Classes

struttureImpiegate.Tree.Tree(builtins.object)

SuffixTree

class SuffixTree(struttureImpiegate.Tree.Tree)

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SuffixTree(stringSet)
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class representing the suffix tree

Method resolution order:

SuffixTree

struttureImpiegate.Tree.Tree

builtins.object

Methods defined here:

__init__(self, stringSet)

constructor method for the suffix tree :param stringSet: a set of strings from which the suffix tree should be built

<u>len</u>(self)

Return the total number of elements in the alberi.

child(self, position, s)

the function is used to access to the child position of the specified position whose substring -starts with the string s
-is a prefix for the string s
:param position(SuffixTree.Position): the position where the function is called
:param s(str): the string
:returns the child node if it exists or None if it doesn't

getNodeDepth(self, position)

function that calculates the length of the string until that node :param position: the position whose depth is desired :return: the length of the substring

getNodeLabel(self, position)

function that gets the string corresponding to a certain position :param position: position whose string is desired :return: the corresponding string

getNodeMark(self, position)

function that accesses to the mark of the node
:param position: position whose mark is desired
:return: the list of the strings tho which the substring stored in that node belongs to

parent(self, p)

:returns the parent position of a generic position p

pathString(self, p)

function used to return the path string from the root to the specified position :param p: position whose path string is being calculated :return: the path string from the root to the position p

root(self)

:returns the root position in the tree

Data and other attributes defined here:

Position = <class 'SuffixTree.SuffixTree.Position'>

abstraction used to contain the reference to the tree and the node, whic contains information about the substring stored

$Methods\ inherited\ from\ \underline{struttureImpiegate.Tree.Tree}:$

__iter__(self)

Generate an iteration of the alberi's elements.

children(self, p)

Generate an iteration of Positions representing p's children.

depth(self, p)

Return the number of levels separating Position p from the root.

height(self, p=None)

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Return the height of the subtree rooted at Position p.
     If p is None, return the height of the entire alberi.
<u>is_empty</u>(self)
     Return True if the alberi is empty.
is_leaf(self, p)
     Return True if Position p does not have any children.
\underline{\textbf{is}\_\textbf{root}}(self,p)
     Return True if Position p represents the root of the alberi.
num_children(self, p)
     Return the number of children that Position p has.
positions(self)
     Generate an iteration of the alberi's positions.
postorder(self)
     Generate a postorder iteration of positions in the alberi.
preorder(self)
     Generate a preorder iteration of positions in the alberi.
Data descriptors inherited from <u>struttureImpiegate.Tree.Tree</u>:
     dictionary for instance variables (if defined)
__weakref__
     list of weak references to the object (if defined)
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