

## **LAB #12**

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ROLL NO: 2021-

**BSE-032 SECTION: 3(A)** 

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COURSE: DATA STRUCTURE ANDALGORITHM(LAB)

## Task 1:

Give answers to the following.

1. Traverse the binary tree given above in pre, post and inorder.

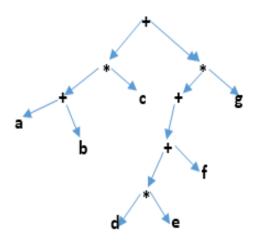
a. Preorder Traversal:14 2 1 3 11 10 7 30 40

b. Post Traversal: 1 3 2 7 10 40 30 11 14

c. In-order Traversal: 1 2 3 14 7 10 11 40 30

2. Draw the expression tree of the given algebraic expression and traverse the tree in pre, post and inorder.

$$(a+b*c)+((d*e+f)*g)$$



## **Code Task**

Complete the given class to implement a binary search tree.

```
class bst
    struct node
    node *left;
    node *right;
    int data;
};
    node* root;
    public:
    bst();
    bool isempty();
    void insert(int item);
    bool search(int item);
      void Preorder(node * ptr)
     void Postorder(node * ptr)
     void Inorder(node * ptr)
    };
```

```
ANSWER:
#include"stdafx.h"
#include<iostream>
using namespace std;
class bst
  public:
  struct node
          int data;
          node *left;
          node *right;
   };node *root;
  bst(){root=NULL;}
  bool isempty()
          if(root==NULL)
                 return true;
          else
                 return false;
   void insert(int item)
          node * ptr = root;
          node * prev = NULL;
          while(ptr!=NULL)
                 prev = ptr;
                 if(item < ptr->data)
                        ptr = ptr->left;
                 else if(item > ptr->data)
                        ptr = ptr->right;
                 else
                         cout<<"Value already exist";</pre>
                        return;
                 }}
          node * temp = new node;
          temp->data=item;
          temp->left=NULL;
          temp->right=NULL;
          if(prev==NULL)
          root = temp;
          else if(item < prev->data)
                 prev->left = temp;
          else
                 prev->right = temp;
  bool search(int item)
```

```
node * ptr = root;
          bool found =false;
          for(;;)
                  if(found || ptr == NULL)
                         break;
                  if(item < ptr->data)
                          ptr = ptr->left;
                  else if(item> ptr->data)
                         ptr = ptr->right;
else
                  found =true;
          return found;
  void Search(node* temp,int item)
          if(temp==NULL)
                  cout<<"Number not found";</pre>
          else if(temp->data ==item)
                  cout<<"Number found";</pre>
          else if(temp->data > item)
                  Search(temp->left, item);
          else if(temp->data < item)
                  Search(temp->right, item);
                  void Preorder(node * ptr)
                  if(ptr!=NULL)
                  cout << ptr->data <<"\t";</pre>
                  Preorder(ptr->left);
                  Preorder(ptr->right);
                  void Postorder(node * ptr)
                  if(ptr!=NULL)
                  Postorder(ptr->left);
                  Postorder(ptr->right);
                  cout << ptr->data <<"\t";</pre>
                  void Inorder(node *ptr)
                  if(ptr!=NULL)
                  Inorder(ptr->left);
                  cout << ptr->data <<"\t";</pre>
```

```
Inorder(ptr->right);
                  }}
  };
int main()
          bst t;
          t.insert(20);
          t.insert(30);
          t.insert(10);
          t.insert(40);
          t.insert(50);
          t.insert(60);
          t.Search(t.root,30);
          cout<<"\n \n*******in order******* "<<endl;
          t.Inorder(t.root);
          cout<<"\n \n*******post order******* "<<endl;
          t.Postorder(t.root);
          cout<<"\n \n*******pre order******* "<<endl;
          t.Preorder(t.root);
          cout<<endl;
          if(t.search(5)==true)
          cout << "true or 1 \ n" << endl;
          else
          cout << "false or 0 \ n" << endl;
          system("pause");
  return 0;
}
```