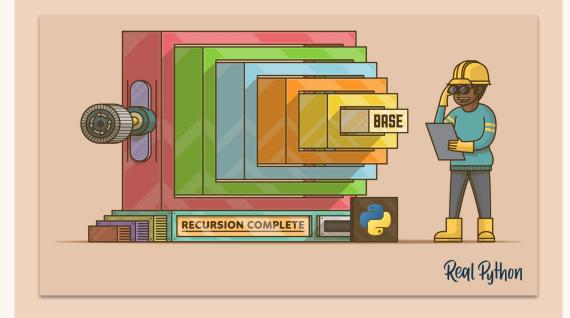


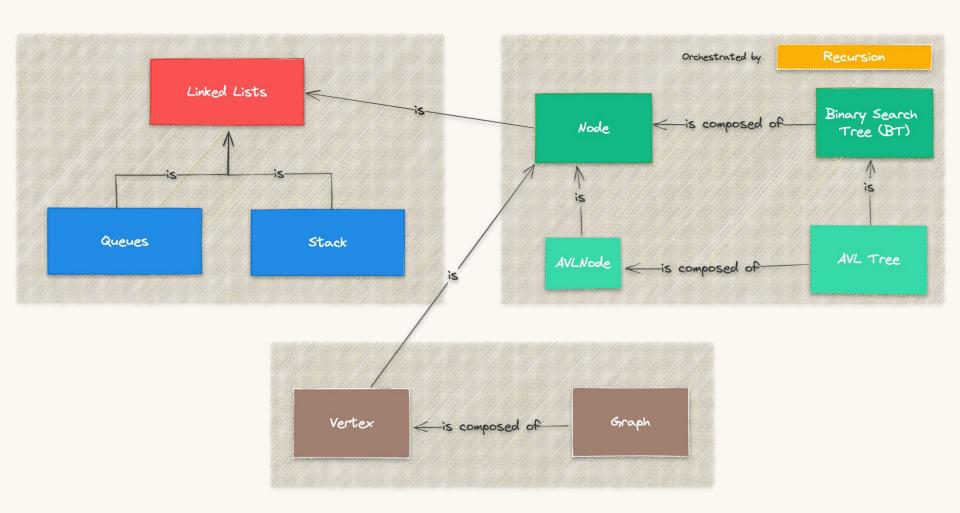
Week 02

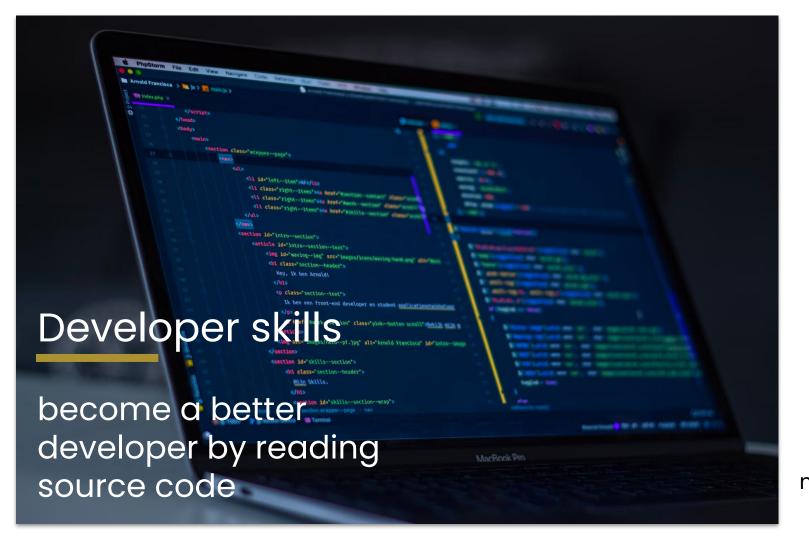
Recursion Binary Search AVL Trees



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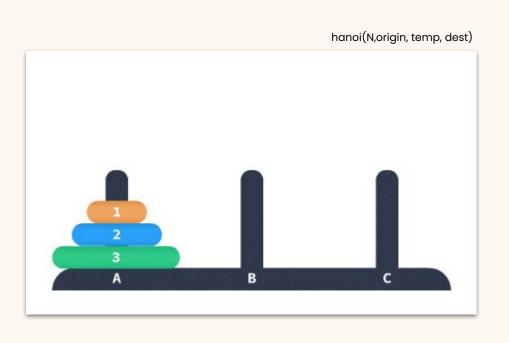
methodology for this week



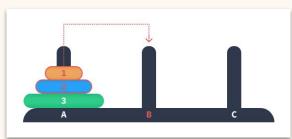
Data Structure Review

Recursion

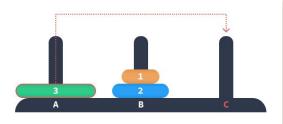
The Importance of Studying Recursion



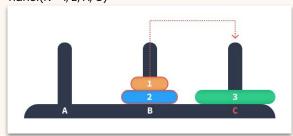
hanoi(N - 1, A, C, B)



hanoi(1, A, - , C)



hanoi(N - 1, B, A, C)

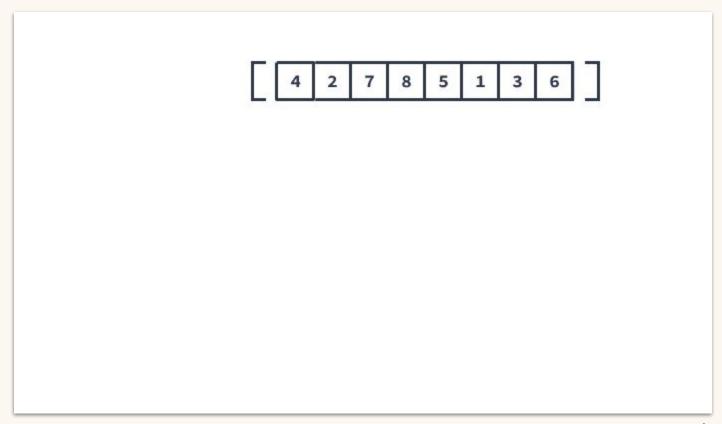


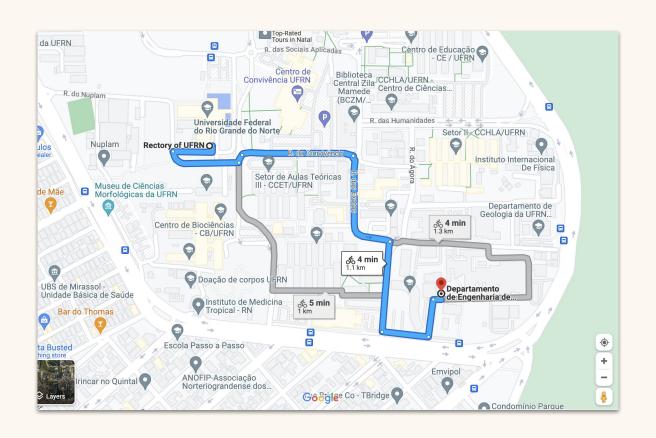
```
folder1
          folder2
                    folder3
                             file4.txt
                   file3.txt
         file2.txt
         file1.txt
```

```
import os
def list_files(current_path):
    #Base case
    if not os.path.isdir(current_path):
        print(current_path)
    else:
        # General case
        for name in os.listdir(current_path):
            file_path = os.path.join(current_path, name)
            list_files(file_path)
list_files("folder1")
```

```
for file_name in os.listdir("folder1"):
    print(os.path.join("folder1", file_name))

folder1/file1.txt
folder1/file2.txt
folder1/folder2
```

