## CSC148 - More Practice with Trees

1. Consider the following Tree method:

def leaves(self) -> List:
 """Return a list of all of the leaf items in the tree.
"""

(a) What should leaves return when called on an empty tree?

[]

(b) What should leaves return when called on a tree of size 1?

should return

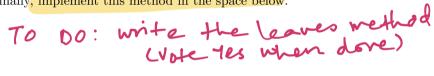
_			. 7	1
1	Sel	Ι.	_root_	

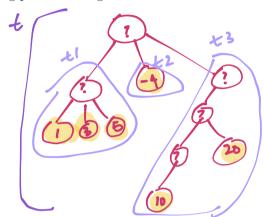
(c) Suppose we have a tree t with three subtrees t1, t2, and t3, with the following partial tracing table:

tree	tree.leaves()	7
t1	[1, 3, 5]	4-
t2	[-4]	.\
t3	[10, 20]	

Using this information, determine what t.leaves() should return.

(d) Finally, implement this method in the space below.





2. Now consider this method:

def average(self) -> float:

"""Return the average of all the values in this tree.

Return 0.0 if this tree is empty.

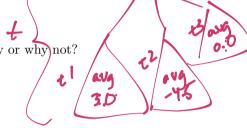
Precondition: this is a tree of numbers.

(a) Suppose we have a tree t with three subtrees t1, t2, and t3, and consider a hypothetical partial tracing table:

tree	<pre>tree.average()</pre>		
t1	3.0		
t2	-4.5		
t3	0.0		

Can we determine what t.average() should return from this information? Why or why not?

No! We don't know the size of the subtrees



(b) To get around this problem, we will not make Tree.average directly recursive. First, suppose we have a tree t. What are the *two* pieces of information we need to calculate the average of the numbers in this tree?

We need cum and size of each subtree

(c) In the space below, implement a recursive helper method that recursively computes the two values you identified in the previous part. Note that this helper should return a **tuple** containing the two values.

To DO: write the code for - average - helper and average

(d) Finally, show how to implement Tree.average using your recursive helper. This should be extremely short! def average(self) -> float: