# Splay Tree

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**1 Class Index** **1**

1.1 Class List . . . . . 1

**2 Class Documentation** **3**

2.1 SplayTree< T > Class Template Reference . . . . . 3

2.2 TreeNode< T > Class Template Reference . . . . . 3

**Index** **5**

# Chapter 1

# Class Index

## 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

SplayTree< T > . . . . . 3
TreeNode< T > . . . . . 3

# Chapter 2

# Class Documentation

## 2.1 SplayTree< T > Class Template Reference

### Public Member Functions

- void **insert** (T key)
- void erase (T key)

  *Deletes the node with the key 'key'.*
- TreeNode< T > * access (T key)

  *Returns the pointer to the node with the key 'key'.*
- TreeNode< T > * getRoot ()

  *Returns the pointer to the root.*
- void print (std::ostream &out=std::cout)

  *Prints the tree according to the inorder traversal.*
- void clear ()

  *Deletes all nodes.*

The documentation for this class was generated from the following file:

- SplayTree.h

## 2.2 TreeNode< T > Class Template Reference

### Public Member Functions

- **TreeNode** (T key)

### Public Attributes

- std::size_t **id**
- T **key**
- TreeNode< T > * **parent**
- TreeNode< T > * **left**
- TreeNode< T > * **right**

### Static Public Attributes

- static std::size_t **idGenerator** = 0

The documentation for this class was generated from the following file:

- SplayTree.h

# Index

SplayTree< T >, 3

TreeNode< T >, 3