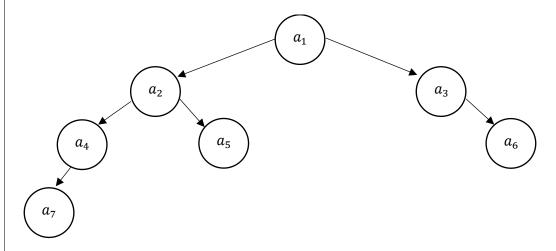
Binary Search Tree ADT

# **ADT Binary Search Tree**

Binary Search Tree = 
$$\{a_1, a_2, a_3, a_4, ..., a_n\}$$

Where  $a_1$  is the root of the tree, the elements  $a_2$  and  $a_3$  are the children of  $a_1$ , and in addition to this, they are also subtrees, that they have children

# **Graphic Representation**



$$a_7 < a_4 < a_2 < a_2 < a_1 < a_3 < a_6$$

$$inv = \{a_1 > a_2, a_1 < a_3 \rightarrow a_2 < a_1 < a_3\}$$

# **Primitive Operations**

Name	Input	Output
BinarySearchTree		BinarySearchTree
Add	BinarySearchTree x Key	BinarySearchTree
InOrder	BinarySearchTree	String
Search	BinarySearchTree x Key	Node (any a)
Minimum	BinarySearchTree x Key	Node (the smallest a)
Maximum	BinarySearchTree x Key	Node (the greatest $a$ )
Successor	BinarySearchTree x Key	Node (the largest of those smaller than <i>a</i> )
Add	BinarySearchTree x Key x Value	BinarySearchTree
Delete	BinarySearchTree x Key	BinarySearchTree

# BinarySearchTree(): Constructor Create the binary tree by initializing the root $pre = \{true\}$ $pos = \{root\ initialized\}$

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#### InOrder(): Analyzer

Traversing the binary search tree in order

pre = {root! = null}
pos = {BinarySearchTree}

# Search(Key k): Analyzer

Searches for an element passed by parameter in the binary search tree

 $pre = \{root! = null \land k \in tree \}$  $pos = \{a \text{ node with key } k\}$ 

#### Minimum(Key k): Analyzer

Gets the smallest element in the binary search tree according to the value of k

 $pre = \{root! = null \land k \in tree\}$  $pos = \{the smallest node\}$ 

#### Maximum(Key k): Analyzer

Gets the largest element in the binary search tree according to the value of k

 $pre = \{root! = null \land k \in tree\}$  $pos = \{the \ largest \ node \}$ 

#### Successor(Key k ): Analyzer

Gets the smallest element in the set of elements greater than the key k

 $pre = \{root! = null \land k \in tree\}$  $pos = \{the successor of k\}$ 

#### Add(Key k, Value v): Modifier

Adds a node to the binary search tree, this node is added according to the order criterion established in the invariant

 $pre = \{true\}$   $pos = \{true, the nodo was added\}$ 

#### Delete (Key k): Modifier

Deletes an element belonging to the binary search tree, then re-sorts the tree

 $pre = \{root! = null \land k \in in \ the \ tree\}$  $pos = \{new \ order \ of \ nodes \ and \ one \ less \ element\}$