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

2 Code

2.1 pbmath.c

2.2 pbmath-inline.c

3 Makefile

4 Unit tests

5 Unit tests output