

BLG 233E, Data Structures and Laboratory Homework 5 - Tree

Due: 11.12.2014 - Thursday - 13:30.

Guidelines:

1. Write your program and bring all your files with you (USB memory) to UUB BIL1 on Thursday. You will have no time for coding, you will only get grade.
2. Prepare your program using Visual Studio in Windows environment. You need to explain your code to the teaching assistant.
3. **Hatice Hoca's** class should be ready **at 13.30** on the lab. **Gülşen Hoca's** class should be ready **at 15.30** on the lab.

HOMEWORK DESCRIPTION

In this homework, you will use binary trees and recursion to implement "Guess the Murderer" game. There are physical properties of suspects in the given file. The format of a line is "Name:Height:Weight:Gender:Age:Race:EyeColor:HairType" and each line describes a suspect. Your program will read the file "list.txt" and ask Yes/No questions and finally come up with the name of murderer and it will also report in how many steps it could determine the murderer.

Academic dishonesty including but not limited to cheating, plagiarism and collaboration is unacceptable and subject to disciplinary actions. Any student found guilty will receive F as his/her final grade for the course.