

## Readme - Functions of programs

To solve this problem, we give three codes, whose functions are as follows:

### 1.1 *project2.cpp*

#### 1.1.1 Input

Includes  $n + 2$  lines.

- a) First line contains a single integer  $n$ .
- b) In the following  $n$  lines, numbered  $i = 0, 1, \dots, n - 1$ , each line contains a pair of integers  $l$  and  $r$ , separated by spaces, which represents the left and right child of node  $i$ .
- c) Last line contains  $n$  integers separated by spaces, the elements in the BST.

#### 1.1.2 Output

One line,  $n$  integers separated by spaces, the breadth-first-search order of tree nodes. **Note that, in the code, add `#define Debug` command, the code will output some helpful info for you to draw the tree you've input.**

### 1.2 *gen.cpp*

#### 1.2.1 Input

$n$  and  $lim$ , the number of nodes and max element limit.

#### 1.2.2 Output

The program will output a random input for *project2.cpp*, and the standard answer will be output to *ans.txt*, then you can check if *project2.cpp* works well.

### 1.3 *checker.cpp*

#### 1.3.1 Input

$n$  and  $lim$ , the number of nodes and max element limit.

#### 1.3.2 Output

The program will check *project2.cpp* with *gen.cpp* automatically. It uses *gen.cpp* to generate a random input for *project2.cpp*, and then runs *project2.cpp*, finally compares the output of *project2.cpp* (redirected to *out.txt*) and *ans.txt*. If the output is correct, *checker.cpp* will output **Accepted!**