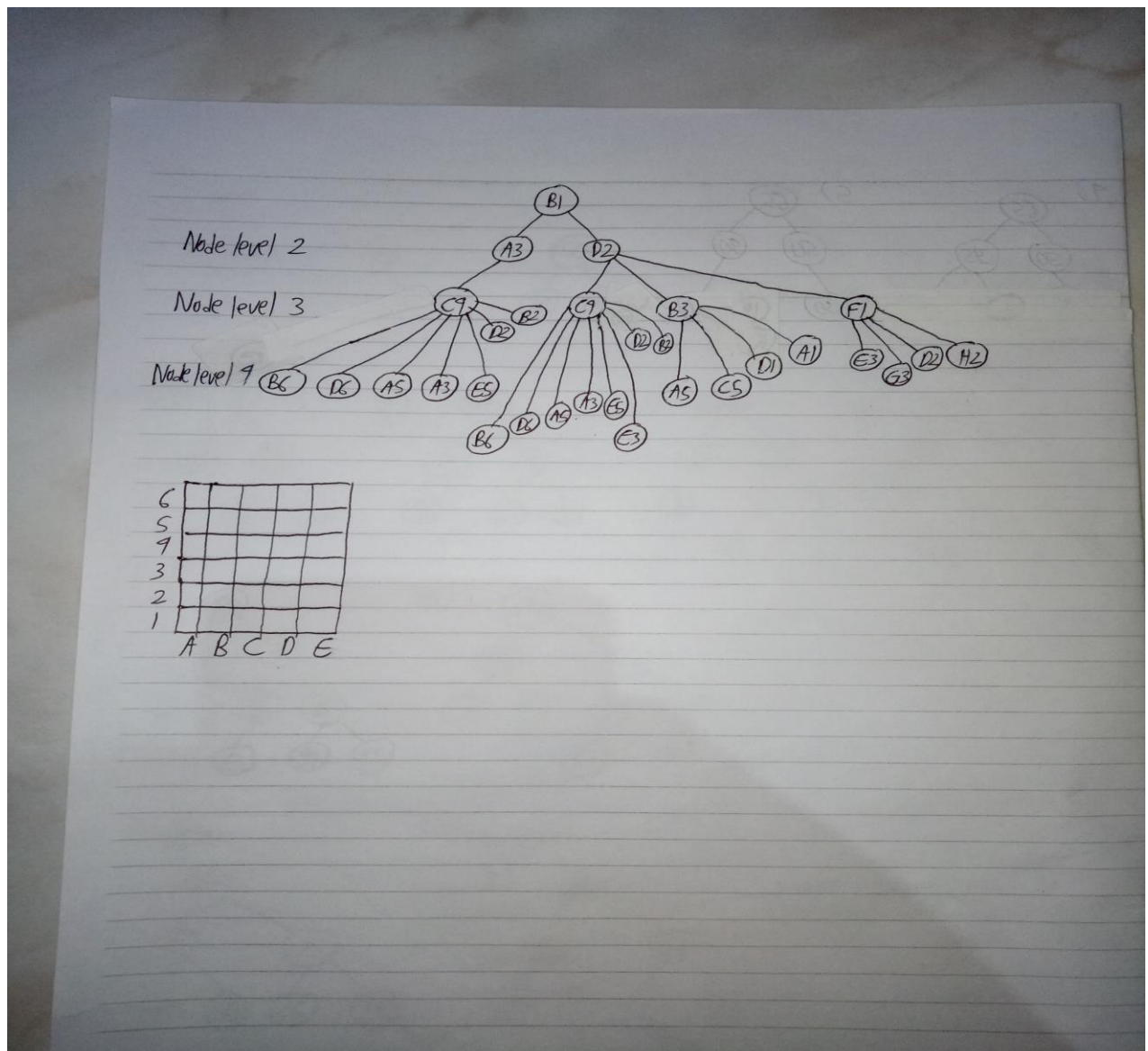


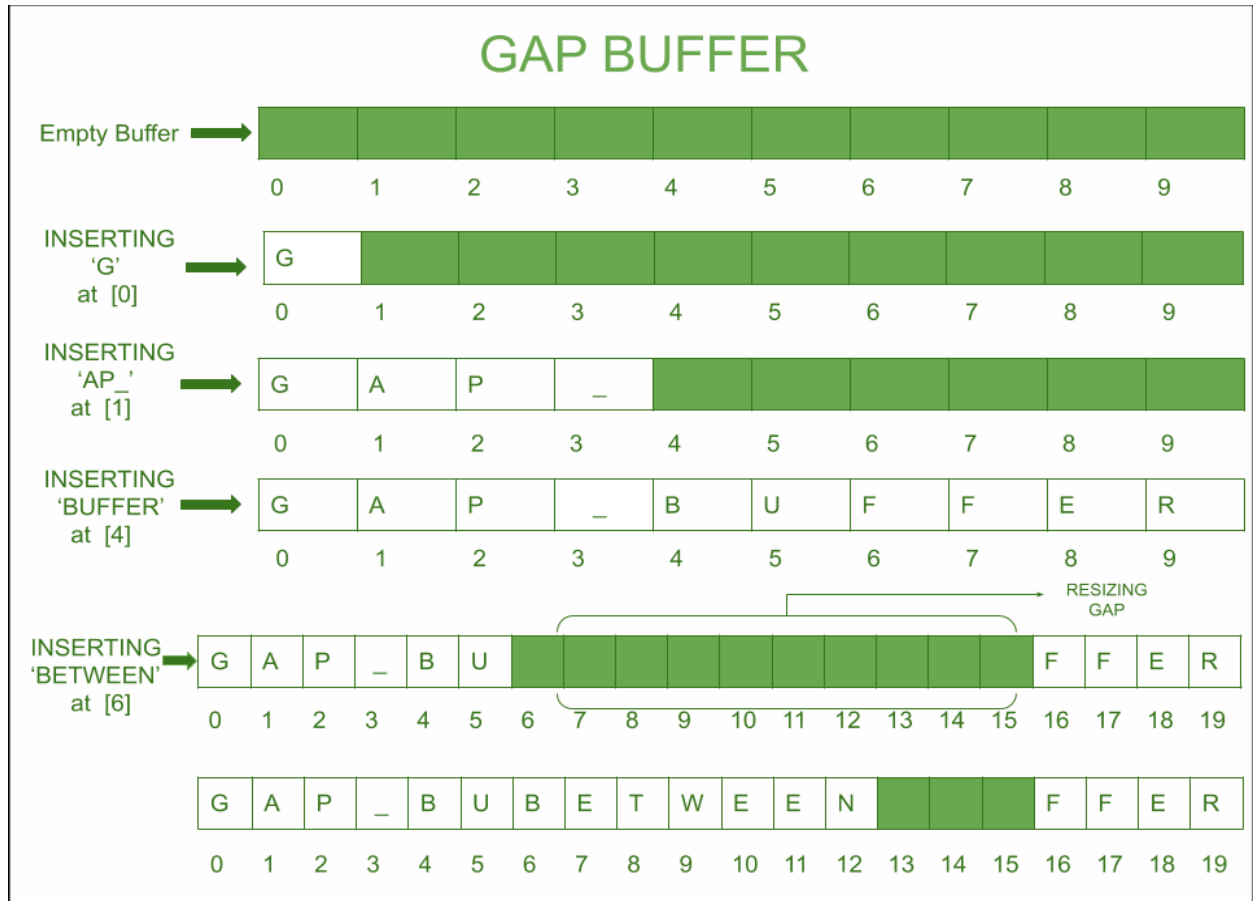
Samuel Evan Saputra (ShadowX)

Final Project Bootcamp

1. AVL Tree adalah Binary Search Tree yang memiliki syarat perbedaan tinggi / level maksimal 1 antara subtree kiri dan subtree kanan. AVL Tree muncul untuk menyeimbangkan Binary Search Tree. Dengan AVL Tree, waktu pencarian dan bentuk tree dapat dipersingkat dan disederhanakan. Ada dua jenis rotasi penyeimbangan yang dilakukan dalam AVL Tree ketika kita memasukkan / insert node, yaitu single rotation dan double rotation. Rotasi yang dilakukan AVL Tree tergantung dengan struktur node-node yang ada di Tree kita.
2. BFS for the shortest solution for the knight



