Thabang Mokoena MKNTHA093 JAVA(BST ASSIGNMENT 4)

**REPORT** 

The project I worked on is an application that allows users to post videos. The main goal of the project was to create a system to manage user accounts and the videos they posted. To achieve this, I implemented an AccountNode class that stores information about each user's account, including the account name, description, and a stack of videos that the user has posted. The video object exists as an inner class inside the AccountNode class, and each video contained its name, description, and the number of likes it had received. Finally, I used a Binary Search Tree (BST) to store all the accounts.

The AccountNode class was implemented with various methods to manage user accounts. For example, there were methods to create a new account, delete an existing account, search for an account by its name, and list all the accounts in the system. The video stack inside each AccountNode object was used to store all the videos that a user had posted, with the newest videos being added to the top of the stack making its easier to keep track of the most rescent posts a user had added. The dependency between the two is that a video object cannot exit without an AccountNode object but an account can exist without video objects stores in it. To view video objects stored in an AccountNode you can use the view function contained in the the AccountNode class.

The use of inner classes for the Video objects allowed for easier organization of the code and encapsulation of the data. All the data for each video was stored within the video object, making it easy to access and modify as needed. The AccountNode class could also easily access and modify the video objects stored within it, making it easy to manage the videos associated with a particular account.

Finally, the use of a Binary Search Tree (BST) to store all the AccountNode objects allowed for efficient searching and sorting of the accounts. The BST was implemented with methods to insert, delete, and search for AccountNode objects based on their account name.

In conclusion, the project was successful in creating an application to manage user accounts and their associated videos. The use of an AccountNode class that contained a stack of Video objects allowed for easy management of the videos associated with each account, while the use of a Binary Search Tree allowed for efficient searching and sorting of the accounts. Overall, the project demonstrates the importance of proper data organization and efficient algorithms in creating a functional application.

















