# **Data Structures and Algorithms**

## Lab 5 - Tree

#### Question 1

Implement the blank methods ( //TODO ):

```
#include <iostream>
#include <string>
using namespace std;
class TreeNode {
private:
   string character;
   int count;
   TreeNode* left = NULL;
   TreeNode* right = NULL;
public:
   TreeNode(string character); // TODO
   TreeNode(char character); // TODO
                              // TODO
   ~TreeNode();
   void increaseCount();  // TODO: increase "count" by 1
    // get/set methods
    int getCount();
                                      // TODO
   void setCount(int newCount);
                                     // TODO
   string getChar();
                                      // TODO
   void setChar(string newChar); // TODO
   TreeNode* getLeft();
                                     // TODO
   void setLeft(TreeNode* newLeft); // TODO
   TreeNode* getRight();
                                     // TODO
   void setRight(TreeNode* newRight); // TODO
};
```

### Question 2

Implement the blank methods ( //TODO ):

#### Question 3

We can use the above Binary Search Tree to calculate how many times a character has appeared in a sentence. Write a function to build the BST from a given string.

```
BinarySearchTree* buildTreeFromString(string str)
For example:
int main() {
    string str = "A binary search tree is a binary tree with the following
properties: All items in the left subtree are less than the root. All items in the
right subtree are greater than or equal to the root. Each subtree is itself a binary
search tree.";
    BinarySearchTree* bst = buildTreeFromString(str);
    bst->print();
    cout << endl;</pre>
    cout << "b = " << std::to_string(bst->search("b")) << endl; // 6</pre>
                                                                           times
    cout << "s = " << std::to_string(bst->search("s")) << endl; // 13</pre>
                                                                            times
    cout << "t = " << std::to_string(bst->search("t")) << endl; // 24 times</pre>
    system("pause");
    return 1;
}
```