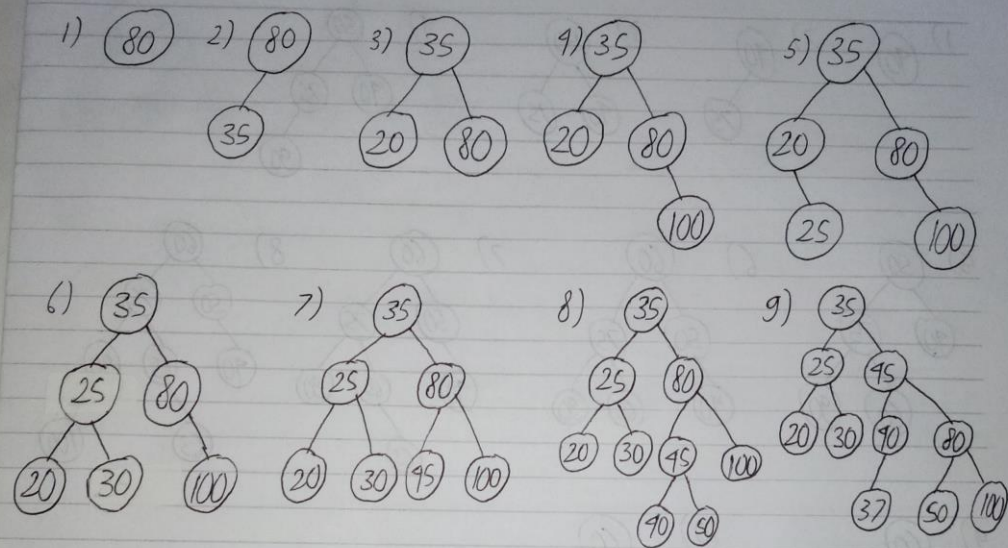
3. Dalam text editor, biasanya digunakan algoritma struktur data bernama Gap Buffer. Gap Buffer adalah struktur data yang digunakan untuk mengedit dan menyimpan teks secara efisien yang sedang diedit. Ini juga mirip dengan larik tetapi celah dimasukkan dalam larik untuk menangani banyak perubahan pada kursor.



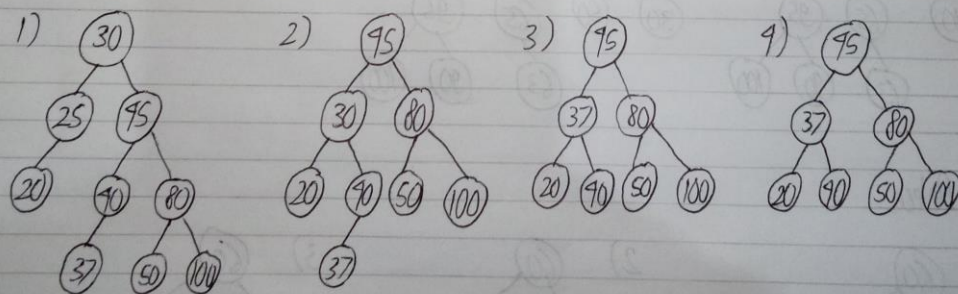
4. AVL Tree Insertion and Deletion

a)

