**SSN College of Engineering, Kalavakkam**

**Department of Computer Science and Engineering**

**III Semester - CSE**

# UCS 1312 Data Structures Lab Laboratory

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| **Academic Year: 2019-2020** | **Batch: 2018-2022** |

**Exercise 7: Player Profile Maintenance of Cricket players using Binary Search Tree**

The structure playerProfile consists of playerInfo, left amd right children. The structure playerInfo has the name, role of the player (Batsman or Bowler) and average run rate. Implement the following methods.

* void insert(struct playerProfile \*P, struct playerInfo x) – Insert information about a player into profile
* void delete(struct playerProfile \*Q, char name[]) – Delete the information about the player given his name
* void disp(struct playerProfile \*Q) – Display the information about all the players (Hierarchically)
* struct playerInfo \*search(struct playerProfile \*P, char name[]) – Search the player for his information
* void preorder(struct playerProfile \*P) – Display the player names in preorder
* void inorder(struct playerProfile \*P) – Display the player names in inorder
* void postorder(struct playerProfile \*P) – Display the player names in postorder

Note:

In order to implement this Player Profile System,

* It is necessary to create a file that has PlayerProfile ADT and implementation of above-mentioned functions
* Another file will be created with only function prototypes
* One more file will be created to write the player profile information system using the PlayerProfile ADT