## **Solutions**

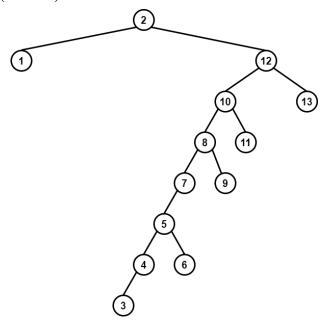
1. (30 Points) Consider the List ADT from pa5 but without the cleanup() function. Write a C++ client function called RemoveDuplicates() that does the same thing as cleanup() (except that it does not matter where the cursor ends up.) In other words, RemoveDuplicates(L) will alter List L so that it contains only the first occurrence or each of its data items. To do this, you may use all ADT operations in List.h except cleanup().

## **Solution (one of several possible):**

```
void RemoveDuplicates(List& L) {
   int p, x, y;
   L.moveFront();
   p = 0;
   while( p<L.length() ){</pre>
      x = L.moveNext();
      while (L.position() <L.length()) {
         y = L.moveNext();
         if( y==x ){
             L.eraseBefore();
          }
      }
      p++;
      while(L.position()>p){
         L.movePrev();
      }
   }
}
```

2. (20 Points) Let *T* be a Binary Search Tree containing the keys {1,2,3,4,5,6,7,8,9,10,11,12,13}. Suppose that a **pre-order tree walk** prints the keys in order: 2,1,12,10,8,7,5,4,3,6,9,11,13, and that a post-order tree walk prints the keys in order: 1,3,4,6,5,7,9,8,11,10,13,12,2. Determine the structure of *T*. (Note: only one of the two tree walks is really necessary since each of them uniquely determines the structure of *T*.) Present your solution either by drawing a picture of the tree, or by constructing a table giving the parent of each Node.

## **Solution1** (Picture):



## Solution2 (Table):

Node	Parent
1	2
3	Nil
3	4
4	5
5	7
6	5
7	8
8	10
9	8
10	12
11	10
12	2
13	12