Lab 4

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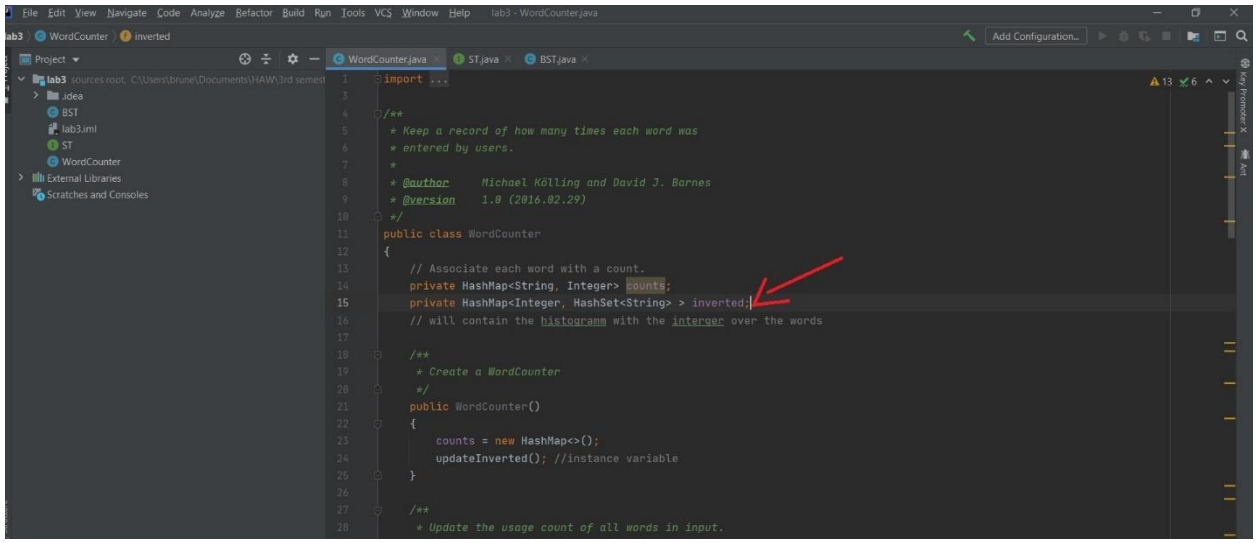
- Preparation

1) We call that the BST invariant the fact that for any node n, every node in the left subtree of n has a value less than n's value, and every node in the right subtree of n has a value greater than n's value.

