

## CL2001 – Data Structures Lab

### Lab Task # 09

**Note:**

- Copied task will be awarded **zero** marks.
- Use comments wherever applicable.
- Submit a pdf file containing all your C++ code with all possible screenshots of every task output on Google Classroom. The name of file should be your roll no followed by your name (roll-no-name.pdf) i.e., (23P-1234-Ali.pdf).
- Variables and functions names should be meaningful.

#### Problem: 1 | Managing Employee Hierarchy

**Description:**

Imagine you're developing a software system for a large corporation to efficiently manage its employee hierarchy. This system will be based on a Binary Search Tree (BST) implementation to facilitate various operations related to employee management.

**Operations to Implement:**

**1. Insertion of Nodes:**

- As new employees are hired, their information (e.g., employee ID, name, department) needs to be inserted into the system.
- Each employee is represented as a node in the BST, with the employee's unique ID serving as the key.

**2. Searching for Employees:**

- Given an employee ID, the system should efficiently locate and retrieve the corresponding employee information from the BST.

**3. Finding Employees with Same Authority:**

- For a given employee, the system should identify other employees who hold the same level of authority within the organizational hierarchy.

**4. Total Depth of the Employee Hierarchy:**

- Calculate the total depth of the BST, representing the overall depth or height of the organizational hierarchy.

**5. Finding Subordinates of an Employee:**

- Given an employee ID, the system should identify and list all employees who are

subordinates (direct reports) of that employee in the organizational hierarchy.

#### **6. Viewing All Employee Details:**

- Provide functionality for users to view all employee details stored in the system.

**By implementing a menu-based program with these considerations in mind, you can create an intuitive and user-friendly program for managing the employee hierarchy efficiently.**

