

GTree

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Introduction

GTree is a C library providing structures and functions to manipulate tree structures.

A GTree is a structure containing a pointer toward its parent, a void* pointer toward user's data and a GSet of subtrees. The GTree offers the same interface has a GSet to manipulate its subtrees. It also provides a function to cut the GTree from its parent.

The library provides also three iterators to run through the trees: GTreeIterDepth, GTreeIterBreadth, GTreeIterValue which step, respectively, in depth first order, breadth first order and value (sorting value of the GSet of subtrees) first order.

It uses the PBErr and GSet libraries.

1 Interface

```
// ===== GTREE.H =====

#ifndef GTREE_H
#define GTREE_H

// ===== Include =====

#include <stdlib.h>
#include <stdio.h>
#include <math.h>
#include <string.h>
#include <stdbool.h>
#include "pberr.h"
#include "gset.h"

// ----- GTree

// ===== Define =====

// ===== Data structure =====

typedef struct GTree {
    // Parent node
    GTree* _parent;
    // Branches
    // Branch cannot be null, if the user tries to add a null branch
    // nothing happen
    GSetGTree _subtrees;
    // User data
    void* _data;
} GTree;

// ===== Functions declaration =====

// Create a new GTree
GTree* GTreeCreate(void);

// Create a new static GTree
GTree GTreeCreateStatic(void);

// Create a new GTree with user data 'data'
GTree* GTreeCreateData(void* const data);

// Free the memory used by the GTree 'that'
// If 'that' is not a root node it is cut prior to be freed
// Subtrees are recursively freed
// User data must be freed by the user
void _GTreeFree(GTree** that);

// Free the memory used by the static GTree 'that'
// If 'that' is not a root node it is cut prior to be freed
// Subtrees are recursively freed
// User data must be freed by the user
void _GTreeFreeStatic(GTree* that);
```

```

// Get the user data of the GTree 'that'
#if BUILDMODE != 0
inline
#endif
void* _GTreeData(const GTree* const that);

// Set the user data of the GTree 'that' to 'data'
#if BUILDMODE != 0
inline
#endif
void _GTreeSetData(GTree* const that, void* const data);

// Get the set of subtrees of the GTree 'that'
#if BUILDMODE != 0
inline
#endif
GSetGTree* _GTreeSubtrees(const GTree* const that);

// Disconnect the GTree 'that' from its parent
// If it has no parent, do nothing
void _GTreeCut(GTree* const that);

// Return true if the GTree 'that' is a root
// Return false else
#if BUILDMODE != 0
inline
#endif
bool _GTreeIsRoot(const GTree* const that);

// Return true if the GTree 'that' is a leaf
// Return false else
#if BUILDMODE != 0
inline
#endif
bool _GTreeIsLeaf(const GTree* const that);

// Return the parent of the GTree 'that'
#if BUILDMODE != 0
inline
#endif
GTree* _GTreeParent(const GTree* const that);

// Return the number of subtrees of the GTree 'that' and their subtrees
// recursively
int _GTreeGetSize(const GTree* const that);

// Wrapping of GSet functions
inline GTree* _GTreeSubtree(const GTree* const that, const int iSubtree) {
    return GSetGet(_GTreeSubtrees(that), iSubtree);
}
inline GTree* _GTreeFirstSubtree(const GTree* const that) {
    return GSetFirst(_GTreeSubtrees(that));
}
inline GTree* _GTreeLastSubtree(const GTree* const that) {
    return GSetLast(_GTreeSubtrees(that));
}
inline GTree* _GTreePopSubtree(GTree* const that) {
    return GSetPop(_GTreeSubtrees(that));
}
inline GTree* _GTreeDropSubtree(GTree* const that) {
    return GSetDrop(_GTreeSubtrees(that));
}

```

```

}
inline GTree* _GTreeRemoveSubtree(GTree* const that, const int iSubtree) {
    return GSetRemove((GSet*)_GTreeSubtrees(that), iSubtree);
}

inline void _GTreePushSubtree(GTree* const that, GTree* const tree) {
    if (!tree) return;
    GSetPush(_GTreeSubtrees(that), tree);
    tree->_parent = that;
}

inline void _GTreeAddSortSubTree(GTree* const that, GTree* const tree,
    const float sortVal) {
    if (!tree) return;
    GSetAddSort(_GTreeSubtrees(that), tree, sortVal);
    tree->_parent = that;
}

inline void _GTreeInsertSubtree(GTree* const that, GTree* const tree,
    const int pos) {
    if (!tree) return;
    GSetInsert(_GTreeSubtrees(that), tree, pos);
    tree->_parent = that;
}

inline void _GTreeAppendSubtree(GTree* const that, GTree* const tree) {
    if (!tree) return;
    GSetAppend(_GTreeSubtrees(that), tree);
    tree->_parent = that;
}

inline void _GTreePushData(GTree* const that, void* const data) {
    GTree* tree = GTreeCreateData(data);
    GSetPush(_GTreeSubtrees(that), tree);
    tree->_parent = that;
}

inline void _GTreeAddSortData(GTree* const that, void* const data,
    const float sortVal) {
    GTree* tree = GTreeCreateData(data);
    GSetAddSort(_GTreeSubtrees(that), tree, sortVal);
    tree->_parent = that;
}

inline void _GTreeInsertData(GTree* const that, void* const data,
    const int pos) {
    GTree* tree = GTreeCreateData(data);
    GSetInsert(_GTreeSubtrees(that), tree, pos);
    tree->_parent = that;
}

inline void _GTreeAppendData(GTree* const that, void* const data) {
    GTree* tree = GTreeCreateData(data);
    GSetAppend(_GTreeSubtrees(that), tree);
    tree->_parent = that;
}

// ----- GTreeIter

// ===== Define =====

// ===== Data structure =====

typedef struct GTreeIter {
    // Attached tree
    GTree* _tree;
    // Current position
    GSetElem* _curPos;

```

```

    // GSet to memorize nodes sequence
    // The node sequence doesn't include the root node of the attached tree
    GSetGTree _seq;
} GTreeIter;

typedef struct GTreeIterDepth {GTreeIter _iter;} GTreeIterDepth;
typedef struct GTreeIterBreadth {GTreeIter _iter;} GTreeIterBreadth;
typedef struct GTreeIterValue {GTreeIter _iter;} GTreeIterValue;

// ===== Functions declaration =====

// Create a new GTreeIterDepth for the GTree 'tree'
GTreeIterDepth* _GTreeIterDepthCreate(GTree* const tree);

// Create a new static GTreeIterDepth for the GTree 'tree'
GTreeIterDepth _GTreeIterDepthCreateStatic(GTree* const tree);

// Create a new GTreeIterBreadth for the GTree 'tree'
GTreeIterBreadth* _GTreeIterBreadthCreate(GTree* const tree);

// Create a new static GTreeIterBreadth for the GTree 'tree'
GTreeIterBreadth _GTreeIterBreadthCreateStatic(GTree* const tree);

// Create a new GTreeIterValue for the GTree 'tree'
GTreeIterValue* _GTreeIterValueCreate(GTree* const tree);

// Create a new static GTreeIterValue for the GTree 'tree'
GTreeIterValue _GTreeIterValueCreateStatic(GTree* const tree);

// Update the GTreeIterDepth 'that' in case its attached GTree has been
// modified
// The node sequence doesn't include the root node of the attached tree
void GTreeIterDepthUpdate(GTreeIterDepth* const that);

// Update the GTreeIterBreadth 'that' in case its attached GTree has
// been modified
// The node sequence doesn't include the root node of the attached tree
void GTreeIterBreadthUpdate(GTreeIterBreadth* const that);

// Update the GTreeIterValue 'that' in case its attached GTree has been
// modified
// The node sequence doesn't include the root node of the attached tree
void GTreeIterValueUpdate(GTreeIterValue* const that);

// Free the memory used by the iterator 'that'
void _GTreeIterFree(GTreeIter** that);

// Free the memory used by the static iterator 'that'
void _GTreeIterFreeStatic(GTreeIter* const that);

// Reset the iterator 'that' at its start position
#if BUILDMODE != 0
inline
#endif
void _GTreeIterReset(GTreeIter* const that);

// Reset the iterator 'that' at its end position
#if BUILDMODE != 0
inline
#endif
void _GTreeIterToEnd(GTreeIter* const that);