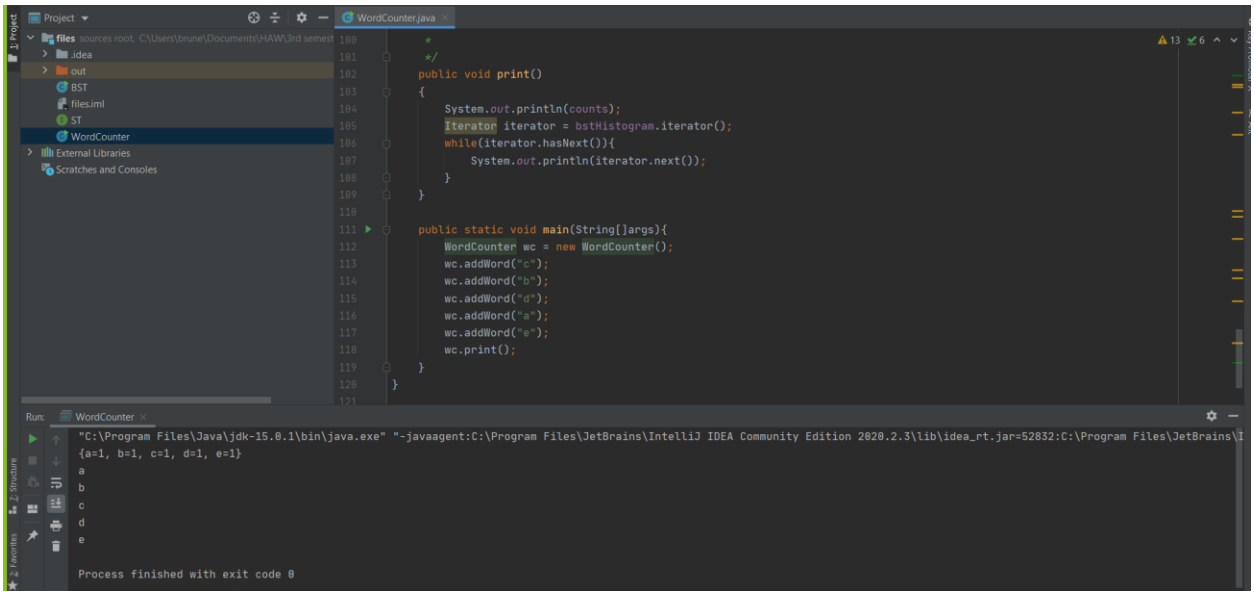
2) Implementation

3)

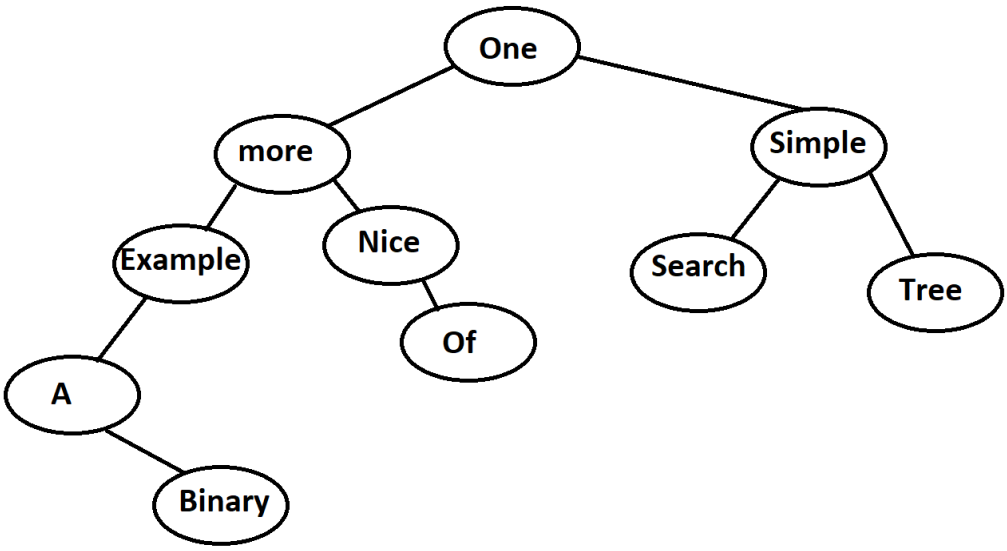


The word-frequency histogram-keeping Map is the HashMap inverted. I changed the HashMap for BST type and changed the instance variable name to bstHistogram and the method updateInverted to updateBSTHistogram. For every word inserted into the counts instance variable, a word was inserted into the new Binary Search Tree histogram.

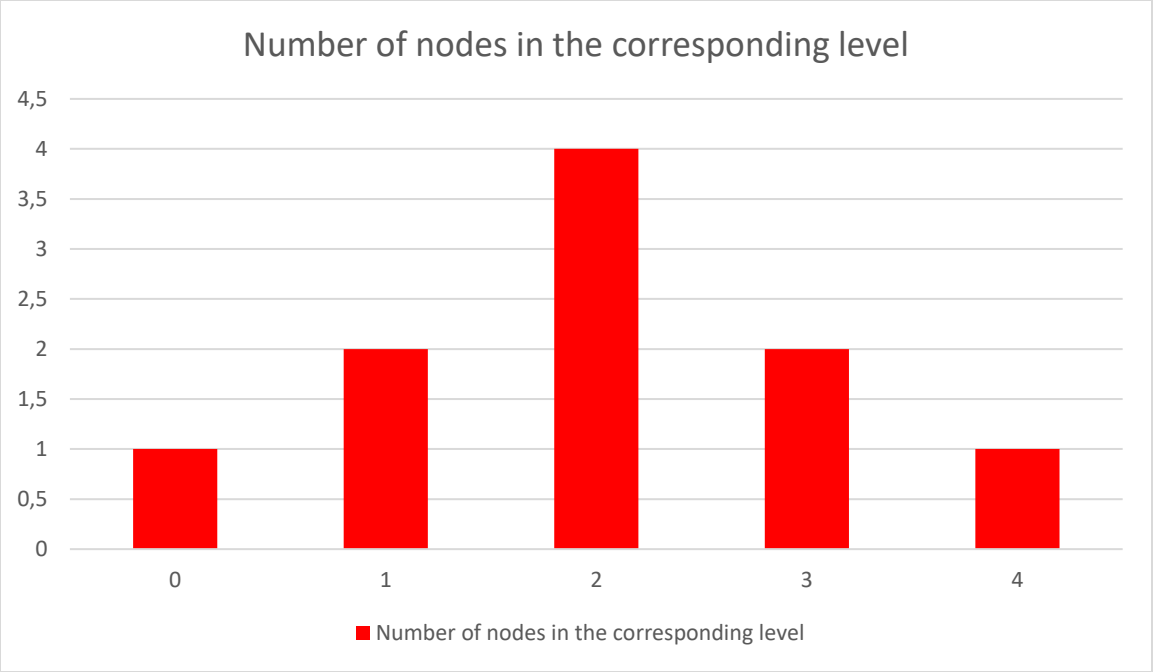
The print method was changed in a way that we can loop through the values of the tree and print out the values. We did this by retrieving the iterator attribute of the bstHistogram attribute and iterating through all of its stack values.