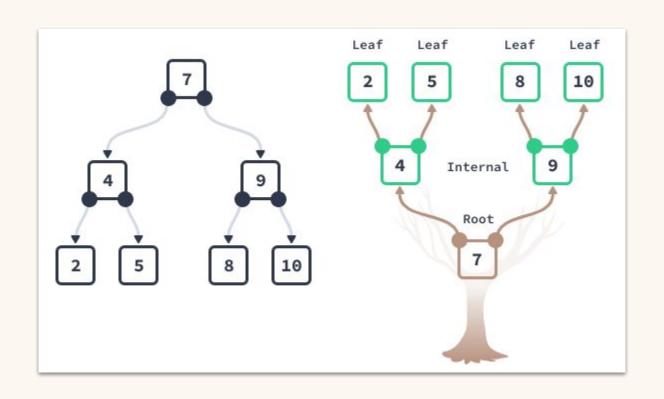




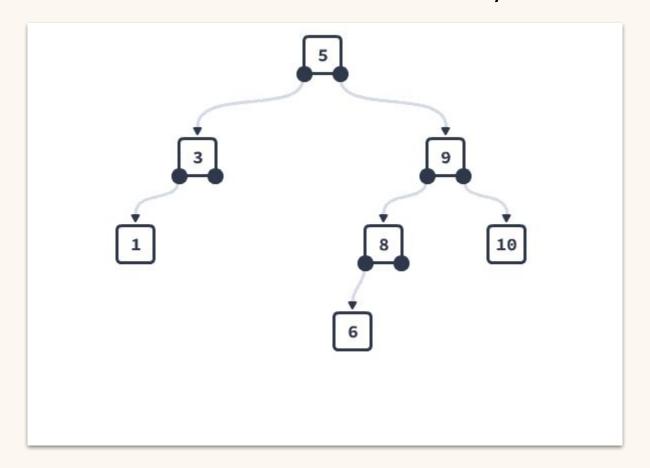


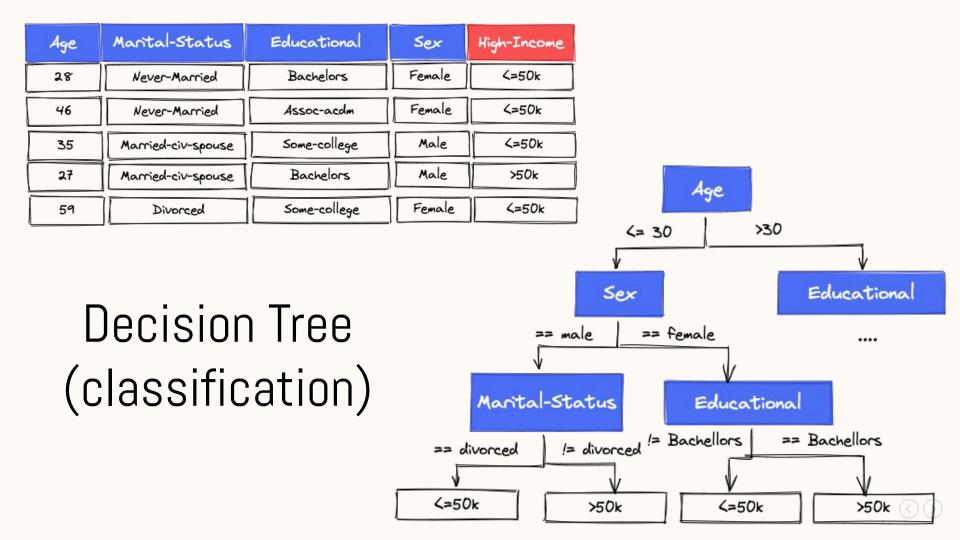
Binary Tree

Studying binary trees is important for several reasons



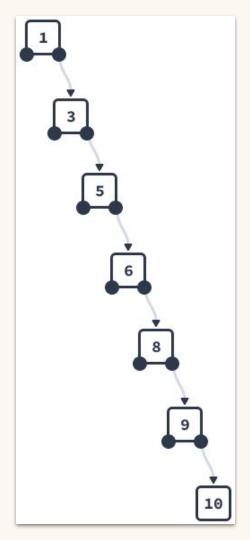
Efficient search, insertion, and deletion: Binary Search Tree (BST)