```

```

// Step the iterator 'that' at its next position
// Return true if it could move to the next position
// Return false if it's already at the last position
#if BUILDMODE != 0
inline
#endif
bool _GTreeIterStep(GTreeIter* const that);

// Step back the iterator 'that' at its next position
// Return true if it could move to the previous position
// Return false if it's already at the first position
#if BUILDMODE != 0
inline
#endif
bool _GTreeIterStepBack(GTreeIter* const that);

// Apply a function to all elements' data of the GTree of the iterator
// The iterator is first reset, then the function is apply sequentially
// using the Step function of the iterator
// The applied function takes to void* arguments: 'data' is the _data
// property of the nodes, 'param' is a hook to allow the user to pass
// parameters to the function through a user-defined structure
#if BUILDMODE != 0
inline
#endif
void _GTreeIterApply(GTreeIter* const that,
    void(*fun)(void* const data, void* const param), void* const param);

// Return true if the iterator is at the start of the elements (from
// its point of view, not the order in the GTree)
// Return false else
#if BUILDMODE != 0
inline
#endif
bool _GTreeIterIsFirst(const GTreeIter* const that);

// Return true if the iterator is at the end of the elements (from
// its point of view, not the order in the GTree)
// Return false else
#if BUILDMODE != 0
inline
#endif
bool _GTreeIterIsLast(const GTreeIter* const that);

// Change the attached tree of the iterator, and reset it
#if BUILDMODE != 0
inline
#endif
void _GTreeIterDepthSetGTree(GTreeIterDepth* const that,
    GTree* const tree);
#if BUILDMODE != 0
inline
#endif
void _GTreeIterBreadthSetGTree(GTreeIterBreadth* const that,
    GTree* const tree);
#if BUILDMODE != 0
inline
#endif
void _GTreeIterValueSetGTree(GTreeIterValue* const that,
    GTree* const tree);

// Return the user data of the tree currently pointed to by the iterator

```

```

#if BUILDMODE != 0
inline
#endif
void* _GTreeIterGetData(const GTreeIter* const that);

// Return the tree currently pointed to by the iterator
#if BUILDMODE != 0
inline
#endif
GTree* _GTreeIterGetGTree(const GTreeIter* const that);

// Return the tree associated to the iterator 'that'
#if BUILDMODE != 0
inline
#endif
GTree* _GTreeIterGTree(const GTreeIter* const that);

// Return the sequence of the iterator
#if BUILDMODE != 0
inline
#endif
GSetGTree* _GTreeIterSeq(const GTreeIter* const that);

// ===== Typed GTree =====

typedef struct GTreeStr {GTree _tree;} GTreeStr;
#define GTreeStrCreate() ((GTreeStr*)GTreeCreate())
inline GTreeStr GTreeStrCreateStatic(void)
{GTreeStr ret = {._tree=GTreeCreateStatic()}; return ret;}
#define GTreeStrCreateData(Data) ((GTreeStr*)GTreeCreateData(Data))
inline char* _GTreeStrData(const GTreeStr* const that) {
    return (char*)_GTreeData((const GTree* const)that);
}
inline void _GTreeStrSetData(GTreeStr* const that, char* const data) {
    _GTreeSetData((GTree* const)that, (void* const)data);
}
inline GSetGTreeStr* _GTreeStrSubtrees(const GTreeStr* const that) {
    return (GSetGTreeStr*)_GTreeSubtrees((const GTree* const)that);
}
inline GTreeStr* _GTreeStrParent(const GTreeStr* const that) {
    return (GTreeStr*)_GTreeParent((const GTree* const)that);
}
inline void _GTreeStrPushData(GTreeStr* const that, char* const data) {
    _GTreePushData((GTree* const)that, (void* const)data);
}
inline void _GTreeStrAddSortData(GTreeStr* const that, char* const data,
    const float sortVal) {
    _GTreeAddSortData((GTree* const)that, (void* const)data, sortVal);
}
inline void _GTreeStrInsertData(GTreeStr* const that, char* const data,
    const int pos) {
    _GTreeInsertData((GTree* const)that, (void* const)data, pos);
}
inline void _GTreeStrAppendData(GTreeStr* const that, char* const data) {
    _GTreeAppendData((GTree* const)that, (void* const)data);
}
inline GTreeStr* _GTreeStrSubtree(const GTreeStr* const that,
    const int iSubtree) {
    return (GTreeStr*)_GTreeSubtree((const GTree* const)that, iSubtree);
}
inline GTreeStr* _GTreeStrFirstSubtree(const GTreeStr* const that) {
    return (GTreeStr*)_GTreeFirstSubtree((const GTree* const)that);
}

```

```

}
inline GTreeStr* _GTreeStrLastSubtree(const GTreeStr* const that) {
    return (GTreeStr*)_GTreeLastSubtree((const GTree* const)that);
}
inline GTreeStr* _GTreeStrPopSubtree(GTreeStr* const that) {
    return (GTreeStr*)_GTreePopSubtree((GTree* const)that);
}
inline GTreeStr* _GTreeStrDropSubtree(GTreeStr* const that) {
    return (GTreeStr*)_GTreeDropSubtree((GTree* const)that);
}
inline GTreeStr* _GTreeStrRemoveSubtree(GTreeStr* const that,
    const int iSubtree) {
    return (GTreeStr*)_GTreeRemoveSubtree((GTree* const)that, iSubtree);
}
inline void _GTreeStrPushSubtree(GTreeStr* const that,
    GTreeStr* const tree) {
    _GTreePushSubtree((GTree* const)that, (GTree* const)tree);
}
inline void _GTreeStrAddSortSubTree(GTreeStr* const that,
    GTreeStr* const tree, const float sortVal) {
    _GTreeAddSortSubTree((GTree* const)that, (GTree* const)tree, sortVal);
}
inline void _GTreeStrInsertSubtree(GTreeStr* const that,
    GTreeStr* const tree, const int pos) {
    _GTreeInsertSubtree((GTree* const)that, (GTree* const)tree, pos);
}
inline void _GTreeStrAppendSubtree(GTreeStr* const that,
    GTreeStr* const tree) {
    _GTreeAppendSubtree((GTree* const)that, (GTree* const)tree);
}

// ===== Polymorphism =====

#define GTreeFree(RefTree) _Generic(RefTree, \
    GTree*: _GTreeFree, \
    GTreeStr*: _GTreeFree, \
    default: PBErrInvalidPolymorphism) ((GTree**)(RefTree))

#define GTreeFreeStatic(Tree) _Generic(Tree, \
    GTree*: _GTreeFreeStatic, \
    const GTree*: _GTreeFreeStatic, \
    GTreeStr*: _GTreeFreeStatic, \
    const GTreeStr*: _GTreeFreeStatic, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeParent(Tree) _Generic(Tree, \
    GTree*: _GTreeParent, \
    const GTree*: _GTreeParent, \
    GTreeStr*: _GTreeStrParent, \
    const GTreeStr*: _GTreeStrParent, \
    default: PBErrInvalidPolymorphism) (Tree)

#define GTreeSubtrees(Tree) _Generic(Tree, \
    GTree*: _GTreeSubtrees, \
    const GTree*: _GTreeSubtrees, \
    GTreeStr*: _GTreeStrSubtrees, \
    const GTreeStr*: _GTreeStrSubtrees, \
    default: PBErrInvalidPolymorphism) (Tree)

#define GTreeData(Tree) _Generic(Tree, \
    GTree*: _GTreeData, \
    const GTree*: _GTreeData, \

```



```

GTreeStr*: _GTreeStrData, \
const GTreeStr*: _GTreeStrData, \
default: PBErrInvalidPolymorphism) (Tree)

#define GTreeSetData(Tree, Data) _Generic(Tree, \
    GTree*: _GTreeSetData, \
    GTreeStr*: _GTreeStrSetData, \
    default: PBErrInvalidPolymorphism) (Tree, Data)

#define GTreeCut(Tree) _Generic(Tree, \
    GTree*: _GTreeCut, \
    GTreeStr*: _GTreeCut, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeIsRoot(Tree) _Generic(Tree, \
    GTree*: _GTreeIsRoot, \
    const GTree*: _GTreeIsRoot, \
    GTreeStr*: _GTreeIsRoot, \
    const GTreeStr*: _GTreeIsRoot, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeIsLeaf(Tree) _Generic(Tree, \
    GTree*: _GTreeIsLeaf, \
    const GTree*: _GTreeIsLeaf, \
    GTreeStr*: _GTreeIsLeaf, \
    const GTreeStr*: _GTreeIsLeaf, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeGetSize(Tree) _Generic(Tree, \
    GTree*: _GTreeGetSize, \
    const GTree*: _GTreeGetSize, \
    GTreeStr*: _GTreeGetSize, \
    const GTreeStr*: _GTreeGetSize, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreePushData(Tree, Data) _Generic(Tree, \
    GTree*: _GTreePushData, \
    GTreeStr*: _GTreeStrPushData, \
    default: PBErrInvalidPolymorphism) (Tree, Data);

#define GTreeAddSortData(Tree, Data, SortVal) _Generic(Tree, \
    GTree*: _GTreeAddSortData, \
    GTreeStr*: _GTreeStrAddSortData, \
    default: PBErrInvalidPolymorphism) (Tree, Data, SortVal);

#define GTreeInsertData(Tree, Data, Pos) _Generic(Tree, \
    GTree*: _GTreeInsertData, \
    GTreeStr*: _GTreeStrInsertData, \
    default: PBErrInvalidPolymorphism) (Tree, Data, Pos);

#define GTreeAppendData(Tree, Data) _Generic(Tree, \
    GTree*: _GTreeAppendData, \
    GTreeStr*: _GTreeStrAppendData, \
    default: PBErrInvalidPolymorphism) (Tree, Data);

#define GTreeSubtree(Tree, ISubtree) _Generic(Tree, \
    GTree*: _GTreeSubtree, \
    const GTree*: _GTreeSubtree, \
    GTreeStr*: _GTreeStrSubtree, \
    const GTreeStr*: _GTreeStrSubtree, \
    default: PBErrInvalidPolymorphism) (Tree, ISubtree)

