# BST Number List in Console/Terminal Cpt S 321 Homework Assignment Washington State University

#### Submission Instructions:

- Create a GitLab repository on the EECS server that you will use for <u>all</u> the assignments in this class. We will not accept different repositories for different assignments. Make sure that your repository is private! For more information <u>check the turn-in tutorial</u> (BB -> Course Information).
- Add Venera and the TAs as part of your team (see syllabus for user ids). Make sure we are "Maintainers".
- Create a branch called "Branch\_HW1" and work in this branch for this assignment.
- Tag the version that you would want us to correct with the assignment number. For example, "HW1", "HW2", etc. IMPORTANT REMINDER: If a HW does not have a tag by the due date, it will NOT be graded and it will receive automatically 0. If you think you will be late with a HW do the following:
  - o 1) send an email to all TAs and cc the instructor BEFORE THE DUE DATE and tell us that you will be late
  - o 2) send us another email when you finish and tag the assignment so that we can grade
- Your project must contain a readme file where you will write your full name and WSU ID.

### <u>Assignment Instructions:</u>

Read all the instructions carefully before you write any code.

Create a C# console application that fulfills the following requirements:

- 1. Get a list of integer numbers from the user on A SINGLE LINE
  - The numbers will be in the range [0,100]
  - The numbers will be separated by spaces
  - You may assume that the user enters a correctly formatted input string that meets these requirements
  - You may use Console.ReadLine or a similar method to get input from the user
- 2. Add all the numbers to a binary search tree (you must implement your own BST) in the order they were entered
  - Don't allow duplicates
  - Use the <u>Split</u> function on the entered string for easy parsing (split on the space character)
- 3. Display the numbers in sorted order (smallest first, largest last).
  - Traverse the tree in order to produce this output.
- 4. Display the following statistics about the tree

- Number of items (note that this will be less than or equal to the number of items entered by the user, since duplicates won't be added to the tree). Write a function that determines this from your BST, NOT the array returned from the split. In other words, you must have a Count function in your BST implementation.
- Number of levels in the tree. A tree with no nodes at all has 0 levels. A tree with a single node has 1 level. A tree with 2 nodes has 2 levels. A tree with three nodes could have 2 or 3 levels. You should know why this is from your advanced data structures prerequisite
- Theoretical minimum number of levels that the tree could have given the number of nodes it contains (figure out the formula to calculate this)

### Point Breakdown (10 points total):

- 5 points: Fulfill all the requirements above with no inaccuracies in the output and no crashes.
- 1 point: For a "healthy" version control history, i.e., 1) the HW assignment should be built iteratively, 2) every commit should be a cohesive functionality, 3) the commit message should concisely describe what is being committed, 4) you should follow TDD i.e., write and commit tests first and then implement and commit the functionality.
- 1 point: Code is clean, efficient and well organized.
- 1 point: Quality of identifiers.
- 1 point: Existence and quality of comments.
- 1 point: Existence and quality of test cases. Normal cases and edge cases are both important to test.

General Homework Requirements	
Quality of Version Control	<ul> <li>Homework should be built iteratively (i.e., one feature at a time, not in one huge commit).</li> <li>Each commit should have cohesive functionality.</li> <li>Commit messages should concisely describe what is being committed.</li> <li>TDD should be used (i.e, write and commit tests first and then implement and commit functionality).</li> <li>Use of a .gitignore.</li> <li>Commenting is done as the homework is built (i.e, there is commenting added in each commit, not done all at once at the end).</li> </ul>
Quality of Code	<ul> <li>Each file should only contain one public class.</li> <li>Correct use of access modifiers.</li> <li>Classes are cohesive.</li> </ul>

	<ul> <li>Namespaces make sense.</li> <li>Code is easy to follow.</li> <li>StyleCop is installed and configured correctly for all projects in the solution and all warnings are resolved. If any warnings are suppressed, a good reason must be provided.</li> <li>Use of appropriate design patterns and software principles seen in class.</li> </ul>
Quality of Identifiers	<ul> <li>No underscores in names of classes, attributes, and properties.</li> <li>No numbers in names of classes or tests.</li> <li>Identifiers should be descriptive.</li> <li>Project names should make sense.</li> <li>Class names and method names use PascalCasing.</li> <li>Method arguments and local variables use camelCasing.</li> <li>No Linguistic Antipatterns or Lexicon Bad Smells.</li> </ul>
Existence and Quality of Comments	<ul> <li>Every method, attribute, type, and test case has a comment block with a minimum of <summary>, <returns>, <param/>, and <exception> filled in as applicable.</exception></returns></summary></li> <li>All comment blocks use the format that is generated when typing "///" on the line above each entity.</li> <li>There is useful inline commenting in addition to comment blocks that explains how the algorithm is implemented.</li> </ul>
Existence and Quality of Tests	<ul> <li>Normal, boundary, and overflow/error cases should be tested for each feature.</li> <li>Test cases should be modularized (i.e, you should have a separate test case for each thing you test - do not combine them into one large test case).</li> <li>Note: In assignments with a GUI, we do not require testing of the GUI itself.</li> </ul>

## Sample Output:

