Árboles rojo y negro

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# **Class Index**

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				descriptions:

Arbol_Rojo_Negro	 	 	
node	 	 	

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# File Index

# 2.1 File List

Here is a list of all files with brief descriptions:

arbol_rojo_negro.h	. 11
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main.cpp	. 12

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# **Class Documentation**

# 3.1 Arbol\_Rojo\_Negro Class Reference

```
#include <arbol_rojo_negro.h>
```

#### **Public Member Functions**

- Arbol\_Rojo\_Negro ()
- node \* Obtener\_Base ()
- void Agregar\_nodo\_arbol (int obj)
- void Rojo\_Negro\_Arreglo (node \*iterador\_num)
- void eliminar\_nodo (node \*padre\_arbol, node \*curr, int obj)
- void eliminar (int obj)
- void Eliminar\_Rojo\_Negro\_Arreglo (node \*iterador\_num)
- node \* TreeSearch (int obj)
- void Rotacion\_izquierda (node \*x)
- void Rotacion\_derecha (node \*x)
- void Pre\_Ordenamiento\_forma\_lateral (node \*temp)
- void Post\_Ordenamiento\_forma\_lateral (node \*temp)

# 3.1.1 Detailed Description

Definition at line 11 of file arbol\_rojo\_negro.h.

# 3.1.2 Constructor & Destructor Documentation

## 3.1.2.1 Arbol\_Rojo\_Negro()

```
Arbol_Rojo_Negro::Arbol_Rojo_Negro ( ) [inline]
```

Definition at line 14 of file arbol\_rojo\_negro.h.

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## 3.1.3 Member Function Documentation

## 3.1.3.1 Agregar\_nodo\_arbol()

Definition at line 16 of file arbol\_rojo\_negro.h.

Here is the caller graph for this function:

#### 3.1.3.2 eliminar()

Definition at line 148 of file arbol\_rojo\_negro.h.

Here is the caller graph for this function:

#### 3.1.3.3 eliminar\_nodo()

Definition at line 106 of file arbol\_rojo\_negro.h.

## 3.1.3.4 Eliminar\_Rojo\_Negro\_Arreglo()

Definition at line 160 of file arbol\_rojo\_negro.h.

## 3.1.3.5 Obtener\_Base()

```
node* Arbol_Rojo_Negro::Obtener_Base ( ) [inline]
```

Definition at line 15 of file arbol\_rojo\_negro.h.

Here is the caller graph for this function:

#### 3.1.3.6 Post\_Ordenamiento\_forma\_lateral()

Definition at line 291 of file arbol\_rojo\_negro.h.

Here is the caller graph for this function:

## 3.1.3.7 Pre\_Ordenamiento\_forma\_lateral()

Definition at line 285 of file arbol\_rojo\_negro.h.

Here is the caller graph for this function:

# 3.1.3.8 Rojo\_Negro\_Arreglo()

Definition at line 59 of file arbol\_rojo\_negro.h.

# 3.1.3.9 Rotacion\_derecha()

Definition at line 269 of file arbol\_rojo\_negro.h.

# 3.1.3.10 Rotacion\_izquierda()

Definition at line 254 of file arbol rojo negro.h.

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## 3.1.3.11 TreeSearch()

Definition at line 244 of file arbol\_rojo\_negro.h.

Here is the caller graph for this function:

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

• arbol\_rojo\_negro.h

# 3.2 node Struct Reference

```
#include <arbol_rojo_negro.h>
```

Collaboration diagram for node:

# **Public Attributes**

```
int Datos_ramas_arb_valor {}
```

- node \* izquierda = nullptr
- node \* derecha = nullptr
- node \* padre\_arbol = nullptr
- string color\_rojo\_negro

# 3.2.1 Detailed Description

Definition at line 4 of file arbol\_rojo\_negro.h.

## 3.2.2 Member Data Documentation

## 3.2.2.1 color\_rojo\_negro

```
string node::color_rojo_negro
```

Definition at line 9 of file arbol\_rojo\_negro.h.

3.2 node Struct Reference 9

#### 3.2.2.2 Datos\_ramas\_arb\_valor

```
int node::Datos_ramas_arb_valor {}
```

Definition at line 5 of file arbol\_rojo\_negro.h.

#### 3.2.2.3 derecha

```
node* node::derecha = nullptr
```

Definition at line 7 of file arbol\_rojo\_negro.h.

# 3.2.2.4 izquierda

```
node* node::izquierda = nullptr
```

Definition at line 6 of file arbol\_rojo\_negro.h.

# 3.2.2.5 padre\_arbol

```
node* node::padre_arbol = nullptr
```

Definition at line 8 of file arbol\_rojo\_negro.h.

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

• arbol\_rojo\_negro.h

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# **File Documentation**

# 4.1 arbol\_rojo\_negro.h File Reference

```
#include "header.h"
Include dependency graph for arbol_rojo_negro.h:
```

# 4.2 header.h File Reference

```
#include <algorithm>
#include <bitset>
#include <complex>
#include <deque>
#include <exception>
#include <fstream>
#include <functional>
#include <iomanip>
#include <ios>
#include <iosfwd>
#include <iostream>
#include <istream>
#include <iterator>
#include <limits>
#include <list>
#include <locale>
#include <map>
#include <memory>
#include <new>
#include <numeric>
#include <ostream>
#include <queue>
#include <set>
#include <sstream>
#include <stack>
#include <stdexcept>
#include <streambuf>
#include <string>
#include <typeinfo>
#include <utility>
```

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```
#include <valarray>
#include <vector>
#include "arbol_rojo_negro.h"
Include dependency graph for header.h: This graph shows which files directly or indirectly include this file:
```

# 4.3 main.cpp File Reference

```
#include "header.h"
Include dependency graph for main.cpp:
```

## **Functions**

• int main ()

## 4.3.1 Function Documentation

```
4.3.1.1 main()
```

```
int main ( )
```

Definition at line 5 of file main.cpp.

Here is the call graph for this function:

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