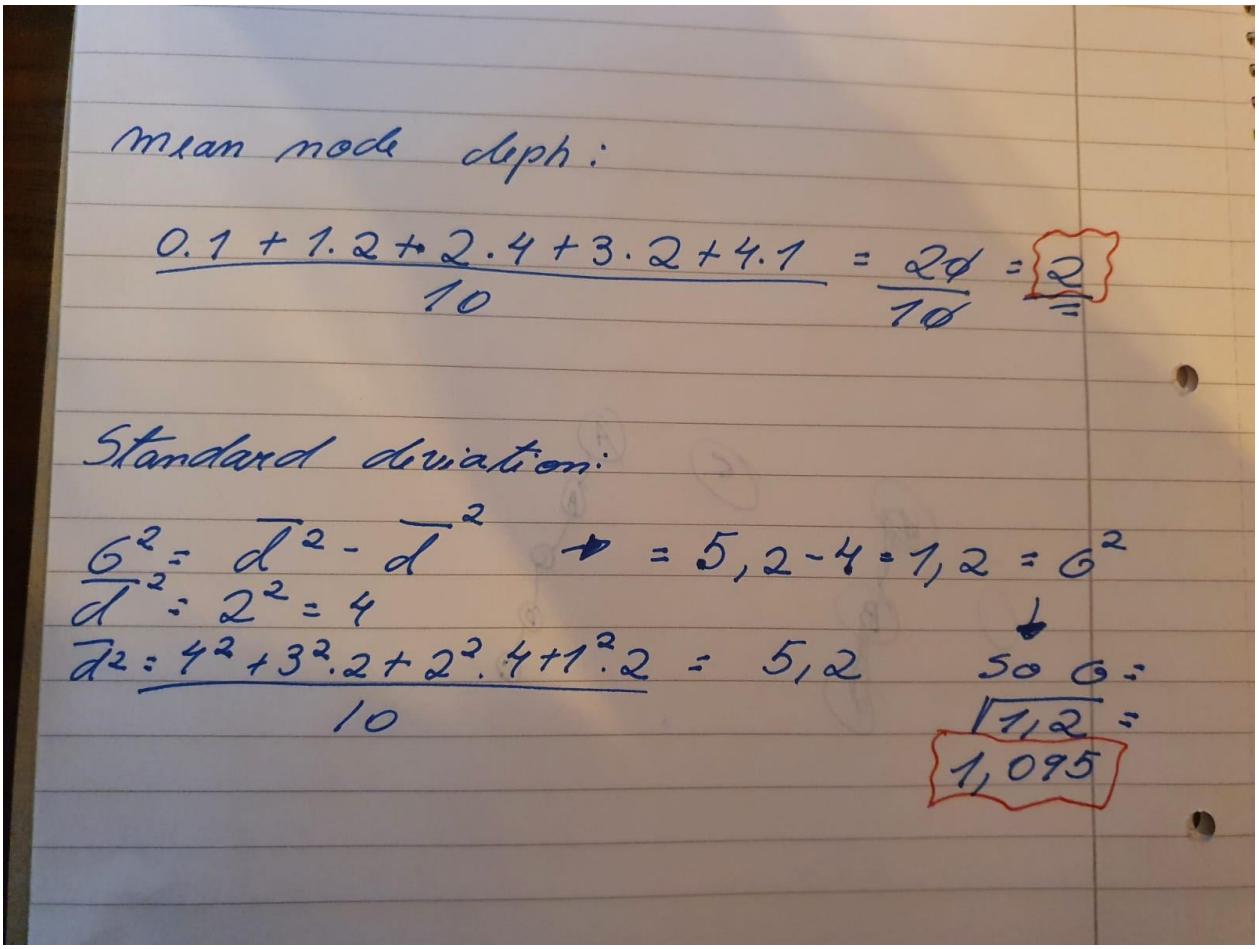
4)Tree:



