Assignment 3

Code:

```
#include <iostream>
#include <string.h>
using namespace std;
struct node
  string label;
  //char label[10];
  int ch count;
  struct node *child[10];
} * root;
class GT
public:
  void create_tree();
  void display(node *r1);
  GT()
  {
     root = NULL;
};
void GT::create_tree()
  int thooks, tchapters, i, j, k;
  root = new node;
  cout << "Enter name of book : ";</pre>
  cin.get();
  getline(cin, root->label);
  cout << "Enter number of chapters in book : ";</pre>
  cin >> tchapters;
  root->ch count = tchapters;
  for (i = 0; i < tchapters; i++)
     root->child[i] = new node;
     cout << "Enter the name of Chapter " << i + 1 << " : ";
     cin.get();
     getline(cin, root->child[i]->label);
     cout << "Enter number of sections in Chapter : " << root->child[i]->label << " : ";</pre>
     cin >> root->child[i]->ch count;
     for (j = 0; j < root > child[i] - > ch_count; j++)
       root->child[i]->child[j] = new node;
        cout << "Enter Name of Section " << j + 1 << " : ";</pre>
       cin.get();
       getline(cin, root->child[i]->child[j]->label);
  }
void GT::display(node *r1)
```

```
int i, j, k, tchapters;
  if (r1 != NULL)
     cout << "\n----Book Hierarchy---";</pre>
     cout << "\n Book title : " << r1->label;
     tchapters = r1->ch_count;
     for (i = 0; i < tchapters; i++)
       cout << "\nChapter " << i + 1;
       cout << " : " << r1->child[i]->label;
       cout << "\nSections : ";</pre>
       for (j = 0; j < r1 - child[i] - ch_count; j++)
          cout << "\n"<< r1->child[i]->child[j]->label;
     }
  }
  cout << endl;
}
int main()
  int choice;
  GT gt;
  while (1)
     cout << "----" << endl;
     cout << "Book Tree Creation" << endl;</pre>
     cout << "----" << endl;
     cout << "1.Create" << endl;</pre>
     cout << "2.Display" << endl;</pre>
     cout << "3.Quit" << endl;
     cout << "Enter your choice : ";</pre>
     cin >> choice;
     switch (choice)
     {
     case 1:
        gt.create_tree();
     case 2:
       gt.display(root);
       break;
     case 3:
       cout << "Thanks for using this program!!!";</pre>
       exit(1);
     default:
       cout << "Wrong choice!!!" << endl;</pre>
  return 0;
}
```

Output:

