1-5 Data Structures

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Generating All Permutations

```
1: procedure PERMS(A[], l)

2: if l = A.size - 1 then

3: print A

4: else

5: for i \leftarrow l to A.size - 1 do

6: SWAP(A[i], A[l])

7: PERMS(A, l + 1)

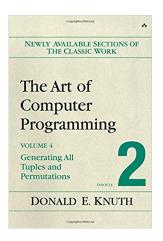
8: SWAP(A[i], A[l])
```





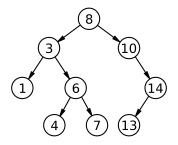
Iteration Version of PERMS

For more about "Generating All Permutations":





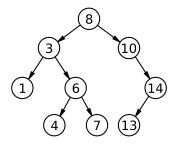
Treesort Algorithm on BST



```
1: procedure Insert(T, e)
                                            if e < T.val then
                                                if T.left = \Lambda then
                                     3:
                                                   T.left = new Node(e)
1: procedure BuildBST(eles)
                                     4:
                                               else
      Node root(eles[0])
                                     5:
                                                   Insert(T.left, e)
                                     6:
3:
      for all e \in eles[1...] do
                                            else
                                     7:
          INSERT(root, e)
4:
                                                if T.right = \Lambda then
                                     8:
                                                   T.right = new Node(e)
                                     9:
                                                else
                                    10:
                                                   INSERT(T.right, e)
                                    11:
```

DH 2.16: Treesort

(ii) right; val; left



14, 13, 10, 8, 7, 6, 4, 3, 1

Thank You!