# CSC 212 Tutorial #9 Solution Binary Search Trees

#### Problem 1

```
public int getRange() {
    BSTNode <T> p = root;
    int min, max;
    while (p.left != null)
        p = p.left;
    min = p.key;
    p = root;
    while (p.right != null)
        p = p.right;
    max = p.key;
    return max - min;
}
```

### Problem 2

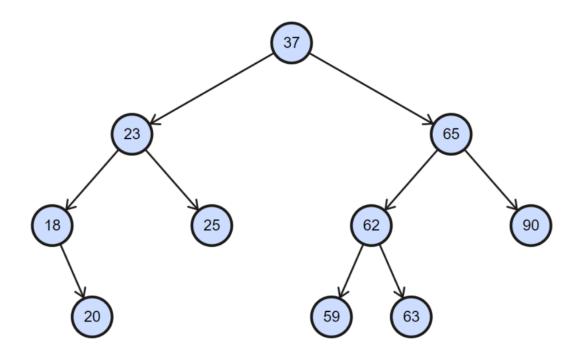
```
public boolean isInRange(int k) {
    if (root == null)
        return false;
    BSTNode <T> p = root;
    Boolean inRange = false;
    while (p != null) {
        if (p.key \le k) {
            inRange = true;
            break;
        }
        p = p.left;
    if (!inRange)
        return false;
    p = root;
    inRange = false;
    while (p != null) {
        if (k \le p.key) {
            inRange = true;
            break;
        p = p.right;
    }
```

```
return inRange;
}
```

#### Problem 3

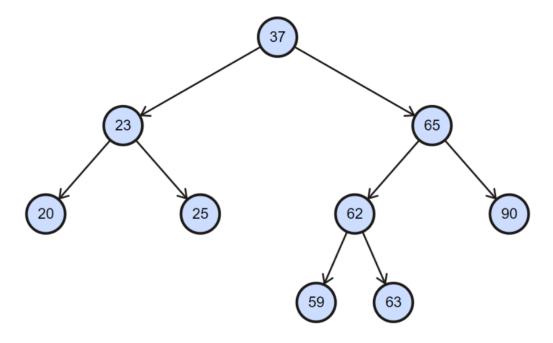
## Problem 4

#### 1. Inserting

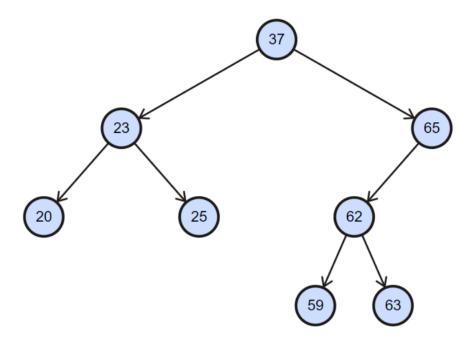


After inserting all keys

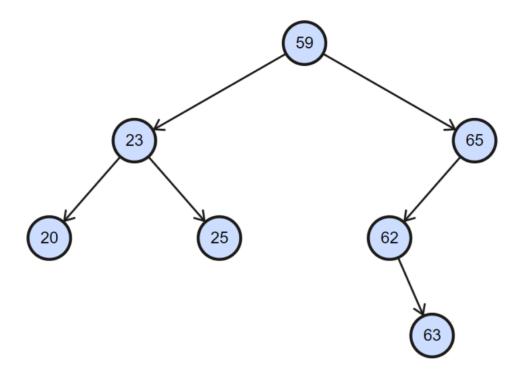
# 2. Removing



Removing 18 (case 2: having one child)



Removing 90 (case 1: having no children)



Removing 37 (case 3: having two children; left-most node in the right sub-tree)

 $3. \ \, \text{In-order (left-root-right)}$