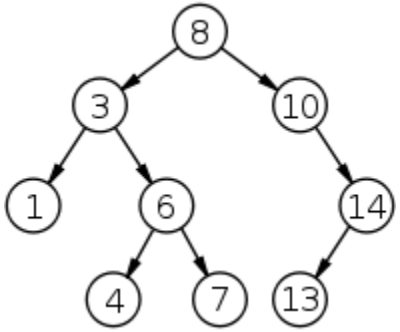


Q1-3

CSSE 230 Day 7

More BinaryTree methods
Tree Traversals

After today, you should be able to…
… traverse trees on paper & in code

Announcements

- Please complete the Stacks&Queues partner evaluation in Moodle after you submit your final code.
  Due soon after you submit the project (or by Thursday night).

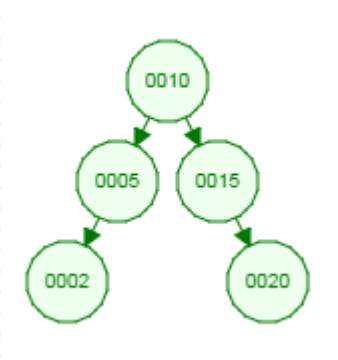
- Doublets is next assignment.
- Also with a partner – teams have been posted

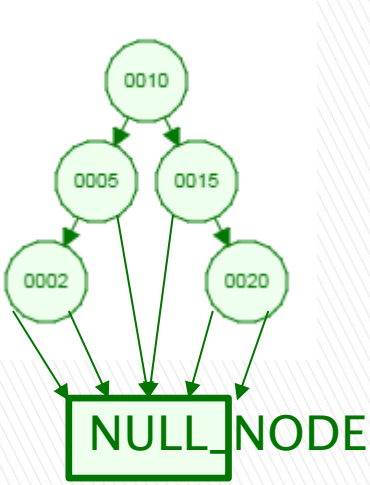
Questions?

Quiz question: What became clear to you as a result of class?

CSSE230 student: I was **tree**ted to some good knowledge by the time I **leaf**t.

A dummy NULL_NODE lets you recurse to a simpler base case while avoiding null pointer exceptions





4 possibilities for children (leaf, Left only, Right only, Both)

1 possibility for children: Both (which could be NULL_NODE)

A dummy NULL_NODE lets you recurse to a simpler base case while avoiding null pointer exceptions

```java
public class BinarySearchTree<T> {
    private BinaryNode root;

    public BinarySearchTree() {
        root = null;
    }

    public int size() {
        if (root == null) {
            return 0;
        }
        return root.size();
    }

    class BinaryNode {
        private T data;
        private BinaryNode left;
        private BinaryNode right;

        public int size() {
            if (left == null && right == null) {
                return 1;
            } else if (left == null) {
                return right.size() + 1;
            } else if (right == null) {
                return left.size() + 1;
            } else {
                return left.size() + right.size() + 1;
            }
        }
```

```java
public class BinarySearchTree<T> {
    private BinaryNode root;

    private final BinaryNode NULL_NODE = new BinaryNode();

    public BinarySearchTree() {
        root = NULL_NODE;
    }

    public int size() {
        return root.size();
    }

    class BinaryNode {
        private T data;
        private BinaryNode left;
        private BinaryNode right;

        public BinaryNode(T element) {
            this.data = element;
            this.left = NULL_NODE;
            this.right = NULL_NODE;
        }

        public int size() {
            if (this == NULL_NODE) {
                return 0;
            }
            return left.size() + right.size() + 1;
        }
```

Simpler

Simpler

More Trees

Comment out unused tests and uncomment as you go

Write `containsNonBST(T item)` now.