a) Insert

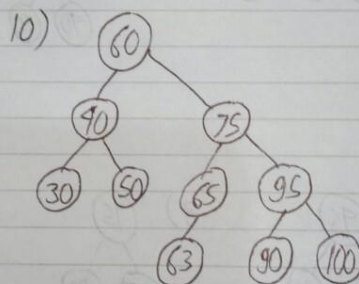
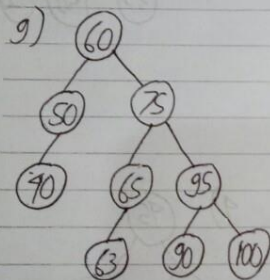
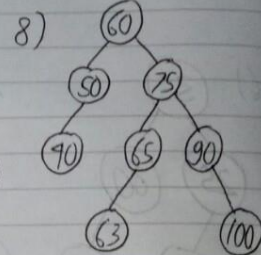
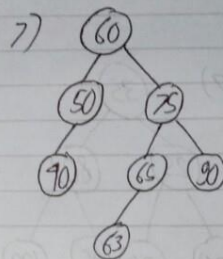
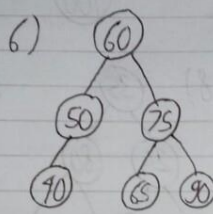
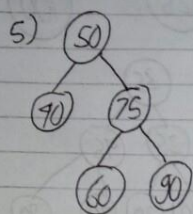
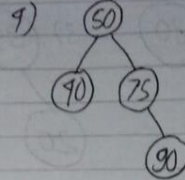
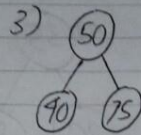
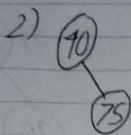


a) Delete

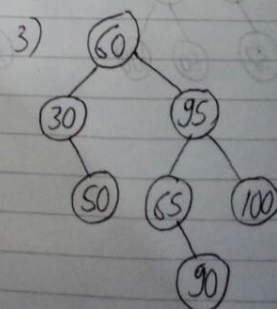
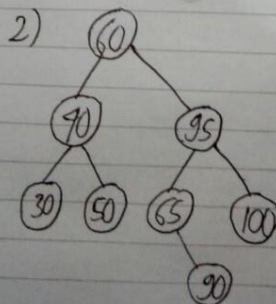
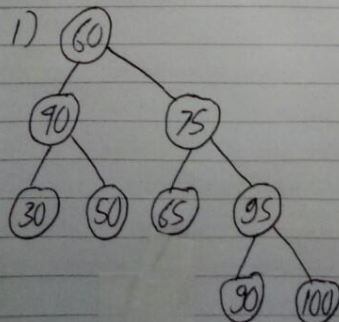


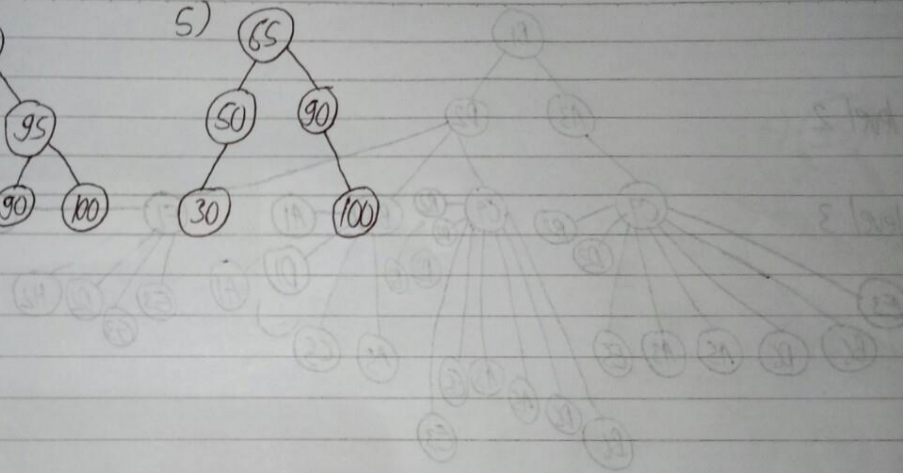
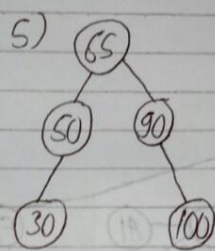
b)