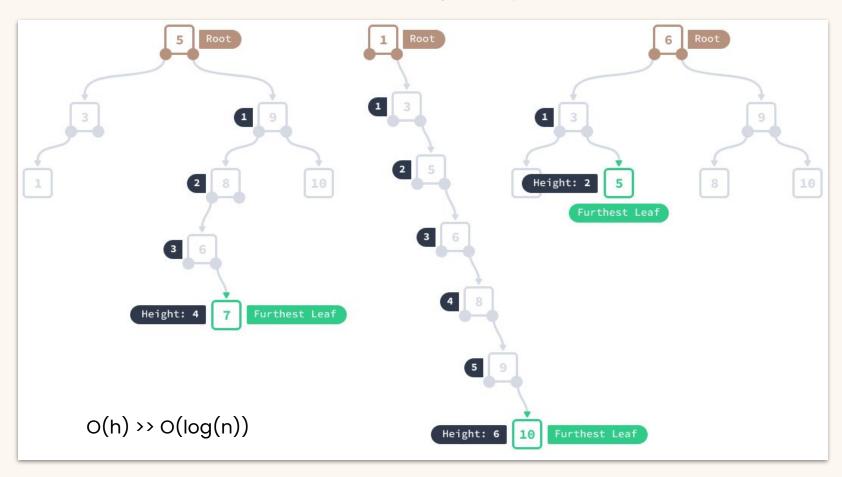
ps axj

(anaconda3))	ps axj						~
USER	PID	PPID	PGID	SESS	JOBC STA	AT TT	TIME COMMAND
root	1	0	1	0	0 Ss	??	11:12.90 /sbin/launchd
root	99	1	99	0	0 Ss	??	4:50.32 /usr/libexec/logd
root	101	1	101	0	0 Ss	??	0:12.63 /usr/libexec/UserEventAgent (System)
root	103	1	103	0	0 Ss	??	0:03.10 /System/Library/PrivateFrameworks/Uninstall.framewo
root	104	1	104	0	0 Ss	??	3:10.30 /System/Library/Frameworks/CoreServices.framework/V
fseventsd							
root	105	1	105	0	0 Ss	??	0:20.92 /System/Library/PrivateFrameworks/MediaRemote.frame
root	108	1	108	0	0 Ss	??	2:42.44 /usr/sbin/systemstatsdaemon
root	110	1	110	0	0 Ss	??	1:04.08 /usr/libexec/configd
root	112	1	112	0	0 Ss	??	1:13.68 /System/Library/CoreServices/powerd.bundle/powerd
root	113	1	113	0	0 Ss	??	0:00.02 /usr/libexec/IOMFB_bics_daemon
root	118	1	118	0	0 Ss	??	0:00.29 /usr/libexec/remoted
root	123	1	123	0	0 Ss	??	0:03.43 /usr/libexec/watchdogd
root	127	1	127	0	0 Ss	??	4:51.08 /System/Library/Frameworks/CoreServices.framework/F
root	129	1	129	0	0 Ss	??	0:02.16 /usr/libexec/kernelmanagerd
root	130	1	130	0	0 Ss	??	0:05.39 /usr/libexec/diskarbitrationd
root	134	1	134	0	0 Ss	??	0:06.78 /usr/sbin/syslogd
root	137	1	137	0	0 Ss	??	0:37.52 /usr/libexec/thermalmonitord
root	138	1	138	0	0 Ss	??	3:44.73 /usr/libexec/opendirectoryd



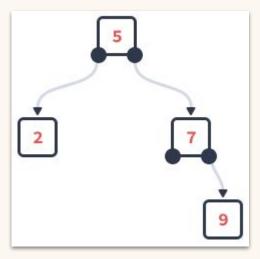
What if we add the values in increasing order [1, 3, 5, 6, 8, 9, 10]?