```

```

#define GTreeFirstSubtree(Tree) _Generic(Tree, \
    GTree*: _GTreeFirstSubtree, \
    const GTree*: _GTreeFirstSubtree, \
    GTreeStr*: _GTreeStrFirstSubtree, \
    const GTreeStr*: _GTreeStrFirstSubtree, \
    default: PBErrInvalidPolymorphism) (Tree)

#define GTreeLastSubtree(Tree) _Generic(Tree, \
    GTree*: _GTreeLastSubtree, \
    const GTree*: _GTreeLastSubtree, \
    GTreeStr*: _GTreeStrLastSubtree, \
    const GTreeStr*: _GTreeStrLastSubtree, \
    default: PBErrInvalidPolymorphism) (Tree)

#define GTreePopSubtree(Tree) _Generic(Tree, \
    GTree*: _GTreePopSubtree, \
    GTreeStr*: _GTreeStrPopSubtree, \
    default: PBErrInvalidPolymorphism) (Tree)

#define GTreeDropSubtree(Tree) _Generic(Tree, \
    GTree*: _GTreeDropSubtree, \
    GTreeStr*: _GTreeStrDropSubtree, \
    default: PBErrInvalidPolymorphism) (Tree)

#define GTreeRemoveSubtree(Tree, ISubTree) _Generic(Tree, \
    GTree*: _GTreeRemoveSubtree, \
    GTreeStr*: _GTreeStrRemoveSubtree, \
    default: PBErrInvalidPolymorphism) (Tree, ISubTree)

#define GTreePushSubtree(Tree, SubTree) _Generic(Tree, \
    GTree*: _GTreePushSubtree, \
    GTreeStr*: _GTreeStrPushSubtree, \
    default: PBErrInvalidPolymorphism) (Tree, SubTree)

#define GTreeAddSortSubtree(Tree, SubTree, SortVal) _Generic(Tree, \
    GTree*: _GTreeAddSortSubtree, \
    GTreeStr*: _GTreeStrAddSortSubtree, \
    default: PBErrInvalidPolymorphism) (Tree, SubTree, SortVal)

#define GTreeInsertSubtree(Tree, SubTree, Pos) _Generic(Tree, \
    GTree*: _GTreeInsertSubtree, \
    GTreeStr*: _GTreeStrInsertSubtree, \
    default: PBErrInvalidPolymorphism) (Tree, SubTree, Pos)

#define GTreeAppendSubtree(Tree, SubTree) _Generic(Tree, \
    GTree*: _GTreeAppendSubtree, \
    GTreeStr*: _GTreeStrAppendSubtree, \
    default: PBErrInvalidPolymorphism) (Tree, SubTree)

#define GTreeIterDepthCreate(Tree) _Generic(Tree, \
    GTree*: _GTreeIterDepthCreate, \
    const GTree*: _GTreeIterDepthCreate, \
    GTreeStr*: _GTreeIterDepthCreate, \
    const GTreeStr*: _GTreeIterDepthCreate, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeIterDepthCreateStatic(Tree) _Generic(Tree, \
    GTree*: _GTreeIterDepthCreateStatic, \
    const GTree*: _GTreeIterDepthCreateStatic, \
    GTreeStr*: _GTreeIterDepthCreateStatic, \
    const GTreeStr*: _GTreeIterDepthCreateStatic, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

```

```

#define GTreeIterBreadthCreate(Tree) _Generic(Tree, \
    GTree*: _GTreeIterBreadthCreate, \
    const GTree*: _GTreeIterBreadthCreate, \
    GTreeStr*: _GTreeIterBreadthCreate, \
    const GTreeStr*: _GTreeIterBreadthCreate, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeIterBreadthCreateStatic(Tree) _Generic(Tree, \
    GTree*: _GTreeIterBreadthCreateStatic, \
    const GTree*: _GTreeIterBreadthCreateStatic, \
    GTreeStr*: _GTreeIterBreadthCreateStatic, \
    const GTreeStr*: _GTreeIterBreadthCreateStatic, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeIterValueCreate(Tree) _Generic(Tree, \
    GTree*: _GTreeIterValueCreate, \
    const GTree*: _GTreeIterValueCreate, \
    GTreeStr*: _GTreeIterValueCreate, \
    const GTreeStr*: _GTreeIterValueCreate, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeIterValueCreateStatic(Tree) _Generic(Tree, \
    GTree*: _GTreeIterValueCreateStatic, \
    const GTree*: _GTreeIterValueCreateStatic, \
    GTreeStr*: _GTreeIterValueCreateStatic, \
    const GTreeStr*: _GTreeIterValueCreateStatic, \
    default: PBErrInvalidPolymorphism) ((GTree*)(Tree))

#define GTreeIterFree(RefIter) _Generic(RefIter, \
    GTreeIter**: _GTreeIterFree, \
    GTreeIterDepth*: _GTreeIterFree, \
    GTreeIterBreadth*: _GTreeIterFree, \
    GTreeIterValue*: _GTreeIterFree, \
    default: PBErrInvalidPolymorphism) ((GTreeIter**)(RefIter))

#define GTreeIterFreeStatic(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterFreeStatic, \
    GTreeIterDepth*: _GTreeIterFreeStatic, \
    GTreeIterBreadth*: _GTreeIterFreeStatic, \
    GTreeIterValue*: _GTreeIterFreeStatic, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterReset(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterReset, \
    GTreeIterDepth*: _GTreeIterReset, \
    GTreeIterBreadth*: _GTreeIterReset, \
    GTreeIterValue*: _GTreeIterReset, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterToEnd(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterToEnd, \
    GTreeIterDepth*: _GTreeIterToEnd, \
    GTreeIterBreadth*: _GTreeIterToEnd, \
    GTreeIterValue*: _GTreeIterToEnd, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterStep(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterStep, \
    GTreeIterDepth*: _GTreeIterStep, \
    GTreeIterBreadth*: _GTreeIterStep, \
    GTreeIterValue*: _GTreeIterStep, \

```

```

    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterStepBack(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterStepBack, \
    GTreeIterDepth*: _GTreeIterStepBack, \
    GTreeIterBreadth*: _GTreeIterStepBack, \
    GTreeIterValue*: _GTreeIterStepBack, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterApply(Iter, Fun, Param) _Generic(Iter, \
    GTreeIter*: _GTreeIterApply, \
    GTreeIterDepth*: _GTreeIterApply, \
    GTreeIterBreadth*: _GTreeIterApply, \
    GTreeIterValue*: _GTreeIterApply, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter), Fun, Param)

#define GTreeIterIsFirst(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterIsFirst, \
    const GTreeIter*: _GTreeIterIsFirst, \
    GTreeIterDepth*: _GTreeIterIsFirst, \
    const GTreeIterDepth*: _GTreeIterIsFirst, \
    GTreeIterBreadth*: _GTreeIterIsFirst, \
    const GTreeIterBreadth*: _GTreeIterIsFirst, \
    GTreeIterValue*: _GTreeIterIsFirst, \
    const GTreeIterValue*: _GTreeIterIsFirst, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterIsLast(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterIsLast, \
    const GTreeIter*: _GTreeIterIsLast, \
    GTreeIterDepth*: _GTreeIterIsLast, \
    const GTreeIterDepth*: _GTreeIterIsLast, \
    GTreeIterBreadth*: _GTreeIterIsLast, \
    const GTreeIterBreadth*: _GTreeIterIsLast, \
    GTreeIterValue*: _GTreeIterIsLast, \
    const GTreeIterValue*: _GTreeIterIsLast, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterSetGTree(Iter, Tree) _Generic(Iter, \
    GTreeIterDepth*: _GTreeIterDepthSetGTree, \
    GTreeIterBreadth*: _GTreeIterBreadthSetGTree, \
    GTreeIterValue*: _GTreeIterValueSetGTree, \
    default: PBErrInvalidPolymorphism) (Iter, Tree)

#define GTreeIterGetData(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterGetData, \
    const GTreeIter*: _GTreeIterGetData, \
    GTreeIterDepth*: _GTreeIterGetData, \
    const GTreeIterDepth*: _GTreeIterGetData, \
    GTreeIterBreadth*: _GTreeIterGetData, \
    const GTreeIterBreadth*: _GTreeIterGetData, \
    GTreeIterValue*: _GTreeIterGetData, \
    const GTreeIterValue*: _GTreeIterGetData, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterGTree(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterGTree, \
    const GTreeIter*: _GTreeIterGTree, \
    GTreeIterDepth*: _GTreeIterGTree, \
    const GTreeIterDepth*: _GTreeIterGTree, \
    GTreeIterBreadth*: _GTreeIterGTree, \
    const GTreeIterBreadth*: _GTreeIterGTree, \

