

Programming and Data Structures

Programming Project 3: Binary Search Trees

Project Objectives

At the end of this project, students should be able to:

1. Implement the generic data structure for Binary Search Tree
2. Instantiate the generic data structures in a test program
3. Use the BST data structure to store a country database
4. Invoke different methods on the BST data structure to determine specific characteristics of the constructed BST
5. Determine the performance of the operations on the BST data structure

Project Description

1. Create the generic class **BST** that has the following UML diagram.

BST<E extends Comparable<E>	Generic Binary Search Tree Class
-root: TreeNode	Reference to the first node in the BST
-size: int	Number of nodes in the BST
+BST()	Creates an empty BST by initializing root to null and size to 0
+BST(ArrayList<E> list)	Creates an empty BST and insert the elements from list in the BST
+size(): int	Returns the value of size
+isEmpty(): boolean	Returns true if the BST is empty
+clear(): void	Reset root to null and size to 0
+search(E item): int	Returns the number of iterations to determine if item is in the BST, or not
+insert(E item): int	Returns the number of iterations to insert item in the BST or find it in the BST
+delete(E item): int	Returns the number of iterations to delete item from the BST if item is found
+leafNodes(): int	Recursive method that returns the number of leaf nodes in the BST
+height: int	Recursive method that returns the height of the tree
+isBalanced(): boolean	Recursive method that returns true if the BST is balanced, or false otherwise

+preorder(): void	Recursive method that prints the values of the nodes in the BST in preorder
+postorder(): void	Recursive method that prints the values of the nodes in the BST in postorder
+inorder(): void	Recursive method that prints the values of the nodes in the BST in inorder

2. Determine the time complexity of all the methods in class **BST** and insert it as a comment before the methods' header.
3. Create a class **Country** to store information about a country. The class has three data members: code (two letters), name of the country, and the area in square kilometers. Add appropriate constructors, getters, and setters for the class. The class should implement the interface **Comparable** for type **Country** and therefore you must include a definition for the method **compareTo()** to compare two countries based on their names.
4. Create a test program named **CountryDB** to do the following:
 - a. Declare, outside the main method, three static arrays of type **int** as follows:


```
static int[][] performance_insert = new int[2][228];
static int[][] performance_search = new int[2][10];
static int[][] performance_delete = new int[2][10];
```
 - b. In the main method, create an array list **countryList** of type **Country**. Fill in **countryList** with data loaded from the file "**countries.txt**". The provided text file contains the international country database maintained by the US Census Bureau.
 - c. Instantiate the class **BST** for the type **Country** and name the class instance **CountryBST**.
 - d. Insert the elements from **countryList** into **countryBST** using the method **insert()** and save the number of iterations returned by **insert()**, for each element, in the array **performance_insert[0]**.

- e. Display the nodes of **countryBST** using the **inorder** traversal. Note that the list of countries is displayed with country names sorted alphabetically because the field **name** is used for the comparison in the method **compareTo()**.
- f. Display the number of leaf nodes and the height of **countryBST**. Display a message indicating if **countryBST** is balanced or not.
- g. Generate ten (10) random integers between 0 and **countryList.size()-1**. Search, in **countryBST**, for the ten random countries that you get at the ten random indices in **countryList**. Save the number of iterations returned by **search()**, for each country, in **performance_search[0]**. Delete the same ten random countries from **countryBST** and save the number of iterations returned by **delete()** in **performance_delete[0]**.
- h. Shuffle the array list **countryList** and clear **countryBST**. Insert the elements from **countryList** into **countryBST** and save the number of iterations returned by the method **insert()** in the array **performance_insert[1]**.
- i. Display the nodes of **countryBST** using the **inorder** traversal. Note that the list of countries is displayed with country names sorted alphabetically.
- j. Display the number of leaf nodes and the height of **countryBST**. Display a message indicating if **countryBST** is balanced or not.
- k. Repeat step **g** using the new **countryBST**. Save the number of iterations returned by **search()** and **delete()** in **performance_search[1]** and **performance_delete[1]** respectively.
- l. Compare the results obtained for step **i** to the results for step **f**. Discuss the results. Add your discussion as a comment after the main method.
- m. Display the content of the three arrays **performance_search**, **performance_delete**, and 10 randomly selected values from **performance_insert** as shown in the sample run of the program. Discuss the results obtained for each one of the BST operations: **insert()**, **search()**, and **delete()**. Add your discussion as a comment after the main method.

5. Submit the following files on coursesite: **Country.java**, **BST.java**, and **CountryDB.java**. Do not forget to include Javadoc comments in all your classes.

----- Sample Run -----

Sorted Country List

Code	Name	Area (sq.Km)
AF	Afghanistan	652230
AL	Albania	27398
AG	Algeria	2381741
AQ	American Samoa	198
AN	Andorra	468
AO	Angola	1246700
AV	Anguilla	91
AC	Antigua and Barbuda	443
AR	Argentina	2736690
AM	Armenia	28203
AA	Aruba	180
AS	Australia	7682300
AU	Austria	82445
AJ	Azerbaijan	82629
BF	Bahamas, The	10010
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UK	United Kingdom	241930
US	United States	9148655
UY	Uruguay	175015
UZ	Uzbekistan	425400
NH	Vanuatu	12189
VE	Venezuela	882050
VM	Vietnam	310070
VI	Virgin Islands, British	151
VQ	Virgin Islands, U.S.	348
WF	Wallis and Futuna	142
WE	West Bank	5640
WI	Western Sahara	266000
YM	Yemen	527968
ZA	Zambia	743398
ZI	Zimbabwe	386847

Number of leaf Nodes: 1
 Height of the tree: 228
 Is the tree balanced? false

Shuffled Country List

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AF	Afghanistan	652230
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Number of leaf Nodes: 78

Height of the tree: 14

Is the tree balanced? false

Sorted List

Insert	Search	Delete
186	24	24
101	77	77
138	175	175
121	150	150
166	27	27
141	181	181
108	79	79
26	8	8
4	134	134
19	164	164

Shuffled List

Insert	Search	Delete
11	11	11
7	9	9
7	11	11
8	10	10
9	10	10
10	9	9
10	12	12
5	10	10
2	5	5
3	11	11