

Ex2 - RBtree

● Environment

- Windows
- g++
- Dev C++ 5.11
- How to run my program: (in CMD)

```
C:\Users\user\Desktop\NYCU\Algorithm\Exercise#2>g++ -o test rbtree.cpp
C:\Users\user\Desktop\NYCU\Algorithm\Exercise#2>test
2
1 8
Insert: 5 11 9 7 6 12 4 1
5, 11, 9, 7, 6, 12, 4, 1
key: 1 parent: 4 color: red
key: 4 parent: 6 color: black
key: 5 parent: 4 color: red
key: 6 parent: 9 color: red
key: 7 parent: 6 color: black
key: 9 parent:  color: black
key: 11 parent: 9 color: black
key: 12 parent: 11 color: red
2 2
Delete: 11 5
11, 5
key: 1 parent: 4 color: red
key: 4 parent: 6 color: black
key: 6 parent: 9 color: red
key: 7 parent: 6 color: black
key: 9 parent:  color: black
key: 12 parent: 9 color: black
C:\Users\user\Desktop\NYCU\Algorithm\Exercise#2>
```

task number ← 2

first task { Insert: 5 11 9 7 6 12 4 1
5, 11, 9, 7, 6, 12, 4, 1
key: 1 parent: 4 color: red
key: 4 parent: 6 color: black
key: 5 parent: 4 color: red
key: 6 parent: 9 color: red
key: 7 parent: 6 color: black
key: 9 parent: color: black
key: 11 parent: 9 color: black
key: 12 parent: 11 color: red

second task { Delete: 11 5
11, 5
key: 1 parent: 4 color: red
key: 4 parent: 6 color: black
key: 6 parent: 9 color: red
key: 7 parent: 6 color: black
key: 9 parent: color: black
key: 12 parent: 9 color: black

● Solutions

StepI: define 2 classes

- TreeNode: the basic unit of a tree, including key, color, parent, lchild and rchild
- RBTree: the designated data structure, represented by its root node

StepII: create some functions (as tools)

- Transplant: replace one node with the other (referred to the ppt of Lec13)
- LeftRotate: rotate the tree counterclockwise (referred to the ppt of Lec13)
- RightRotate: rotate the tree clockwise (similar to LeftRotate)
- Search: search the node whose key equals the required value, used when deleting a TreeNode
- Min: look for the minimal node rooted at a specified node, used when looking for the successor of a TreeNode (referred to the ppt of Lec12)

StepIII: create more functions (for the main purpose)

- Insert: insert a new node based on the BinaryTree properties (referred to the ppt of Lec13)
- InsertFixup: rebuild the tree in order to fulfill the RBTree properties (referred to the ppt of Lec13)

- Delete: delete a node based on the BinaryTree properties (referred to the ppt of Lec13)
- DeleteFixup: rebuild the tree in order to fulfill the RBTREE properties (referred to the ppt of Lec13)

StepIV: create additional functions (for display & termination)

- Inorder: display the RBTREE by inorder traversal, composed of a driver and a workhorse
- DeleteTree: retrieve the space occupied by the remaining TreeNodes at the end of the program by postorder traversal, composed of a driver and a workhorse

StepV: write the main function

- Input the number of tasks t → run the for loop t times
(in each for loop:)
- Input op & n → if op is 1, do the insertion, otherwise do the deletion n times
- Input the elements → get the key value from standard input. if op is 1, create a new TreeNode, otherwise call the Search function to find the TreeNode to be deleted
- Display the RBTREE → call the Inorder driver
- Termination → call the DeleteTree driver to retrieve the occupied space