## **ASSIGNMENT 5**

```
#include <iostream>
#include <vector>
using namespace std;
class Node {
public:
  string data;
  vector<Node*> children;
  Node(string d = "") {
    this->data = std::move(d);
  }
  Node* addChild(string d) {
    Node* temp = new Node(std::move(d));
    this->children.push_back(temp);
    return temp;
  }
  friend class Tree;
};
class Tree {
private:
  Node *root;
public:
  Tree(string d) {
    root = new Node(std::move(d));
```

```
}
  Node* addChild(const string& d) {
    return root->addChild(d);
  }
  void display() {
    cout << "Book Name: " << root->data << endl;</pre>
    auto chapter = root->children.begin();
    for (int i = 0; i < root->children.size(); i++, chapter++) {
      cout << "Chapter " << i+1 << ": " << (*chapter)->data << endl;
      auto section = (*chapter)->children.begin();
      for (int j = 0; j < (*chapter)->children.size(); j++, section++) {
         cout << "\t" << i+1 << "." << j+1 << ": " << (*section)->data << endl;
         auto subsection = (*section)->children.begin();
         for (int k = 0; k < (*section)->children.size(); k++, subsection++) {
          cout << "\t^" << i+1 << "." << k+1 << ": " << (*subsection)->data << endl;
        }
      }
    }
  }
};
int main() {
  auto* book = new Tree("DSA");
  auto* chapter1 = book->addChild("HASHING");
  auto* chapter2 = book->addChild("TREES");
  auto* chapter3 = book->addChild("GRAPHS");
  auto* chapter4 = book->addChild("SEARCH TREES");
  auto* chapter5 = book->addChild("INDEXING AND MULTIWAY TREES");
```

```
auto* chapter6 = book->addChild("FILE ORGANIZATION");

auto* section1 = chapter1->addChild("HASH TABLE");
auto* section2 = chapter1->addChild("SKIP LIST");

auto* section1_2 = section1->addChild("SUBSECTION 1");
auto* section1_3 = section1->addChild("SUBSECTION 2");

book->display();

return 0;
}
```

## OUTPUT:

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Sook Tree Creation

1. Create

2. Cooking the Cooking to the Cooki
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