## Department of Computer Science and Engineering National Sun Yat-sen University Data Structures Quiz, Chapters 5, Nov. 11, 2024

- 1. Let  $b_n$  denote the number of distinct binary trees with n nodes. Please present the recurrence formula for computing  $b_n$ . (20%)
- 2. Write a recursive C++ function to return the maximum value of the nodes stored in a binary tree (not a binary search tree), where each node stores one positive value in "data". (40%)

```
class TreeNode {
    int data;
    TreeNode *left, *right; // pointer to leftChild and rightChild
};
int maxB( TreeNode *root)
// Return maximum value of the binary tree pointed by "root".
// Return -9999 if the binary tree is empty.
{

Please write the body of maxB().
```

3. Write a C++ function to insert a new node r as the right child of node s in a threaded binary tree. The right subtree of s becomes the right subtree of r after the insertion. (40%)

Please write the remaining body of insertR().

// Insert r as the right child of s.

```
if (! r -> rightThread) {// rightChild is not a thread
    TreeNode *q = InorderSucc (r); // return inorder successor of r
    q -> leftChild = r;
}
} // end of insertR ( )
```

```
Answers:
1.
b_n = \sum_{i=0}^{n-1} b_i b_{n-i-1}, n \ge 1, and b_0 = 1, b_1 = 1
      class TreeNode {
         int data;
         TreeNode *left, *right;
       int maxB( TreeNode *root)
      // Return maximum value of the binary tree pointed by "root".
      // Return -9999 if the binary tree is empty.
      int leftM, rightM;
      if( root == 0 )
         return -9999;
                         // Return -9999 if the binary tree is empty.
       leftM = maxB( root->left );
      rightM = maxB( root->right );
      if ( leftM >= rightM )
         return root->data > leftM ? root->data : leftM;
                 // left subtree is larger
       else
         return root->data > rightM ? root->data : rightM;
                 // right subtree is larger
       } // end of maxB()
3.
void InsertR(TreeNode *s, TreeNode *r)
{// Insert r as the right child of s.
    r -> rightChild = s -> rightChild;
    r -> rightThread = s -> rightThread;
    r \rightarrow leftChild = s;
    r -> leftThread = True; // leftChild is a thread
    s -> rightChild = r;
    s -> rightThread = false;
    if (! r -> rightThread) {// rightChild is not a thread
       TreeNode *q = InorderSucc (r); // return the inorder successor of r
       q \rightarrow leftChild = r;
}
```