

Programming Assignment #1-REPORT

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Structures

- node
Contains the key, the left child, the right child, and the order when visited by inorder traversal of a node.
- node_linked_list
Contains the key and the next node linked list of a node_linked_list, and an integer recording whether the next node_linked exists.

Functions

*n: the number of elements

- S_node* Create_node();
Creates a node.
Time complexity: $O(1)$
- void Copy_node(struct node*, struct node*);
Copies the elements of the second parameter into the first parameter.
Time complexity: $O(1)$
- void Standard_push(struct node*, int);
Inserts an element into the standard tree.
Average time complexity: $O(\log n)$
- int Splay_push(struct node*, int);
Inserts an element into the splay tree.
Average time complexity: $O(\log n)$
- void Left_rotate(struct node*);
Left rotation of splay tree.
Time complexity: $O(1)$
- void Right_rotate(struct node*);
Right rotation of splay tree.
Time complexity: $O(1)$
- int Print_line(struct node*, struct node*, int, FILE*);
Prints the parenthesis presentations of a tree into the third parameter.
Realized by DFS.
Time complexity: $O(n)$
- void Print_tree_and_left_boundary(struct node*, FILE*, FILE*);
Prints the textual printing of a tree into the second parameter, and the left boundaries of a tree into the third parameter.
First calls the function "Set_priority_and_left_boundary", then the textual

printing of a tree is done by BFS with the orders and the left boundaries known.

Time complexity: $O(n)$

- `void Set_priority_and_left_boundary(struct node*, int*, S_node_linked_list*);`
Finds the order visited by inorder traversal and the left boundaries of a tree.

Realized by DFS.

Time complexity: $O(n)$

- `S_node_linked_list* Create_node_linked_list(struct node*);`
Creates a `node_linked_list`.

Time complexity: $O(1)$

- `void Spacing(int, FILE*);`
Prints spaces into a file.

Time complexity: $O(\text{the largest number of spaces to be printed})$

- `int Num_length(int);`
Calculates the number of digits of a number.

Time complexity: $O(\text{the largest possible number of digits of a number})$

- `void Destory_tree(struct node*);`
Free the spaces of the tree.

Realized by DFS.

Time complexity: $O(n)$

Space Complexity Analysis

*n: the number of elements

Space Complexity: $O(n)$

The spaces of nodes and `node_linked_lists` are allocated only when there is a key to be stored, and are freed after there are no later use.

Bibliography

Lecture slides.