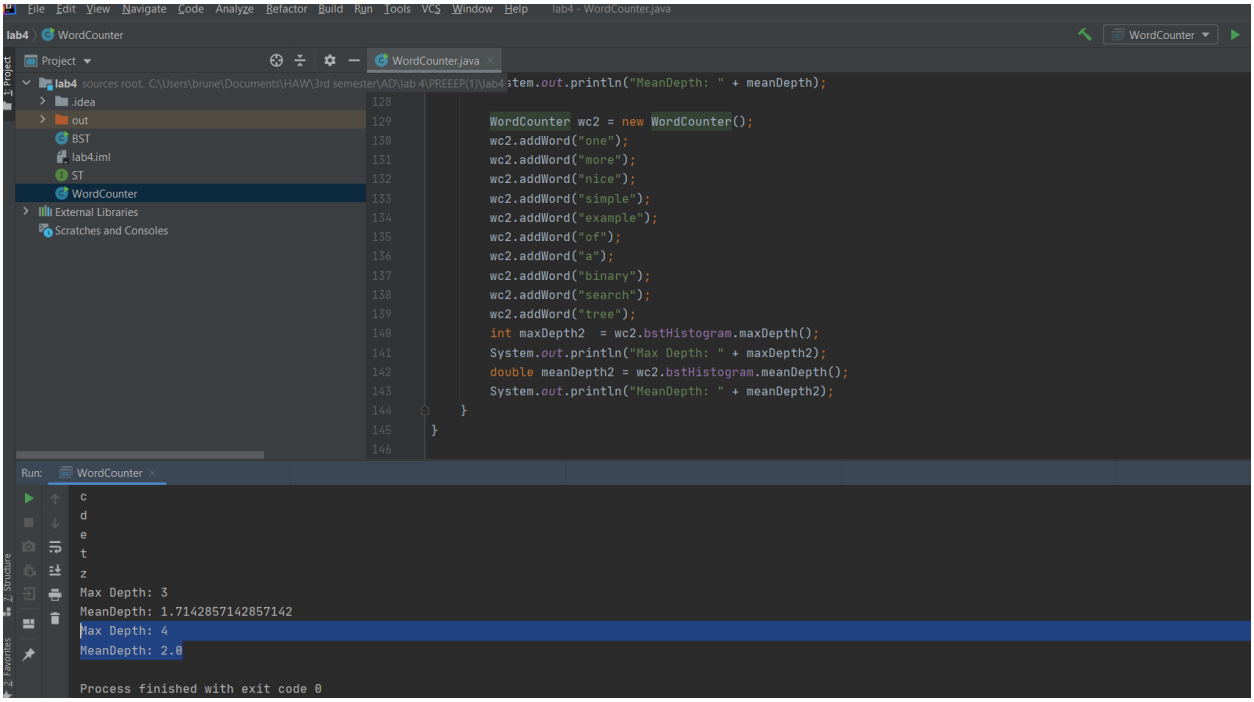
We can see its maximum depth is 4.



Calculating the average node depth and the standard deviation:



6)



I provided a method in BST called maxDepth that returns the maximum depth of the given tree. I also implemented a method called meanDepth which calculates the average of all the given tree depths.

