HUMBER
School of Media Studies
& Information Technology

GAME255
DATA STRUCTURES AND DESIGN PATTERNS

LAB 5: BINARY SEARCH TREE TRAVERSAL

PROFESSOR: Jean – Paul Amore

GRADE VALUE: 25 Marks = 6% of Final Grade

END DATE: Week 9

LEARNING OUTCOMES TARGETTED: Be able to use and build vectors, list, stacks, queues, trees and graphs.

REQUIREMENTS:

Using the attached project solution, complete the implementation for Binary Search Tree traversal:

- Pre-Order
- Post-Order
- Level Order

Use BST.h. The BST traversal should complement the functionality of main.cpp.

DELIVERABLES:

Submit the implemented BST traversal – BST.h.

LAB #5						
CRITERIA	**0 POINTS**	**1 POINT**	**2 POINTS**	**3 POINTS**	**4 POINTS**	**5 POINTS**
1. LOGIC	Did not submit	Does not demonstrate ability to use logical process	Poorly demonstrates ability to use logical process	Somewhat demonstrates ability to use logical process	Demonstrates ability to use logical process	Demonstrates exceptional ability to use logical process
2. EFFICIENCY	Did not submit	Does not demonstrate any efficiency	Poorly demonstrates efficiency	Demonstrates some efficiency	Demonstrates efficiency	Demonstrates exceptional efficiency
3. FUNCTIONALITY	Did not submit	Asset is not functional	Asset is barely functional	Asset is somewhat functional	Asset is functional	Asset is exceptionally functional
4. PROCESS & ORGANIZATION	Did not complete assigned work	No code follows a systematic and organized approach to problem solving	Parts of code follows a systematic and organized approach to problem solving	Some code follows a systematic and organized approach to problem solving	Most code follows a systematic and organized approach to problem solving	All code follows a systematic and organized approach to problem solving
5. TEST CASE	Did not complete assigned work	Does not compile	Barely any code functions with test case	Partially functions with test case	Mostly functions with test case	Fully functions with test case