WIA1002 Data Structure Lab 7: Binary Search Tree

- 1. Write a program that generate 10 random numbers within 0 20. Insert the number into the BST. Then, print the number of elements in the BST and display the BST elements (PREORDER, INORDER, POSTORDER).). Then, perform the following:
 - a. A method in BST to get minimum value
 - b. A method in BST to get maximum value
 - c. A method in BST to get the total value
 - d. A method to count the number of occurrence of a given number

Example output:

```
The random numbers are 5 16 19 18 16 17 9 0 1 9

The number of elements in the tree: 10

The tree elements - PREORDER: 5 --> 0 --> 1 --> 16 --> 16 --> 9 --> 9 --> 19 --> 18 --> 17 --> 18 --> 17 --> 18 --> 18 --> 17 --> 18 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 --> 18 --> 19 -->
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2. Create a word frequency generator program. The program will read a text file (lab7Q2.txt) and generate an alphabetical listing of the unique words that the file contains, along with a count of how many times each word occurs.

Example output:

```
Word Frequency Generator Program
0001 a -->
0001 addition -->
0002 allow -->
0001 an -->
0002 and -->
0001 are -->
0001 as -->
0001 be -->
0002 binary -->
0001 bst -->
0001 by -->
0001 called -->
0001 can -->
0001 computer -->
0001 containers -->
0001 data -->
0001 dynamic -->
0001 either -->
0001 etc -->
0001 fast -->
0001 finding -->
0001 implement -->
0002 in -->
0001 item -->
0003 items -->
```

3. Write a program to request an infix expression from the user and then insert the expression to the BSTExpression. You need to create the new BSTExpression class.

Example output:

```
Enter Infix Expression: 4+5*7

The number of elements in the tree: 5

The tree elements - INORDER: <-- 4 <-- + <-- 5 <-- * <-- 7

The tree elements - PREORDER: <-- 4 <-- 5 <-- 7 <-- * <-- +

The tree elements - POSTORDER: <-- 4 <-- * <-- 5 <-- 7

Enter Infix Expression: (5*4+8)/7+2

The number of elements in the tree: 9

The tree elements - INORDER: <-- 5 <-- * <-- 4 <-- + <-- 8 <-- / <-- 7 <-- + <-- 2

The tree elements - PREORDER: <-- 5 <-- 4 <-- * <-- 8 <-- + <-- 7 <-- / <-- 2 <-- +

The tree elements - POSTORDER: <-- + <-- / <-- + <-- 8 <-- - 7 <-- 2 <-- +
```