BST Complexity



BST Implementation

```
class Node:
   11 11 11
   A class representing a node in a binary search tree.
   Attributes:
   - value: the value of the node
   - left child: the left child of the node
   - right_child: the right child of the node
   def __init__(self, value):
       Initializes a new instance of the Node class.
      Args:
       - value: the value of the node
       self.value = value
      self.left_child = None
       self.right_child = None
```

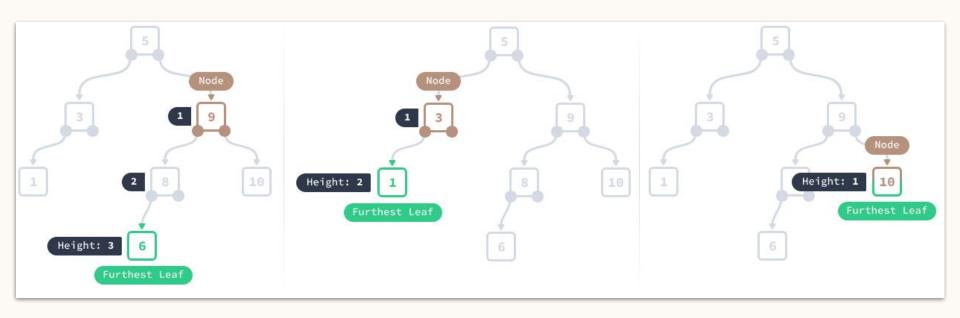


```
class BST:
                                                          def add recursive(self, current node, value):
                                                           A helper method to recursively traverse the tree and find the
   def __init__(self):
                                                          correct position to add the new node.
       Initializes a new instance of the BST class.
                                                           Args:
       self.root = None
                                                           - current node: the current node to traverse
                                                           - value: the value of the node to add
   def add(self, value):
                                                           if value <= current node.value:</pre>
       Adds a new node with the given value
                                                               # Go to the Left
                                                               if current node.left child is None:
Args:
       - value: the value of the node to add
                                                                   current node.left child = Node(value)
                                                               else:
       if self.root is None:
                                                                   self. add recursive(current node.left child, value)
           # The root does exist yet, create it
                                                           else:
           self.root = Node(value)
                                                               # Go to the right
       else:
                                                               if current node.right child is None:
           # Find the right place and insert value
                                                                   current node.right child = Node(value)
           self. add recursive(self.root, value)
                                                               else:
                                                                   self. add recursive(current node.right child, value)
```

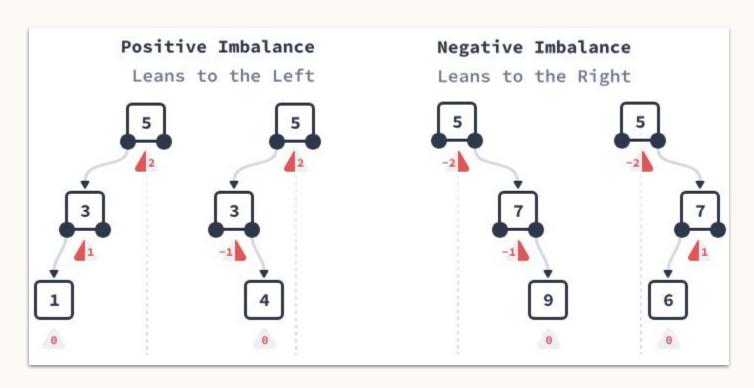
```
def contains(self, value):
       Checks whether a node with the given
value is present in the tree.
       Args:
       - value: the value to search for
       Returns:
       - True if a node with the given value is
found, False otherwise
       return self._contains(self.root, value)
```

```
def contains(self, current node, value):
       A helper method to recursively traverse the tree and find
the node with the given value.
       Args:
       - current node: the current node to traverse
       - value: the value to search for
       Returns:
       - True if a node with the given value is found, False
otherwise
       if current node is None:
           return False
       if current node.value == value:
           return True
       if value < current node.value:</pre>
           return self._contains(current_node.left_child, value)
       return self._contains(current_node.right_child, value)
```

