

This is an individual assignment. Seeking direct help from students, tutors, and websites such as chegg or stack overflow will be construed as a violation of the honor code.

## **Semester Project Part 3: The Binary Search Tree**

### **Data Structures and Analysis of Algorithms, akk5**

#### **Objectives**

- To strengthen student's knowledge of C++ programming
- To give the student experience in writing Data Structures for data types
- To give the student experience writing a non-linear data structure
- To give the student experience implementing a BST

#### **Instructions**

Attention!!! We will not use the templated stack class for this assignment.

For this assignment you must implement a BST which stores strings. Your BST must implement all size of the basic operations we have talked about in class.

You should then write a program that allows a user to interact with an instance of the BST you have implemented. This program should implement a text-based interface that allows the user to:

1. Create an empty BST. This should warn the user they are deleting the existing BST and ask them if they wish to proceed. Remind the user they can save the contents of their BST to a file.
2. Insert a string into the current BST.
3. Search for a string in the current BST.
4. Remove a string from the current BST.
5. Output the in-order traversal of the current BST.
6. Output the pre-order traversal of the current BST.
7. Output the post-order traversal of the current BST.
8. Save the post-order traversal of the current BST to a user specified filename.
9. Exit.

Make certain you inform the user of the available commands and any information pertaining to the state of the system such as whether or not a BST has been created, the number of nodes in the BST, etc.

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## Grading Breakdown

Point Breakdown	
Structure	12 pts
The program has a header comment with the required information.	3 pts
The overall readability of the program.	3 pts
Program uses separate files for main and class definitions	3 pts
Program includes meaningful comments	3 pts
Syntax	18 pts
Implements Class BST correctly	9 pts
Implements Class Node correctly	9 pts
Behavior	70 pts
Program handles the following correctly	
<ul style="list-style-type: none"> <li>Provide the user with a menu of choices</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Create a new BST ... must perform cleanup</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Insert a string</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Remove a string</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Find a string</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Output the pre-order traversal</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Output the post-order traversal</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Output the in-order traversal</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Save the post-order traversal to file</li> </ul>	7 pts
<ul style="list-style-type: none"> <li>Exits the program ... must perform cleanup</li> </ul>	7 pts
<b>Total Possible Points</b>	<b>100pts</b>
Penalties	
Program does NOT compile	-100
Late up to 24 hrs	-30
Late more than 24hrs	-100

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## Header Comment

At the top of each program, type in the following comment:

```
/*  
  
Student Name: <student name>  
  
Student NetID: <student NetID>  
  
Compiler Used: <Visual Studio, GCC, etc.>  
  
Program Description:  
<Write a short description of the program.>  
  
*/
```

Example:

```
/*  
  
Student Name: John Smith  
  
Student NetID: jjjs123  
  
Compiler Used: Eclipse using MinGW  
  
Program Description:  
This program prints lots and lots of strings!!  
  
*/
```

## Assignment Information

Due Date: 10/9/2019 (Section 1), 10/9/2019 (Section 3)

Files Expected:

1. Main.cpp – File containing function main
2. BST.h - File containing class Node and class BST.
3. BST.cpp - File containing the implementation for the BST