Andrew Plum

Cs 121

4/13/22

Week 13 Notes

* Entrytype
  + Can be redefined later in a block
* Templates
  + Used for functions with many different iterations of what variables it can take
    - Template <typename entrytype>
    - Bnode<int> root = new bnode<int>();
    - Bnode<double> root2 = new bnode<double>();
    - Bnode<pet> root3 = new bnode<pet>();
    - Class bnode{

bnode<entrytype> \*left;

bnode<entrytype> \*right;

bnode<entrytype> \*center;

entrytpe data;

bnode<entrytype>() {left=right=NULL}

void insert(bnode<entrytpe> \*)

}

* + - Template<typename entrytype>
      * Void bnode<entrytype>::insert(bnode<entrytype> \*thenewbnode){

If(data == thenewbnode->data){

Return;

}

If(thenewbnode->data < data){

If(left == NULL){

} else {

}

}

}

* Function with a function as an argument
  + Visit(void (\* dothis)(entrytype));
  + template<typename entrytype>
  + void bnode<entrytype>::visit(void (\*dothis)(entrytype)){

if(left != NULL){

left->visit(dothis);

}

dothis(data);

if(right != NULL){

right->visit(dothis);

}

}