```

```

GTreeIterValue*: _GTreeIterGTree, \
const GTreeIterValue*: _GTreeIterGTree, \
default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterGetGTree(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterGetGTree, \
    const GTreeIter*: _GTreeIterGetGTree, \
    GTreeIterDepth*: _GTreeIterGetGTree, \
    const GTreeIterDepth*: _GTreeIterGetGTree, \
    GTreeIterBreadth*: _GTreeIterGetGTree, \
    const GTreeIterBreadth*: _GTreeIterGetGTree, \
    GTreeIterValue*: _GTreeIterGetGTree, \
    const GTreeIterValue*: _GTreeIterGetGTree, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

#define GTreeIterSeq(Iter) _Generic(Iter, \
    GTreeIter*: _GTreeIterSeq, \
    const GTreeIter*: _GTreeIterSeq, \
    GTreeIterDepth*: _GTreeIterSeq, \
    const GTreeIterDepth*: _GTreeIterSeq, \
    GTreeIterBreadth*: _GTreeIterSeq, \
    const GTreeIterBreadth*: _GTreeIterSeq, \
    GTreeIterValue*: _GTreeIterSeq, \
    const GTreeIterValue*: _GTreeIterSeq, \
    default: PBErrInvalidPolymorphism) ((GTreeIter*)(Iter))

// ===== Inliner =====

#if BUILDMODE != 0
#include "gtree-inline.c"
#endif

#endif

```

2 Code

2.1 pbmath.c

```

// ===== GTREE.C =====

// ===== Include =====

#include "gtree.h"
#if BUILDMODE == 0
#include "gtree-inline.c"
#endif

// ===== Functions declaration =====

// Free the memory used by 'subtrees' recursively
void GTreeFreeRec(GSetGTree* subtrees);

// ===== Functions implementation =====

// Create a new GTree
GTree* GTreeCreate(void) {
    // Declare the new tree
}

```

```

    GTree *that = PBErrMalloc(GTreeErr, sizeof(GTree));
    // Set properties
    that->_parent = NULL;
    that->_subtrees = GSetGTreeCreateStatic();
    that->_data = NULL;
    // Return the tree
    return that;
}

// Create a new static GTree
GTree GTreeCreateStatic(void) {
    // Declare the new tree
    GTree that;
    // Set properties
    that._parent = NULL;
    that._subtrees = GSetGTreeCreateStatic();
    that._data = NULL;
    // Return the tree
    return that;
}

// Create a new GTree with user data 'data'
GTree* GTreeCreateData(void* const data) {
    // Declare the new tree
    GTree *that = PBErrMalloc(GTreeErr, sizeof(GTree));
    // Set properties
    that->_parent = NULL;
    that->_subtrees = GSetGTreeCreateStatic();
    that->_data = data;
    // Return the tree
    return that;
}

// Free the memory used by the GTree 'that'
// If 'that' is not a root node it is cut prior to be freed
// Subtrees are recursively freed
// User data must be freed by the user
void _GTreeFree(GTree** that) {
    // Check argument
    if (that == NULL || *that == NULL)
        // Nothing to do
        return;
    // If it's not a root node
    if (!GTreeIsRoot(*that))
        // Cut the tree
        GTreeCut(*that);
    // Free recursively the memory
    GTreeFreeRec(GTreeSubtrees(*that));
    free(*that);
    *that = NULL;
}

// Free the memory used by 'subtrees' recursively
void GTreeFreeRec(GSetGTree* subtrees) {
    while (GSetNbElem(subtrees) > 0) {
        GTree* tree = GSetPop(subtrees);
        GTreeFreeRec(GTreeSubtrees(tree));
        free(tree);
    }
}

// Free the memory used by the static GTree 'that'

```

```

// If 'that' is not a root node it is cut prior to be freed
// Subtrees are recursively freed
// User data must be freed by the user
void _GTreeFreeStatic(GTree* that) {
    // Check argument
    if (that == NULL)
        // Nothing to do
        return;
    // If it's not a root node
    if (!GTreeIsRoot(that))
        // Cut the tree
        GTreeCut(that);
    // Free memory
    GTreeFreeRec(GTreeSubtrees(that));
}

// Disconnect the GTree 'that' from its parent
// If it has no parent, do nothing
void _GTreeCut(GTree* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // If there is no parent
    if (GTreeParent(that) == NULL)
        // Nothing to do
        return;
    // Remove the tree from the parent's subtrees
    GSetRemoveAll(GTreeSubtrees(GTreeParent(that)), that);
    // Cut the link to the parent
    that->_parent = NULL;
}

// Return the number of subtrees of the GTree 'that' and their subtrees
// recursively
int _GTreeGetSize(const GTree* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Declare a variable to memorize the result and initialize it with
    // the number of subtrees
    int nb = GSetNbElem(GTreeSubtrees(that));
    // If there are subtrees
    if (nb > 0) {
        // Recursion on the subtrees
        GSetIterForward iter =
            GSetIterForwardCreateStatic(GTreeSubtrees(that));
        do {
            GTree* subtree = GSetIterGet(&iter);
            nb += GTreeGetSize(subtree);
        } while (GSetIterStep(&iter));
    }
    // Return the result
    return nb;
}

```

```

// ----- GTreeIter

// ===== Functions declaration =====

// Create recursively the sequence of an iterator for depth first
void GTreeIterCreateSequenceDepthFirst(GSetGTree* seq, GTree* tree);

// Create recursively the sequence of an iterator for breadth first
void GTreeIterCreateSequenceBreadthFirst(GSetGTree* seq, GTree* tree,
    int lvl);

// Create recursively the sequence of an iterator for value first
void GTreeIterCreateSequenceValueFirst(GSetGTree* seq, GTree* tree,
    float val);

// ===== Functions implementation =====

// Create a new GTreeIterDepth for the GTree 'tree'
GTreeIterDepth* _GTreeIterDepthCreate(GTree* const tree) {
    #if BUILDMODE == 0
        if (tree == NULL) {
            GTreeErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'tree' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Declare the new iterator
    GTreeIterDepth *iter = PBErrMalloc(GTreeErr, sizeof(GTreeIterDepth));
    // Set properties
    ((GTreeIter*)iter)->_tree = tree;
    ((GTreeIter*)iter)->_seq = GSetGTreeCreateStatic();
    GTreeIterDepthUpdate(iter);
    GTreeIterReset(iter);
    // Return the iterator
    return iter;
}

// Create a new static GTreeIterDepth for the GTree 'tree'
GTreeIterDepth _GTreeIterDepthCreateStatic(GTree* const tree) {
    #if BUILDMODE == 0
        if (tree == NULL) {
            GTreeErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'tree' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Declare the new iterator
    GTreeIterDepth iter;
    // Set properties
    ((GTreeIter*)&iter)->_tree = tree;
    ((GTreeIter*)&iter)->_seq = GSetGTreeCreateStatic();
    GTreeIterDepthUpdate(&iter);
    GTreeIterReset(&iter);
    // Return the iterator
    return iter;
}

// Create a new GTreeIterBreadth for the GTree 'tree'
GTreeIterBreadth* _GTreeIterBreadthCreate(GTree* const tree) {
    #if BUILDMODE == 0
        if (tree == NULL) {

```



```

        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'tree' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Declare the new iterator
    GTreeIterBreadth *iter =
        PBErrMalloc(GTreeErr, sizeof(GTreeIterBreadth));
    // Set properties
    ((GTreeIter*)iter)->_tree = tree;
    ((GTreeIter*)iter)->_seq = GSetGTreeCreateStatic();
    GTreeIterBreadthUpdate(iter);
    GTreeIterReset(iter);
    // Return the iterator
    return iter;
}

// Create a new static GTreeIterBreadth for the GTree 'tree'
GTreeIterBreadth _GTreeIterBreadthCreateStatic(GTree* const tree) {
    #if BUILDMODE == 0
        if (tree == NULL) {
            GTreeErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'tree' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Declare the new iterator
    GTreeIterBreadth iter;
    // Set properties
    ((GTreeIter*)&iter)->_tree = tree;
    ((GTreeIter*)&iter)->_seq = GSetGTreeCreateStatic();
    GTreeIterBreadthUpdate(&iter);
    GTreeIterReset(&iter);
    // Return the iterator
    return iter;
}

// Create a new GTreeIterValue for the GTree 'tree'
GTreeIterValue* _GTreeIterValueCreate(GTree* const tree) {
    #if BUILDMODE == 0
        if (tree == NULL) {
            GTreeErr->_type = PBErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'tree' is null");
            PBErrCatch(GSetErr);
        }
    #endif
    // Declare the new iterator
    GTreeIterValue *iter = PBErrMalloc(GTreeErr, sizeof(GTreeIterValue));
    // Set properties
    ((GTreeIter*)iter)->_tree = tree;
    ((GTreeIter*)iter)->_seq = GSetGTreeCreateStatic();
    GTreeIterValueUpdate(iter);
    GTreeIterReset(iter);
    // Return the iterator
    return iter;
}

// Create a new static GTreeIterValue for the GTree 'tree' with
// 'rootval' the value of its root node
GTreeIterValue _GTreeIterValueCreateStatic(GTree* const tree) {
    #if BUILDMODE == 0
        if (tree == NULL) {