b) Insert



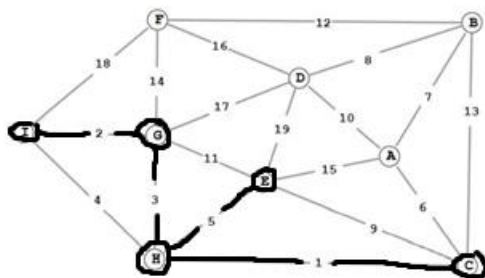
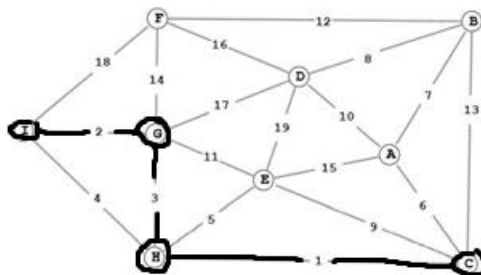
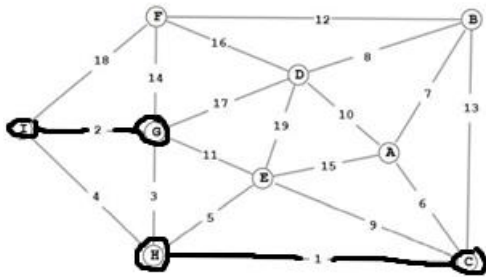
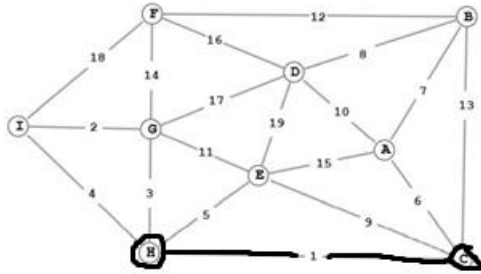
b) Delete

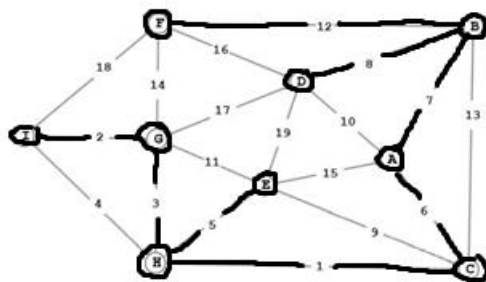
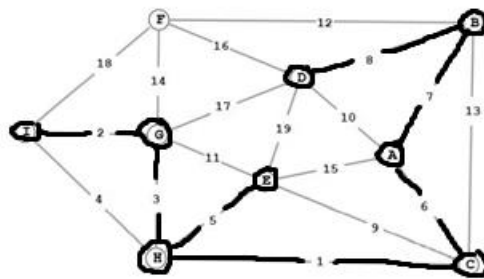
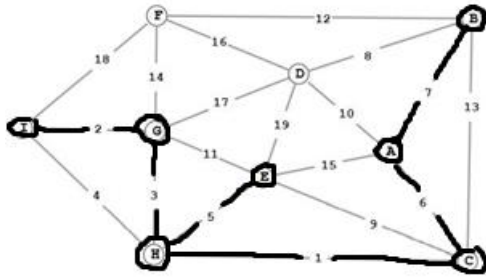
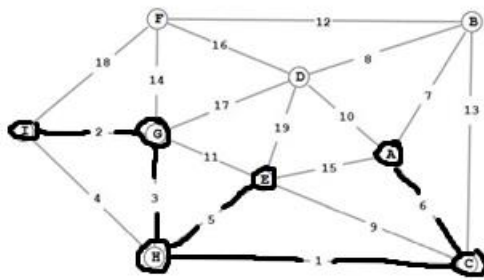




