

CS 3310  
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SLC Report  
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Assignment 5 implementation has the following classes:

binaryStreelmplicit - Binary Search Tree Implementation, it creates an array list tree which has a leftchild, a right child, a parent, prints it in preorder, postorder, inorder, it also has methods to insert, delete and search the tree

Main - reads the data and calls the method based upon the reading from the file  
hw5cs3310F16data.txt

my data - stores the object that has student name, class number and grade

This code is run on a 2.5GHz i7, with 16 GB RAM and GeForce GT 750M 2GB MacBook Pro.

	Theoretical	Empirical
<b>search</b>	$\Theta(\log(n))$	$O(n)$
<b>insert</b>	$\Theta(\log(n))$	$O(n)$
<b>delete</b>	$\Theta(\log(n))$	$O(n)$
<b>postorder</b>	$\Theta(n)$	$O(n)$
<b>inorder</b>	$\Theta(n)$	$O(n)$
<b>preorder</b>	$\Theta(n)$	$O(n)$

This file is not very big, and there is not enough data to show nice graphs like in the previous assignments because there is not a big jump in the time or number of records, so I did the analysis of code by counting operations and removing constants.

I think that there is probably a much better way to use binary search trees - not in an array lists. Also, I think that they could be used nicely with other data structures, but on their own the implementation of the search is quite slow.