

Revision Questions | Week 09

These are self-revision questions, to help you track if you are understanding the weekly course content.

You should FIRST answer these questions using “pen-and-paper”. Only after this should you test your answers by writing and compiling programs.

1. What are the similarities and differences between C++ Classes and C-style structs?
2. Using the basic Linked List ADT that has been used over the past few weeks, implement a *recursive* version of the following methods:
 - (a) `contains`
 - (b) `deleteBack`
3. For a Tree data structure, define the following terms
 - (a) Node
 - (b) Root
 - (c) Leaf
 - (d) Child
 - (e) Parent
4. Describe the structure of a Binary Search Tree.
5. Using the following ADT for a Binary Search Tree, answer the questions:

BSTNode.h

```

1  #include <memory>
2
3  class BST_Node {
4  public:
5      BST_Node(int data);
6      BST_Node(const BST_Node& other);
7      ~BST_Node();
8
9      int data;
10     std::shared_ptr<BST_Node> left;
11     std::shared_ptr<BST_Node> right;
12 };

```

BST.h

```

1  #include <memory>
2
3  class BST {
4  public:
5      BST();
6      ~BST();
7
8      void clear();
9      bool contains(const int data) const;
10     void add(const int data);
11
12 private:
13     std::shared_ptr<BST_Node> root;
14 };

```

- (a) Draw the resulting tree after executing the following sequence

```
1 BST* bst = new BST();  
2 bst->add(10);  
3 bst->add(12);  
4 bst->add(-1);  
5 bst->add(10);  
6 bst->add(11);
```

- (b) Describe the sequence of operations, (such as calling a destructor and variables going out of scope) that occurs when the destructor for the BST in the above question is called.