

De Guzman, Mary Rechelle

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Node Class: The program begins with the definition of a Node class. Every node object addresses a node in a double tree and has a char item with the value of the node, and two node references left and right that highlight its left and right children, respectively.

Main Class: The main class is defined next. It has a node reference root that focuses on the base of the binary tree, and a countLeaf method that counts the quantity of leaf nodes in the tree.

Main Method: The main method is where the program's execution begins. First, creates a new Main object, which initializes an empty binary tree.

Tree Construction: The program then constructs the binary tree by linking new Node objects together. The tree's base is 'P', and it has 'G' and 'W' as its left and right children, respectively. This procedure continues until every node is created and connected.

Leaf node Counting: After the tree is constructed, the countLeaf method is called with the root of the tree as its argument. This method is used to traverse the tree and count the leaf nodes, which are nodes without children.

Output: The program also outputs the total number of leaf nodes in the tree at the end. The logical flow of this program is a good example of how binary trees can be constructed and traversed in Java. It is a fundamental idea in data structures and algorithms.