```

```

    GTreeErr->_type = PErrTypeNullPointer;
    sprintf(GSetErr->_msg, "'tree' is null");
    PErrCatch(GSetErr);
}
#endif
// Declare the new iterator
GTreeIterValue iter;
// Set properties
((GTreeIter*)&iter)->_tree = tree;
((GTreeIter*)&iter)->_seq = GSetGTreeCreateStatic();
GTreeIterValueUpdate(&iter);
GTreeIterReset(&iter);
// Return the iterator
return iter;
}

// Update the GTreeIterDepth 'that' in case its attached GTree has been
// modified
// The node sequence doesn't include the root node of the attached tree
void GTreeIterDepthUpdate(GTreeIterDepth* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
#endif
    // Flush the sequence
    GSetFlush(GTreeIterSeq(that));
    // Create the sequence with a Depth First run through nodes of the tree
    GTreeIterCreateSequenceDepthFirst(GTreeIterSeq(that),
        GTreeIterGTree(that));
    // Reset the current position
    GTreeIterReset(that);
}

// Create recursively the sequence of an iterator for depth first
void GTreeIterCreateSequenceDepthFirst(GSetGTree* seq, GTree* tree) {
    // Append the current tree to the sequence if it's not root
    if (!GTreeIsRoot(tree)) GSetAppend(seq, tree);
    // If there are subtrees
    if (GSetNbElem(GTreeSubtrees(tree)) > 0) {
        // Append the subtrees recursively
        GSetIterForward iter =
            GSetIterForwardCreateStatic(GTreeSubtrees(tree));
        do {
            GTree* subtree = GSetIterGet(&iter);
            GTreeIterCreateSequenceDepthFirst(seq, subtree);
        } while (GSetIterStep(&iter));
    }
}

// Update the GTreeIterBreadth 'that' in case its attached GTree has
// been modified
// The node sequence doesn't include the root node of the attached tree
void GTreeIterBreadthUpdate(GTreeIterBreadth* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PErrCatch(GSetErr);
    }
}

```

```

#endif
    // Flush the sequence
    GSetFlush(GTreeIterSeq(that));
    // Create the sequence with a Breadth First run through nodes of
    // the tree
    GTreeIterCreateSequenceBreadthFirst(GTreeIterSeq(that),
        GTreeIterGTree(that), 0);
    // Reset the current position
    GTreeIterReset(that);
}

// Create recursively the sequence of an iterator for breadth first
void GTreeIterCreateSequenceBreadthFirst(GSetGTree* seq, GTree* tree,
    int lvl) {
    // Append the current tree to the sequence if it's not root
    if (!GTreeIsRoot(tree)) GSetAddSort(seq, tree, lvl);
    // If there are subtrees
    if (GSetNbElem(GTreeSubtrees(tree)) > 0) {
        // Declare a variable to memorize the next lvl
        int nextLvl = lvl + 1;
        // Append the subtrees recursively
        GSetIterForward iter =
            GSetIterForwardCreateStatic(GTreeSubtrees(tree));
        do {
            GTree* subtree = GSetIterGet(&iter);
            GTreeIterCreateSequenceBreadthFirst(seq, subtree, nextLvl);
        } while (GSetIterStep(&iter));
    }
}

// Update the GTreeIterValue 'that' in case its attached GTree has been
// modified
// The node sequence doesn't include the root node of the attached tree
void GTreeIterValueUpdate(GTreeIterValue* const that) {
#ifdef BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Flush the sequence
    GSetFlush(GTreeIterSeq(that));
    // Create the sequence with a Value First run through nodes of the tree
    GTreeIterCreateSequenceValueFirst(GTreeIterSeq(that),
        GTreeIterGTree(that), 0.0);
    // Reset the current position
    GTreeIterReset(that);
}

// Create recursively the sequence of an iterator for value first
void GTreeIterCreateSequenceValueFirst(GSetGTree* seq, GTree* tree,
    float val) {
    // Append the current tree to the sequence if it's not root
    if (!GTreeIsRoot(tree)) GSetAddSort(seq, tree, val);
    // If there are subtrees
    if (GSetNbElem(GTreeSubtrees(tree)) > 0) {
        // Append the subtrees recursively
        GSetIterForward iter =
            GSetIterForwardCreateStatic(GTreeSubtrees(tree));
        do {
            GTree* subtree = GSetIterGet(&iter);

```

```

        GSetElem* elem = GSetIterGetElem(&iter);
        GTreeIterCreateSequenceValueFirst(seq, subtree, elem->_sortVal);
    } while (GSetIterStep(&iter));
}

// Free the memory used by the iterator 'that'
void _GTreeIterFree(GTreeIter** that) {
    // Check argument
    if (that == NULL || *that == NULL)
        // Nothing to do
        return;
    // Free memory
    GSetFlush(GTreeIterSeq(*that));
    free(*that);
    *that = NULL;
}

// Free the memory used by the static iterator 'that'
void _GTreeIterFreeStatic(GTreeIter* const that) {
    // Check argument
    if (that == NULL)
        // Nothing to do
        return;
    // Free memory
    GSetFlush(GTreeIterSeq(that));
}

```

2.2 pbmath-inline.c

```

// ===== GTREE-INLINE.C =====

// ===== Functions declaration =====

// ===== Functions implementation =====

// Get the user data of the GTree 'that'
#if BUILDMODE != 0
inline
#endif
void* _GTreeData(const GTree* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    return that->_data;
}

// Get the parent of the GTree 'that'
#if BUILDMODE != 0
inline
#endif
GTree* _GTreeParent(const GTree* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;

```

```

        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    return that->_parent;
}

// Set the user data of the GTree 'that' to 'data'
#if BUILDMODE != 0
inline
#endif
void _GTreeSetData(GTree* const that, void* const data) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GTreeErr->_type = PBErTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErCatch(GSetErr);
        }
    #endif
    that->_data = data;
}

// Get the set of subtrees of the GTree 'that'
#if BUILDMODE != 0
inline
#endif
GSetGTree* _GTreeSubtrees(const GTree* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GTreeErr->_type = PBErTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErCatch(GSetErr);
        }
    #endif
    return (GSetGTree*)&(that->_subtrees);
}

// Return true if the GTree 'that' is a root
// Return false else
#if BUILDMODE != 0
inline
#endif
bool _GTreeIsRoot(const GTree* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GTreeErr->_type = PBErTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PBErCatch(GSetErr);
        }
    #endif
    return (that->_parent == NULL ? true : false);
}

// Return true if the GTree 'that' is a leaf
// Return false else
#if BUILDMODE != 0
inline
#endif
bool _GTreeIsLeaf(const GTree* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GTreeErr->_type = PBErTypeNullPointer;

```

```

        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    return (GSetNbElem(&(that->_subtrees)) == 0 ? true : false);
}

// ----- GTreeIter

// ===== Functions declaration =====

// ===== Functions implementation =====

// Reset the iterator 'that' at its start position
#if BUILDMODE != 0
inline
#endif
void _GTreeIterReset(GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    that->_curPos = ((GSet*)&(that->_seq))->_head;
}

// Reset the iterator 'that' to its end position
#if BUILDMODE != 0
inline
#endif
void _GTreeIterToEnd(GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    that->_curPos = ((GSet*)&(that->_seq))->_tail;
}

// Step the iterator 'that' at its next position
// Return true if it could move to the next position
// Return false if it's already at the last position
#if BUILDMODE != 0
inline
#endif
bool _GTreeIterStep(GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
    if (that->_curPos == NULL) {
        GTreeErr->_type = PBErTypeInvalidArg;
        sprintf(GSetErr->_msg, "'that->_curPos' is null");
        PBErCatch(GSetErr);
    }
#endif
}

