

Lab 8 - DSA

IT F19 Morning

Question 1:

15 marks

Construct a Binary Search Tree. Having this Basic Function. The Class structure must be as follow. No other public member is allowed. You are required to submit BST.h with following class

```
template<class T>
public:
class BST { // 15- number
    class Node {
    public:
        T data;
        Node* left;
        Node* right;
    };
private:
    Node* root;
public:
    BST(); // 0.5- number
    void insert(T val); // 1.5- number
    void remove(T val); // 2.5- number
    void printInOrder()const; // 1.5- number
    void printPostOrder()const; // 1.5- number
    void printLevelOrder(int k)const; // 2- number
    void replace(T old_val, T new_val); // 5- number
    ~BST (); // 0.5- number
};
```

Testing of the above class will be done by following main file, I will replace nothing in this file, Zero Marks in case of error in compilation :

```
#include<iostream>
#include"BST.h"
using namespace std;
int main()
{
    BST<int> a;
    a.insert(1);
    a.insert(2);
    a.insert(3);
    a.insert(33);
    a.insert(24);
    a.insert(14);
    a.insert(10);
    a.insert(27);
    a.printInOrder();
    a.remove(22);
    a.printInOrder();
    a.replace(10, 13);
    a.printInOrder();
    a.printLevelOrder(2);
    return 0;
}
```

Question 2:

15- Marks

You are said to store data of Hospitals in a city. For that purpose you are asked to develop a structure of maxHeap using these structures. You have to submit Hospital.h file only

```
class Hospital{ // 6- marks
    string HospitalName;
    string Address;
    string HospitalID;
public:
    Hospital(); // 0.25- marks
    Hospital(string ,string ,string); // 0.25- marks
    Hospital(string HospitalID); // conversion Constructor // 0.5- marks
    string getHospitalName()const; // 0.25- marks
    string getHospitalId()const; // 0.25- marks
    string getAddress()const; // 0.25- marks
    void setHospitalName(string); // 0.25- marks
    void setHospitalId(string); // 0.25- marks
    void setAddress(string); // 0.25- marks

    // Relational operators with respect to Hospital Id
    bool operator<(Hospital)const; // 0.5- marks
    bool operator<=(Hospital)const; // 0.5- marks
    bool operator>(Hospital)const; // 0.5- marks
    bool operator>=(Hospital)const; // 0.5- marks
    bool operator==(Hospital)const; // 0.5- marks
    bool operator!=(Hospital)const; // 0.5- marks
    // output stream operator
    friend ostream& operator<<(ostream&, const Hospital& ref); // 0.5- marks
};

ostream& operator<<(ostream&, const Hospital& ref);

class MaxHeap { // 9
public:
    class Node {
    public:
        Hospital data;
        Node* left;
        Node* right;
    };
private:
    Node* root;
public:
    MaxHeap(); // 0.5- marks
    bool Insert(Hospital); // 2- marks
    bool Remove(Hospital); // 2- marks
    bool Replace(Hospital old_Hos, Hospital new_Hos); // 3- marks
    Hospital* getHeapArray()const; // 1-mark
    ~MaxHeap(); // 0.5- marks
};
```

Testing of the above class will be done by following main file, I will replace nothing in this file, Zero Marks in case of error in compilation :

```

#include<iostream>
#include"Hostpital.h"
using namespace std;

int main()
{
    MaxHeap a;
    a.Insert(Hospital("Meo", "Lahore", "HL1"));
    a.Insert(Hospital("Jinnah", "Lahore", "HL2"));
    a.Insert(Hospital("Civil", "Lahore", "HL3"));
    a.Insert(Hospital("Cardiology", "Lahore", "HL4"));
    a.Insert(Hospital("Nishtar", "Multan", "HM1"));
    a.Insert(Hospital("Punjab Medical", "Faisalabad", "HF1"));
    a.Insert(Hospital("Allied", "Faisalabad", "HF2"));

    Hospital* ptr= a.getHeapArray();
    for (int i = 0; i < 7; i++)
    {
        cout << i[ptr]<<endl;
    }
    delete[] ptr;
    a.Remove(Hospital("HF2"));
    a.Replace(Hospital("HL4"), Hospital("THQ", "Burewala", "HB1"));
    ptr = a.getHeapArray();
    for (int i = 0; i < 6; i++)
    {
        cout << i[ptr] << endl;
    }
    delete[] ptr;
    return 0;
}

```

Question 3:

15 marks

Make a graph data structure for courses. Which have following functions

void InsertVertex(Course) // 2-marks

void InsertPair(Course,Course) // 2-marks

bool SearchVertex(Course) // 2-marks

void inorderTreversal // 3-marks

void BSF(Course) // will also print the pre requisite Course of the Passed Course 3-marks

void DSF(Course) // will also print the pre requisite Course of the Passed Course 3-marks

this task is open one you have to implement all these functionalities of graph and work must be class based object oriented otherwise zero mark will be awarded