new JPanel();
       //buttons
       JButton btnCalc = new JButton("Calculate Traversals");
       JButton btnClear = new JButton("CLEAR");
       //labels
       JLabel inputLabel = new JLabel("Please enter an infix expression:");
       JLabel inLabel = new JLabel("In-order traversal:");
       JLabel preLabel = new JLabel("Pre-order traversal:");
       JLabel postLabel = new JLabel("Post-order traversal:");
       JLabel title = new JLabel("Binary Expression Tree Traversal");
       //text fields
       JTextField userInput = new JTextField(20);
       JTextField inorder = new JTextField(20);
       JTextField preorder = new JTextField(20);
       JTextField postorder = new JTextField(20);
40
        * creates GIT that nume all required methods and sets it to visible
```

```
vTree.java 

J GUIBuilder.java 

J GUI.java 

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                                                                                            DUNCTED SELDACK GOUNG (COTOF . NED),
                                                                                            btnClear.setBounds(400, 300, 150, 30);
      public GUI() {
                                                                                            panel.add(btnClear);
          this.initializeFrame():
                                                                                            //text box manipulation
          this.populateFrame();
                                                                                            inorder.setBounds(300, 380, 250, 30);
          this.addActionListeners();
                                                                                            preorder.setBounds(300, 430, 250, 30);
                                                                                            postorder.setBounds(300, 480, 250, 30);
          frame.setVisible(true):
                                                                                            inorder.setBorder(BorderFactory.createLineBorder(Color.BLACK));
                                                                                            preorder.setBorder(BorderFactory.createLineBorder(Color.BLACK));
                                                                                            postorder.setBorder(BorderFactory.createLineBorder(Color.BLACK));
       * create frame and set its basic properties
                                                                                            inorder.setEditable(false);
                                                                                            preorder.setEditable(false);
      private void initializeFrame() {
                                                                                            postorder.setEditable(false);
          frame.setTitle("Binary ExpressionTree GUI");
                                                                                            inorder.setFont(font);
          frame.setSize(WIDTH, HEIGHT);
                                                                                            preorder.setFont(font);
          frame.setResizable(false);
                                                                                            postorder.setFont(font);
          frame.setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
         panel.setLayout(null);
                                                                                            panel.add(inorder);
          //panel is added into frame
                                                                                            panel.add(preorder);
          frame.add(panel):
                                                                                            panel.add(postorder);
          panel.setBorder(BorderFactory.createBevelBorder(0, Color.BLUE, Color.DARK GRAY));
                                                                                            //labels for the answer text boxes
                                                                                            inLabel.setLabelFor(inorder);
       * manipulated the components and adds them to the panel which is in the frame
                                                                                            inLabel.setBounds(190, 380, 500, 30);
                                                                                            preLabel.setLabelFor(preorder);
      private void populateFrame() {
                                                                                            preLabel.setBounds(182, 430, 200, 30);
                                                                                            postLabel.setLabelFor(postorder):
          //title of program
                                                                                            postLabel.setBounds(178, 480, 200, 30);
          Font titleFont = new Font("Serif", Font.BOLD, 36);
          title.setFont(titleFont);
                                                                                            panel.add(inLabel);
          title.setBounds(130, 100, 550,50):
                                                                                            panel.add(preLabel);
                                                                                            panel.add(postLabel):
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## GUIBuilder

- Main Method
- All it does is create a new GUI object
- The creation of the GUI then calls all the other necessary methods

# interface