```

```

    if (that->_curPos->_next != NULL) {
        that->_curPos = that->_curPos->_next;
        return true;
    }
    return false;
}

// Step back the iterator 'that' at its next position
// Return true if it could move to the previous position
// Return false if it's already at the first position
#if BUILDMODE != 0
inline
#endif
bool _GTreeIterStepBack(GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (that->_curPos == NULL) {
        GTreeErr->_type = PBErrTypeInvalidArg;
        sprintf(GSetErr->_msg, "'that->_curPos' is null");
        PBErrCatch(GSetErr);
    }
#endif
    if (that->_curPos->_prev != NULL) {
        that->_curPos = that->_curPos->_prev;
        return true;
    }
    return false;
}

// Apply a function to all elements' data of the GTree of the iterator
// The iterator is first reset, then the function is apply sequentially
// using the Step function of the iterator
// The applied function takes to void* arguments: 'data' is the _data
// property of the nodes, 'param' is a hook to allow the user to pass
// parameters to the function through a user-defined structure
#if BUILDMODE != 0
inline
#endif
void _GTreeIterApply(GTreeIter* const that,
    void(*fun)(void* const data, void* const param), void* const param) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (fun == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'fun' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Reset the iterator;
    GTreeIterReset(that);
    // If the associated tree is not empty
    if (GSetNbElem(&(that->_seq)) > 0) {
        // For each node of the tree
        do {

```

```

        // Apply the user function
        fun(GTreeIterGetData(that), param);
    } while (GTreeIterStep(that));
}

// Return true if the iterator is at the start of the elements (from
// its point of view, not the order in the GTree)
// Return false else
#if BUILDMODE != 0
inline
#endif
bool _GTreeIterIsFirst(const GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    return (that->_curPos == ((GSet*)&(that->_seq))->_head);
}

// Return true if the iterator is at the end of the elements (from
// its point of view, not the order in the GTree)
// Return false else
#if BUILDMODE != 0
inline
#endif
bool _GTreeIterIsLast(const GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
#endif
    return (that->_curPos == ((GSet*)&(that->_seq))->_tail);
}

// Change the attached tree of the iterator, and reset it
#if BUILDMODE != 0
inline
#endif
void _GTreeIterDepthSetGTree(GTreeIterDepth* const that,
    GTree* const tree) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErrCatch(GSetErr);
    }
    if (tree == NULL) {
        GTreeErr->_type = PBErrTypeNullPointer;
        sprintf(GSetErr->_msg, "'tree' is null");
        PBErrCatch(GSetErr);
    }
#endif
    // Set the tree
    ((GTreeIter*)that)->_tree = tree;
    // Update the sequence
    GTreeIterDepthUpdate(that);
}

```



```

        // Reset the iterator
        GTreeIterReset(that);
    }
    #if BUILDMODE != 0
    inline
    #endif
    void _GTreeIterBreadthSetGTree(GTreeIterBreadth* const that,
        GTree* tree) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GTreeErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
        if (tree == NULL) {
            GTreeErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'tree' is null");
            PErrCatch(GSetErr);
        }
    #endif
        // Set the tree
        ((GTreeIter*)that)->_tree = tree;
        // Update the sequence
        GTreeIterBreadthUpdate(that);
        // Reset the iterator
        GTreeIterReset(that);
    }
    #if BUILDMODE != 0
    inline
    #endif
    void _GTreeIterValueSetGTree(GTreeIterValue* const that,
        GTree* const tree) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GTreeErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
        if (tree == NULL) {
            GTreeErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'tree' is null");
            PErrCatch(GSetErr);
        }
    #endif
        // Set the tree
        ((GTreeIter*)that)->_tree = tree;
        // Update the sequence
        GTreeIterValueUpdate(that);
        // Reset the iterator
        GTreeIterReset(that);
    }

    // Return the user data of the tree currently pointed to by the iterator
    #if BUILDMODE != 0
    inline
    #endif
    void* _GTreeIterGetData(const GTreeIter* const that) {
    #if BUILDMODE == 0
        if (that == NULL) {
            GTreeErr->_type = PErrTypeNullPointer;
            sprintf(GSetErr->_msg, "'that' is null");
            PErrCatch(GSetErr);
        }
    #endif
    }

```

```

    }
    if (that->_curPos == NULL) {
        GTreeErr->_type = PBErTypeInvalidArg;
        sprintf(GSetErr->_msg, "'that->_curPos' is null");
        PBErCatch(GSetErr);
    }
#endif
    return ((GTree*)(that->_curPos->_data))->_data;
}

// Return the tree currently pointed to by the iterator
#if BUILDMODE != 0
inline
#endif
GTree* _GTreeIterGetGTree(const GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    return (GTree*)(that->_curPos->_data);
}

// Return the tree associated to the iterator 'that'
#if BUILDMODE != 0
inline
#endif
GTree* _GTreeIterGTree(const GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    return that->_tree;
}

// Return the sequence of the iterator 'that'
#if BUILDMODE != 0
inline
#endif
GSetGTree* _GTreeIterSeq(const GTreeIter* const that) {
#if BUILDMODE == 0
    if (that == NULL) {
        GTreeErr->_type = PBErTypeNullPointer;
        sprintf(GSetErr->_msg, "'that' is null");
        PBErCatch(GSetErr);
    }
#endif
    return (GSetGTree*)&(that->_seq);
}

```

3 Makefile

```
#directory
```

```

PBERRDIR=../PBErr
GSETDIR=../GSet

# Build mode
# 0: development (max safety, no optimisation)
# 1: release (min safety, optimisation)
# 2: fast and furious (no safety, optimisation)
BUILDMODE=0

include $(PBERRDIR)/Makefile.inc

INCPATH=-I./ -I$(PBERRDIR)/ -I$(GSETDIR)/
BUILDOPTIONS=$(BUILDPARAM) $(INCPATH)

# compiler
COMPILER=gcc

#rules
all : main

main: main.o pberr.o gtree.o gset.o Makefile
$(COMPILER) main.o pberr.o gtree.o gset.o $(LINKOPTIONS) -o main

main.o : main.c $(PBERRDIR)/pberr.h gtree.h gtree-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c main.c

gtree.o : gtree.c gtree.h gtree-inline.c Makefile $(GSETDIR)/gset-inline.c $(GSETDIR)/gset.h
$(COMPILER) $(BUILDOPTIONS) -c gtree.c

gset.o : $(GSETDIR)/gset.c $(GSETDIR)/gset.h $(GSETDIR)/gset-inline.c Makefile
$(COMPILER) $(BUILDOPTIONS) -c $(GSETDIR)/gset.c

pberr.o : $(PBERRDIR)/pberr.c $(PBERRDIR)/pberr.h Makefile
$(COMPILER) $(BUILDOPTIONS) -c $(PBERRDIR)/pberr.c

clean :
rm -rf *.o main

valgrind :
valgrind -v --track-origins=yes --leak-check=full --gen-suppressions=yes --show-leak-kinds=all ./main

unitTest :
main > unitTest.txt; diff unitTest.txt unitTestRef.txt

```

4 Unit tests

```

#include <stdlib.h>
#include <stdio.h>
#include <time.h>
#include <string.h>
#include <time.h>
#include <unistd.h>
#include <sys/time.h>
#include "pberr.h"
#include "gtree.h"

#define RANDOMSEED 0

void UnitTestGTreeCreateFree() {

```

```

GTree* tree = GTreeCreate();
if (tree == NULL ||
    tree->_parent != NULL ||
    GSetNbElem(&(tree->_subtrees)) != 0 ||
    tree->_data != NULL) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeCreate failed");
    PBErrCatch(GTreeErr);
}
GTreeFree(&tree);
if (tree != NULL) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeFree failed");
    PBErrCatch(GTreeErr);
}
int data = 1;
tree = GTreeCreateData(&data);
if (tree == NULL ||
    tree->_parent != NULL ||
    GSetNbElem(&(tree->_subtrees)) != 0 ||
    tree->_data != &data) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeCreateData failed");
    PBErrCatch(GTreeErr);
}
GTreeFree(&tree);
GTree treeStatic = GTreeCreateStatic();
if (treeStatic._parent != NULL ||
    GSetNbElem(&(treeStatic._subtrees)) != 0 ||
    treeStatic._data != NULL) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeCreateStatic failed");
    PBErrCatch(GTreeErr);
}
GTreeFreeStatic(&treeStatic);
printf("UnitTestGTreeCreateFree OK\n");
}

void UnitTestGTreeGetSet() {
    GTree tree = GTreeCreateStatic();
    int data = 1;
    tree._data = &data;
    if (GTreeData(&tree) != &data) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeData failed");
        PBErrCatch(GTreeErr);
    }
    int data2 = 1;
    GTreeSetData(&tree, &data2);
    if (GTreeData(&tree) != &data2) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeSetData failed");
        PBErrCatch(GTreeErr);
    }
    if (GTreeSubtrees(&tree) != &(tree._subtrees)) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeSubTrees failed");
        PBErrCatch(GTreeErr);
    }
    if (GTreeIsRoot(&tree) == false) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIsRoot failed");
    }
}