Notice the pattern: contains

- If (node is null)
  - Return something simple
- Recurse to the left
- Recurse to the right
- Combine results with this node

```
1  public class BinarySearchTree<T> {
2      private BinaryNode root;
3
4      private final BinaryNode NULL_NODE = new BinaryNode();
5
6      public BinarySearchTree() {
7          root = NULL_NODE;
8      }
9
10     public boolean containsNonBST(T item) {
11         return root.containsNonBST(item);
12     }
13
14     class BinaryNode {
15         private T data;
16         private BinaryNode left;
17         private BinaryNode right;
18
19         public BinaryNode() {
20             this.data = null;
21             this.left = null;
22             this.right = null;
23         }
24
25         public boolean containsNonBST(T item) {
26             if (this == NULL_NODE) {
27                 return false;
28             }
29             return this.data.equals(item) ||
30                    left.containsNonBST(item) ||
31                    right.containsNonBST(item);
32         }
33     }
34 }
```

Notice the pattern: size

- If (node is null)
  - Return something simple
- Recurse to the left
- Recurse to the right
- Combine results with this node

```
1  public class BinarySearchTree<T> {
2      private BinaryNode root;
3
4      private final BinaryNode NULL_NODE = new BinaryNode();
5
6      public BinarySearchTree() {
7          root = NULL_NODE;
8      }
9
10     public int size() {
11         return root.size();
12     }
13
14     class BinaryNode {
15         private T data;
16         private BinaryNode left;
17         private BinaryNode right;
18
19         public BinaryNode() {
20             this.data = null;
21             this.left = null;
22             this.right = null;
23         }
24
25         public int size() {
26             if (this == NULL_NODE) {
27                 return 0;
28             }
29             return left.size() + right.size() + 1;
30         }
31     }
32 }
```

Notice the pattern: height

- If (node is null)
  - Return something simple
- Recurse to the left
- Recurse to the right
- Combine results with this node

```
1  public class BinarySearchTree<T> {
2      private BinaryNode root;
3
4      private final BinaryNode NULL_NODE = new BinaryNode();
5
6      public BinarySearchTree() {
7          root = NULL_NODE;
8      }
9
10     public int height() {
11         return root.height();
12     }
13
14     class BinaryNode {
15         private T data;
16         private BinaryNode left;
17         private BinaryNode right;
18
19         public BinaryNode() {
20             this.data = null;
21             this.left = null;
22             this.right = null;
23         }
24
25         public int height() {
26             if (this == NULL_NODE) {
27                 return -1;
28             }
29             return Math.max(left.height(), right.height()) + 1;
30         }
31     }
```

What else could you do with this recursive pattern?

- If (node is null)
  - Return something simple
- Recurse to the left
- Recurse to the right
- Combine results with this node

- Print the tree contents
- Sum the values of the nodes
- Dump the contents to an array list
- Lots more

- In what order should we print nodes?

Binary tree traversals

- InOrder (left-to-right, if tree is spread out)
  - Left, root, right
- PreOrder (top-down, depth-first)
  - root, left, right
- PostOrder (bottom-up)
  - left, right, root
- LevelOrder (breadth-first)
  - Level-by-level, left-to-right within each level

If the tree has N nodes, what's the (worst-case) big-Oh run-time of each traversal?

```
// Print tree rooted at current node using preorder
public void printPreOrder( )  {
    System.out.println( element );        // Node
    if( left != null )
        left.printPreOrder( );            // Left
    if( right != null )
        right.printPreOrder( );           // Right
}


// Print tree rooted at current node using postorder
public void printPostOrder( ) {
    if( left != null )
        left.printPostOrder( );           // Left
    if( right != null )
        right.printPostOrder( );          // Right
    System.out.println( element );        // Node
}

// Print tree rooted at current node using inorder t
public void printInOrder( ) {
    if( left != null )
        left.printInOrder( );             // Left
    System.out.println( element );        // Node
    if( right != null )
        right.printInOrder( );            // Right
}
```

Converting the tree to an ArrayList gives an elegant solution for toString()

- Brainstorm how to write:

```
public ArrayList<T> toArrayList()
```

- Then BST toString() will simply be:

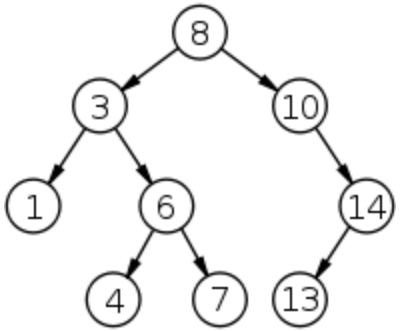
```
return toArrayList().toString();
```

Use the recursive pattern when you want to process the whole tree at once

Size(), height(), contains(), toArrayList(), toString(), etc.

What if we want an iterator (one element at a time)?

Next class



Doublets Intro