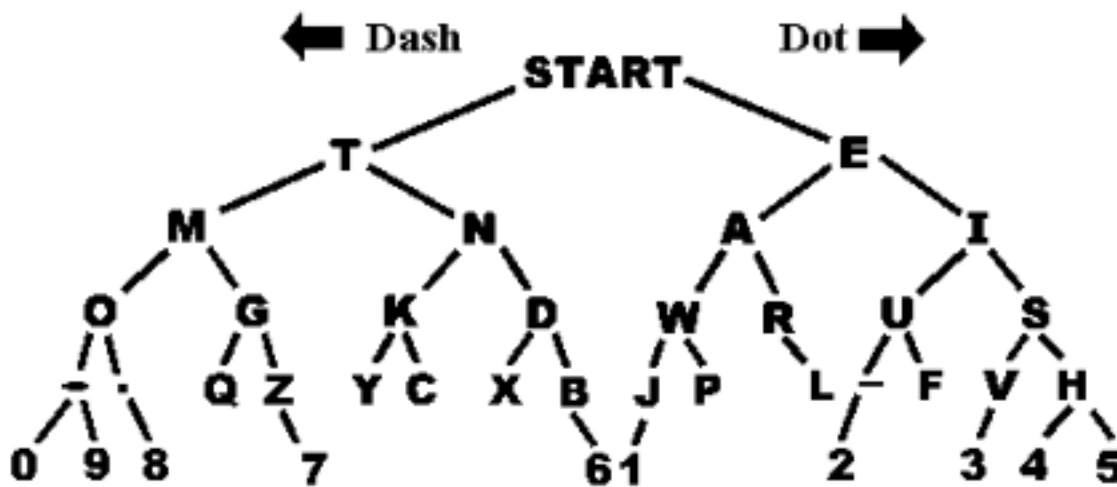


Lab10: Binary Search Tree and Morse Code¹

CSSSKL162: Programming Methodology Skills

Summary

In this lab, we will build a k-nary tree (where $k = 2$) that also maintains an ordering property. Samuel Morse's code is pictured below, where the rule is: "dashes go left" and "dots go right". Once we've built and populated our **Binary Search Tree** so it looks like the tree below, we will be able to traverse the tree and use it to translate a given Character ('S') or String ("SOS") into corresponding dots and dashes ("..." and "...---...", respectively).



1. Warmup with CharTree & CharNode

Build a small **Binary Search** tree that stores characters in its nodes. It should observe the **class invariant** that for any given node, all nodes in the left subtree are less than that node (alphabetically) and all nodes in

¹ This lab is created by Rob Nash. Minor edits by A.Retik (Winter 2016).

the right subtree are greater than that node. Use the **driver provided** to print out your tree of characters in order.

```
public static void main(String[] args) {
    CharTree tree = new CharTree();

    tree.add('c');
    tree.add('a');
    tree.add('t');

    System.out.println(tree.toString()); //inorder prints a c t
    System.out.println(tree.countNodes());
    System.out.println(tree.getDepth());

    //System.out.println(tree.contains('c'));
    //System.out.println(tree.getParent('a')); //can be tricky
}
```

2. Introduction to the Morse Tree

In this section, we'll build our **TreeNode** **inner class** that will be used by our **MorseTree** outer class. Once we've made our **TreeNode**, we'll complete some methods in **MorseTree** that will make use of these **TreeNodes** to build a data structure analog of the tree pictured above. Let's start by downloading the skeleton file (**MorseTree.java**) and read the comments in their entirety. They will draw your attention to specific sections in the code you must complete, starting with the **TreeNode** class below.

2.1 TreeNode Inner Class

In this section, we'll build an **internal class using generics** that can store one data item and two **TreeNode** references (one for the left child, one for the right). Start by uncommenting the private inner class called **TreeNode**, at the end of **MorseTree.java**.

Data & Method Members

- Declare a "Object data;" item to hold a given node's data
- Declare two **TreeNode** references called **left** and **right**
- Declare one constructor that takes three parameters and populates the data members for this structure.

2.2 The MorseTree (Enclosing) Class

In this section, we'll build our **MorseTree** class by declaring only one private data item (a **TreeNode**) and multiple public (and private) methods. A common pattern here will be as follows: Clients of our code will

call some public method (say, `add(int data)`) and our public method will redirect to a private method (`insertIntoSubtree(data, root)`). We'll follow this pattern in the methods we implement below. **See the Tree code in your Savitch text for additional code samples and guidance.**

Data Members

- Declare a private `TreeNode` called `root` (which is similar to `head` in linked lists)

Method Members

- `public void MorseTree() { //Constructor`

 - Use this to load data from a file ("data.txt") and populate your Binary Tree.
 - Each line in the file is a pair, as in "S ...", which is the letter followed by the morse code equivalent
 - Call the `add()` function below for each pair read from the file.

- `private void insertIntoSubtree(String morseStr, Character letter, TreeNode subtree)`
 - Note that the public `add()` function has been provided for you
 - Walk the tree while `morseStr.length() > 0`, removing the leading character from the morse string and...
 - Create a new `TreeNode` if your subtree is null.
 - Recursively move down the tree, going right if a "." and left if a "-".
- `public void findIntoSubtree(String morseStr, TreeNode subtree)`
 - Note that the outer (wrapper) function `translate()` has been provided for you.
 - Walk the tree while the `morseStr.length()` is greater than 0, removing the leading character from the morse string and...
 - Recursively move down the tree, going right if we encounter a "." and left otherwise.
- `public void toMorseCode()`
 - Look at this function inside `MorseTree.java`
 - Completing this step is optional for this lab
- `public String toString()`
 - Look at this function inside `MorseTree.java`
 - Completing this step is optional for this lab