```

```

    PBErCatch(GTreeErr);
}
tree._parent = &tree;
if (GTreeIsRoot(&tree) == true) {
    GTreeErr->_type = PBErTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIsRoot failed");
    PBErCatch(GTreeErr);
}
if (GTreeParent(&tree) != &tree) {
    GTreeErr->_type = PBErTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeParent failed");
    PBErCatch(GTreeErr);
}
tree._parent = NULL;
if (GTreeIsLeaf(&tree) == false) {
    GTreeErr->_type = PBErTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIsLeaf failed");
    PBErCatch(GTreeErr);
}
GTreeAppendData(&tree, &data);
if (GTreeIsLeaf(&tree) == true) {
    GTreeErr->_type = PBErTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIsLeaf failed");
    PBErCatch(GTreeErr);
}
GTreeFreeStatic(&tree);
printf("UnitTestGTreeGetSet OK\n");
}

void UnitTestGTreeCutGetSize() {
    GTree tree = GTreeCreateStatic();
    int data = 1;
    GTreeAppendData(&tree, &data);
    GTreeAppendData(&tree, &data);
    GTreeAppendData(GTreeSubtree(&tree, 1), &data);
    if (GTreeGetSize(&tree) != 3) {
        GTreeErr->_type = PBErTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeGetSize failed");
        PBErCatch(GTreeErr);
    }
    GTree* cuttree = GTreeSubtree(&tree, 1);
    GTreeCut(cuttree);
    if (GTreeGetSize(&tree) != 1 ||
        GTreeGetSize(cuttree) != 1) {
        GTreeErr->_type = PBErTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeCut failed");
        PBErCatch(GTreeErr);
    }
    GTreeFreeStatic(&tree);
    GTreeFree(&cuttree);
    printf("UnitTestGTreeCutGetSize OK\n");
}

void UnitTestGTree() {
    UnitTestGTreeCreateFree();
    UnitTestGTreeGetSet();
    UnitTestGTreeCutGetSize();
    printf("UnitTestGTree OK\n");
}

int dataExampleTree[10] = {0,1,2,3,4,5,6,7,8,9};
GTree* GetExampleTree() {

```

```

GTree* tree = GTreeCreate();
GTreeAddSortData(tree, dataExampleTree + 0, 0);
GTreeAddSortData(tree, dataExampleTree + 9, 9);
GTree* subtree = GTreeSubtree(tree, 0);
GTreeAddSortData(subtree, dataExampleTree + 1, 1);
GTreeAddSortData(subtree, dataExampleTree + 2, 2);
subtree = GTreeSubtree(tree, 1);
GTreeAddSortData(subtree, dataExampleTree + 3, 3);
GTreeAddSortData(subtree, dataExampleTree + 4, 4);
subtree = GTreeSubtree(subtree, 0);
GTreeAddSortData(subtree, dataExampleTree + 8, 8);
GTreeAddSortData(subtree, dataExampleTree + 6, 6);
subtree = GTreeSubtree(subtree, 1);
GTreeAddSortData(subtree, dataExampleTree + 7, 7);
GTreeAddSortData(subtree, dataExampleTree + 5, 5);
return tree;
}

void funApply(void* data, void* param) {
    printf("%d%c", *(int*)data, *(char*)param);
}

void UnitTestGTreeIterDepth() {
    GTree* tree = GetExampleTree();
    GTreeIterDepth* iter = GTreeIterDepthCreate(tree);
    if (iter == NULL ||
        iter->_iter._tree != tree ||
        GSetNbElem(&(iter->_iter._seq)) != 10 ||
        iter->_iter._curPos != iter->_iter._seq._set._head) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterDepthCreate failed");
        PBErrCatch(GTreeErr);
    }
    int check[10] = {0,1,2,9,3,6,8,5,7,4};
    int iCheck = 0;
    do {
        int* data = GTreeIterGetData(iter);
        if (*data != check[iCheck]) {
            GTreeErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GTreeErr->_msg, "GTreeIterDepth failed");
            PBErrCatch(GTreeErr);
        }
        ++iCheck;
    } while (GTreeIterStep(iter));
    GTreeIterFree(&iter);
    if (iter != NULL) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterFree failed");
        PBErrCatch(GTreeErr);
    }
    GTreeIterDepth iterstatic = GTreeIterDepthCreateStatic(tree);
    if (iterstatic._iter._tree != tree ||
        GSetNbElem(&(iterstatic._iter._seq)) != 10 ||
        iterstatic._iter._curPos != iterstatic._iter._seq._set._head) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterDepthCreateStatic failed");
        PBErrCatch(GTreeErr);
    }
    iCheck = 0;
    do {
        int* data = GTreeIterGetData(&iterstatic);
        if (*data != check[iCheck]) {

```

```

        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterDepth failed");
        PBErrCatch(GTreeErr);
    }
    ++iCheck;
} while (GTreeIterStep(&iterstatic));
check[3] = 12;
dataExampleTree[9] = 12;
GTreeIterDepthUpdate(&iterstatic);
iCheck = 0;
do {
    int* data = GTreeIterGetData(&iterstatic);
    if (*data != check[iCheck]) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterUpdate failed");
        PBErrCatch(GTreeErr);
    }
    ++iCheck;
} while (GTreeIterStep(&iterstatic));
dataExampleTree[9] = 9;
GTreeIterReset(&iterstatic);
if (iterstatic._iter._curPos != iterstatic._iter._seq._set._head) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterReset failed");
    PBErrCatch(GTreeErr);
}
if (GTreeIterIsFirst(&iterstatic) == false) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsFirst failed");
    PBErrCatch(GTreeErr);
}
if (GTreeIterIsLast(&iterstatic) == true) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsLast failed");
    PBErrCatch(GTreeErr);
}
if (GTreeIterGetGTree(&iterstatic) != GTreeSubtree(tree, 0)) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterGetGTree failed");
    PBErrCatch(GTreeErr);
}
GTreeIterToEnd(&iterstatic);
if (iterstatic._iter._curPos != iterstatic._iter._seq._set._tail) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterToEnd failed");
    PBErrCatch(GTreeErr);
}
if (GTreeIterIsFirst(&iterstatic) == true) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsFirst failed");
    PBErrCatch(GTreeErr);
}
if (GTreeIterIsLast(&iterstatic) == false) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsLast failed");
    PBErrCatch(GTreeErr);
}
GTreeIterStepBack(&iterstatic);
if (iterstatic._iter._curPos->_next !=
    iterstatic._iter._seq._set._tail) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterStepBack failed");
}

```

```

    PBErCatch(GTreeErr);
}
if (GTreeIterGTree(&iterstatic) != tree) {
    GTreeErr->_type = PBErTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterGTree failed");
    PBErCatch(GTreeErr);
}
if (GTreeIterSeq(&iterstatic) != &(iterstatic._iter._seq)) {
    GTreeErr->_type = PBErTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterSeq failed");
    PBErCatch(GTreeErr);
}
char c = ',';
GTreeIterApply(&iterstatic, &funApply, &c);
printf("\n");
GTree* treeB = GTreeCreate();
GTreeIterSetGTree(&iterstatic, treeB);
if (GTreeIterGTree(&iterstatic) != treeB ||
    GSetNbElem(&(iterstatic._iter._seq)) != 0) {
    GTreeErr->_type = PBErTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterSetGTree failed");
    PBErCatch(GTreeErr);
}
GTreeIterFreeStatic(&iterstatic);
GTreeFree(&tree);
GTreeFree(&treeB);
printf("UnitTestGTreeIterDepth OK\n");
}

void UnitTestGTreeIterBreadth() {
    GTree* tree = GetExampleTree();
    GTreeIterBreadth* iter = GTreeIterBreadthCreate(tree);
    if (iter == NULL ||
        iter->_iter._tree != tree ||
        GSetNbElem(&(iter->_iter._seq)) != 10 ||
        iter->_iter._curPos != iter->_iter._seq._set._head) {
        GTreeErr->_type = PBErTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterBreadthCreate failed");
        PBErCatch(GTreeErr);
    }
    int check[10] = {0,9,1,2,3,4,6,8,5,7};
    int iCheck = 0;
    do {
        int* data = GTreeIterGetData(iter);
        if (*data != check[iCheck]) {
            GTreeErr->_type = PBErTypeUnitTestFailed;
            sprintf(GTreeErr->_msg, "GTreeIterBreadth failed");
            PBErCatch(GTreeErr);
        }
        ++iCheck;
    } while (GTreeIterStep(iter));
    GTreeIterFree(&iter);
    if (iter != NULL) {
        GTreeErr->_type = PBErTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterFree failed");
        PBErCatch(GTreeErr);
    }
    GTreeIterBreadth iterstatic = GTreeIterBreadthCreateStatic(tree);
    if (iterstatic._iter._tree != tree ||
        GSetNbElem(&(iterstatic._iter._seq)) != 10 ||
        iterstatic._iter._curPos != iterstatic._iter._seq._set._head) {
        GTreeErr->_type = PBErTypeUnitTestFailed;
    }
}