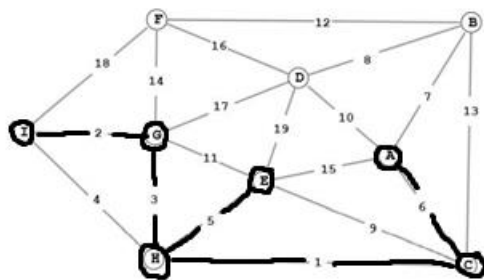
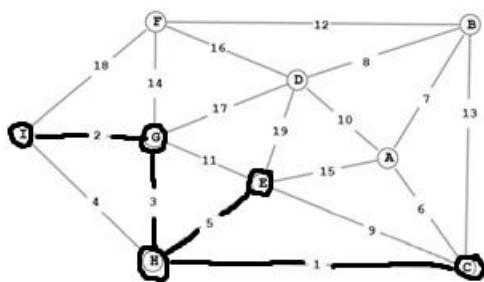
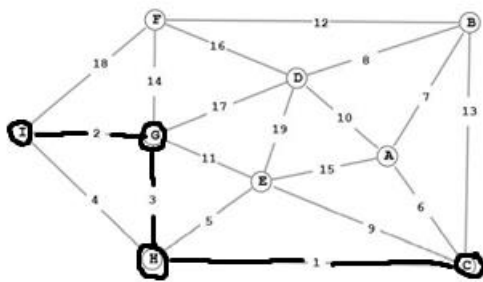
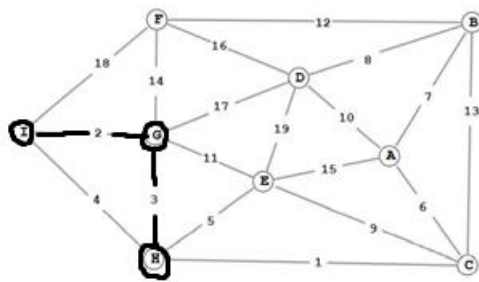
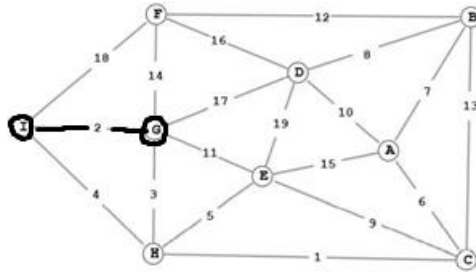
5. Minimum Spanning Tree

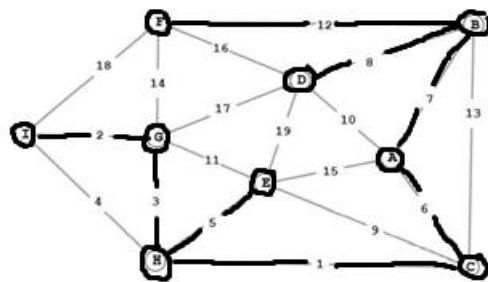
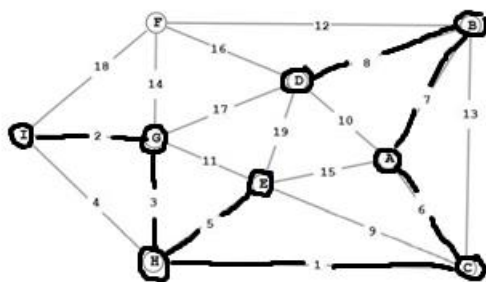
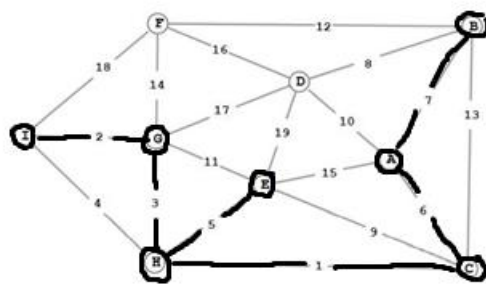
a. Kruskal(kiri->kanan)



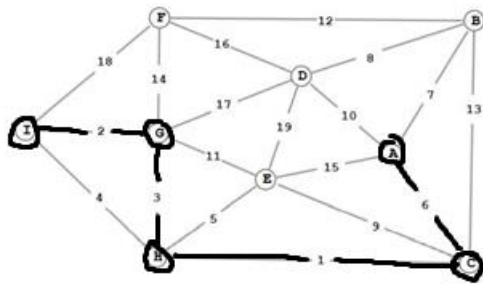


B.Prim(kiri->kanan)





Dijkstra's
I->A



F->C