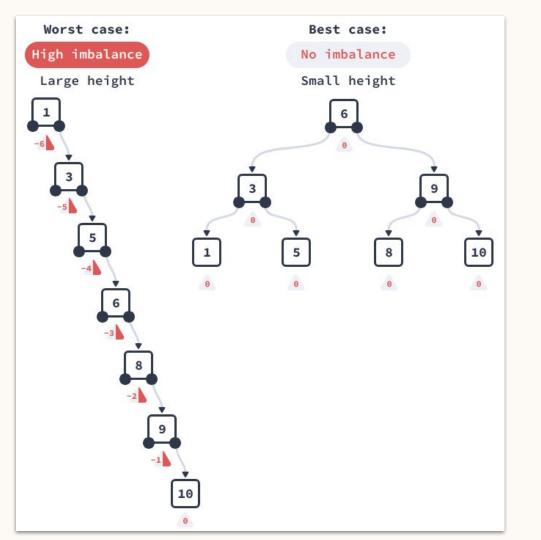




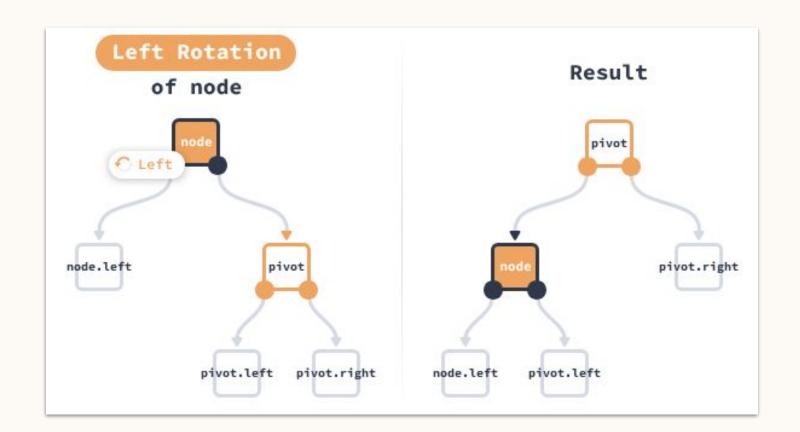
Node Height and Imbalance

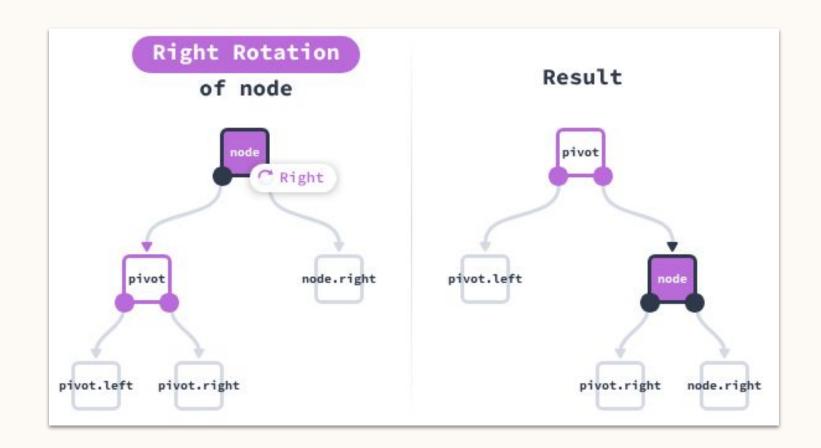


Height and Imbalance Relation



Height and Imbalance Relation









Challenge for Programming AVL Trees