2-3-4 trees and red-black tree implementation

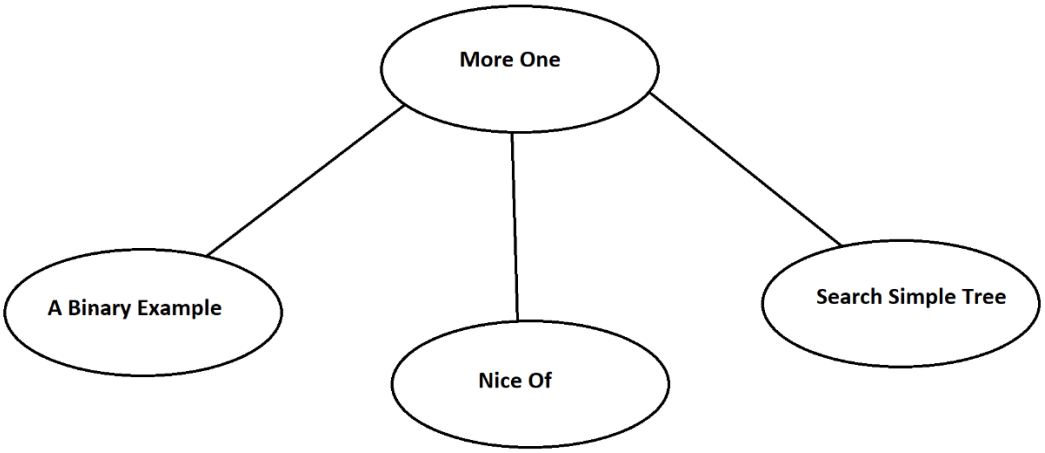
1) 2-3-4 tree invariants:

Every node (leaf or internal) is a 2-node, 3-node or a 4-node, and holds one, two, or three data elements, respectively.

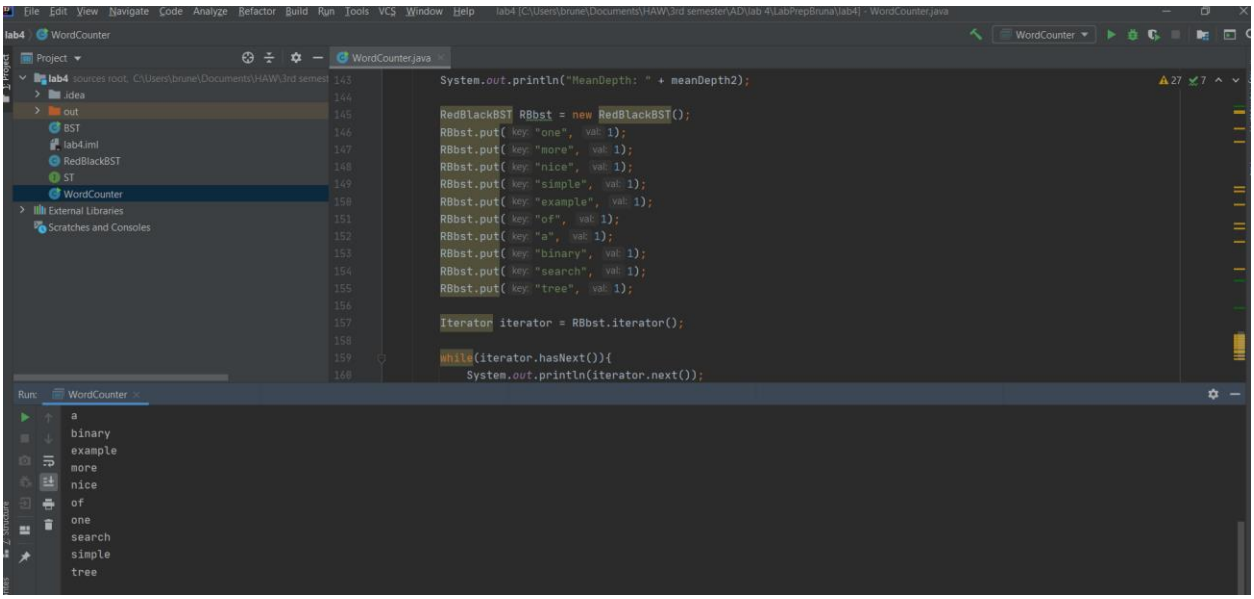
All leaves are at the same depth (the bottom level).

All data is kept in sorted order.

2) For the word sequence **"one more nice simple example of a binary search tree":**



3)



I implemented the class RedBlackBST that is a red-black binary search tree. Then tested it by iterating through the ordered word sequence given before.

References:

Lecture material from Dr.Prof. Renz

https://en.wikipedia.org/wiki/2%E2%80%933%E2%80%934_tree#Properties