

1.

Red and black trees must satisfy the condition that the path from a node to any of its descendents NULL nodes must have the same number of black nodes.

```
Function getBlackHeight( root node)
    If root node is NULL
        Return 0;
    Endif
    Int leftHeight is getBlackHeight(root node left child)
    Int rightHeight is getBlackHeight(root node right child)
    Int counter is 1 if rootnode is black, 0 if red
    If leftHeight or rightHeight are -1, or if they are not equal
        Return -1
    Else
        Return rightHeight + counter
    Endif
End Function
```

This function will return -1 if it is not a red and black tree, or will return the black Height if it is a red and black tree

2.

- i. Not a red and black tree as the paths from root to null nodes are not the same for the whole tree. there are 2 black nodes from root to 41's NULL leaf, and 1 black node from root to 0's NULL leaf
- ii. Valid tree
- iii. Valid tree
- iv. Valid tree

3. The height of a red balck tree with n nodes is $2 * \log_2(n + 1)$, so a tree of 14 nodes would have max height of $2 * \log_2(15) = \sim 7.8$ so the height is 7

4.

```
Create new array inputArray[]
n = size of array
Counter starts at 0
Create new OS tree
For each element in array
    Count how many larger elements precede it in array
    Add this number to counter
endFor
```

5.

```
Func listIntervalOverlap(T,x,i)
    If i overlaps with x
        Print x
    If left of x != NULL and max(left of x) is greater than or equal to low(i)
        listIntervalOverlap(T,left of x,i)
    If right of x != NULL and max(right of x) is greater than or equal to low(i) and low(x) is
    less or equal to high(i)
        listIntervalOverlap(T,right of x,i)
    Endif
    Return x

End func
```