```



```

    sprintf(GTreeErr->_msg, "GTreeIterBreadthCreateStatic failed");
    PBErriCatch(GTreeErr);
}
iCheck = 0;
do {
    int* data = GTreeIterGetData(&iterstatic);
    if (*data != check[iCheck]) {
        GTreeErr->_type = PBErriTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterBreadth failed");
        PBErriCatch(GTreeErr);
    }
    ++iCheck;
} while (GTreeIterStep(&iterstatic));
check[1] = 12;
dataExampleTree[9] = 12;
GTreeIterBreadthUpdate(&iterstatic);
iCheck = 0;
do {
    int* data = GTreeIterGetData(&iterstatic);
    if (*data != check[iCheck]) {
        GTreeErr->_type = PBErriTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterUpdate failed");
        PBErriCatch(GTreeErr);
    }
    ++iCheck;
} while (GTreeIterStep(&iterstatic));
dataExampleTree[9] = 9;
GTreeIterReset(&iterstatic);
if (iterstatic._iter._curPos != iterstatic._iter._seq._set._head) {
    GTreeErr->_type = PBErriTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterReset failed");
    PBErriCatch(GTreeErr);
}
if (GTreeIterIsFirst(&iterstatic) == false) {
    GTreeErr->_type = PBErriTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsFirst failed");
    PBErriCatch(GTreeErr);
}
if (GTreeIterIsLast(&iterstatic) == true) {
    GTreeErr->_type = PBErriTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsLast failed");
    PBErriCatch(GTreeErr);
}
if (GTreeIterGetGTree(&iterstatic) != GTreeSubtree(tree, 0)) {
    GTreeErr->_type = PBErriTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterGetGTree failed");
    PBErriCatch(GTreeErr);
}
GTreeIterToEnd(&iterstatic);
if (iterstatic._iter._curPos != iterstatic._iter._seq._set._tail) {
    GTreeErr->_type = PBErriTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterToEnd failed");
    PBErriCatch(GTreeErr);
}
if (GTreeIterIsFirst(&iterstatic) == true) {
    GTreeErr->_type = PBErriTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsFirst failed");
    PBErriCatch(GTreeErr);
}
if (GTreeIterIsLast(&iterstatic) == false) {
    GTreeErr->_type = PBErriTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsLast failed");
}

```

```

    PBErCatch(GTreeErr);
}
GTreeIterStepBack(&iterstatic);
if (iterstatic._iter._curPos->_next !=
    iterstatic._iter._seq._set._tail) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterStepBack failed");
    PBErCatch(GTreeErr);
}
if (GTreeIterGTree(&iterstatic) != tree) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterGTree failed");
    PBErCatch(GTreeErr);
}
if (GTreeIterSeq(&iterstatic) != &(iterstatic._iter._seq)) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterSeq failed");
    PBErCatch(GTreeErr);
}
char c = ',';
GTreeIterApply(&iterstatic, &funApply, &c);
printf("\n");
GTree* treeB = GTreeCreate();
GTreeIterSetGTree(&iterstatic, treeB);
if (GTreeIterGTree(&iterstatic) != treeB ||
    GSetNbElem(&(iterstatic._iter._seq)) != 0) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterSetGTree failed");
    PBErCatch(GTreeErr);
}
GTreeIterFreeStatic(&iterstatic);
GTreeFree(&tree);
GTreeFree(&treeB);
printf("UnitTestGTreeIterBreadth OK\n");
}

void UnitTestGTreeIterValue() {
    GTree* tree = GetExampleTree();
    GTreeIterValue* iter = GTreeIterValueCreate(tree);
    if (iter == NULL ||
        iter->_iter._tree != tree ||
        GSetNbElem(&(iter->_iter._seq)) != 10 ||
        iter->_iter._curPos != iter->_iter._seq._set._head) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterValueCreate failed");
        PBErCatch(GTreeErr);
    }
    int check[10] = {0,1,2,3,4,5,6,7,8,9};
    int iCheck = 0;
    do {
        int* data = GTreeIterGetData(iter);
        if (*data != check[iCheck]) {
            GTreeErr->_type = PBErrTypeUnitTestFailed;
            sprintf(GTreeErr->_msg, "GTreeIterValue failed");
            PBErCatch(GTreeErr);
        }
        ++iCheck;
    } while (GTreeIterStep(iter));
    GTreeIterFree(&iter);
    if (iter != NULL) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterFree failed");
    }
}

```

```

    PBErCatch(GTreeErr);
}
GTreeIterValue iterstatic = GTreeIterValueCreateStatic(tree);
if (iterstatic._iter._tree != tree ||
    GSetNbElem(&(iterstatic._iter._seq)) != 10 ||
    iterstatic._iter._curPos != iterstatic._iter._seq._set._head) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterValueCreateStatic failed");
    PBErCatch(GTreeErr);
}
iCheck = 0;
do {
    int* data = GTreeIterGetData(&iterstatic);
    if (*data != check[iCheck]) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterValue failed");
        PBErCatch(GTreeErr);
    }
    ++iCheck;
} while (GTreeIterStep(&iterstatic));
check[9] = 12;
dataExampleTree[9] = 12;
GTreeIterValueUpdate(&iterstatic);
iCheck = 0;
do {
    int* data = GTreeIterGetData(&iterstatic);
    if (*data != check[iCheck]) {
        GTreeErr->_type = PBErrTypeUnitTestFailed;
        sprintf(GTreeErr->_msg, "GTreeIterUpdate failed");
        PBErCatch(GTreeErr);
    }
    ++iCheck;
} while (GTreeIterStep(&iterstatic));
dataExampleTree[9] = 9;
GTreeIterReset(&iterstatic);
if (iterstatic._iter._curPos != iterstatic._iter._seq._set._head) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterReset failed");
    PBErCatch(GTreeErr);
}
if (GTreeIterIsFirst(&iterstatic) == false) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsFirst failed");
    PBErCatch(GTreeErr);
}
if (GTreeIterIsLast(&iterstatic) == true) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsLast failed");
    PBErCatch(GTreeErr);
}
if (GTreeIterGetGTree(&iterstatic) != GTreeSubtree(tree, 0)) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterGetGTree failed");
    PBErCatch(GTreeErr);
}
GTreeIterToEnd(&iterstatic);
if (iterstatic._iter._curPos != iterstatic._iter._seq._set._tail) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterToEnd failed");
    PBErCatch(GTreeErr);
}
if (GTreeIterIsFirst(&iterstatic) == true) {

```

```

    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsFirst failed");
    PBErrCatch(GTreeErr);
}
if (GTreeIterIsLast(&iterstatic) == false) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterIsLast failed");
    PBErrCatch(GTreeErr);
}
GTreeIterStepBack(&iterstatic);
if (iterstatic._iter._curPos->_next !=
    iterstatic._iter._seq._set._tail) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterStepBack failed");
    PBErrCatch(GTreeErr);
}
if (GTreeIterGTree(&iterstatic) != tree) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterGTree failed");
    PBErrCatch(GTreeErr);
}
if (GTreeIterSeq(&iterstatic) != &(iterstatic._iter._seq)) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterSeq failed");
    PBErrCatch(GTreeErr);
}
char c = ',';
GTreeIterApply(&iterstatic, &funApply, &c);
printf("\n");
GTree* treeB = GTreeCreate();
GTreeIterSetGTree(&iterstatic, treeB);
if (GTreeIterGTree(&iterstatic) != treeB ||
    GSetNbElem(&(iterstatic._iter._seq)) != 0) {
    GTreeErr->_type = PBErrTypeUnitTestFailed;
    sprintf(GTreeErr->_msg, "GTreeIterSetGTree failed");
    PBErrCatch(GTreeErr);
}
GTreeIterFreeStatic(&iterstatic);
GTreeFree(&tree);
GTreeFree(&treeB);
printf("UnitTestGTreeIterValue OK\n");
}

void UnitTestGTreeIter() {
    UnitTestGTreeIterDepth();
    UnitTestGTreeIterBreadth();
    UnitTestGTreeIterValue();
    printf("UnitTestGTreeIter OK\n");
}

void UnitTestAll() {
    UnitTestGTree();
    UnitTestGTreeIter();
    printf("UnitTestAll OK\n");
}

int main() {
    UnitTestAll();
    // Return success code
    return 0;
}

```

5 Unit tests output

```
UnitTestGTreeCreateFree OK
UnitTestGTreeGetSet OK
UnitTestGTreeCutGetSize OK
UnitTestGTree OK
0,1,2,9,3,6,8,5,7,4,
UnitTestGTreeIterDepth OK
0,9,1,2,3,4,6,8,5,7,
UnitTestGTreeIterBreadth OK
0,1,2,3,4,5,6,7,8,9,
UnitTestGTreeIterValue OK
UnitTestGTreeIter OK
UnitTestAll OK
```