

Instruction:

The datafile and sourcecode should be under the same file  
compile in cmd by the following command line:

“

```
g++ aa.cpp -o evenSumRange  
evenSumRange dataX rangeX
```

”

Modification to BST insert:

Add a field “evensum” to indicate even or odd of Sum of all the node by always looking at root.evensum

Every time when inserting a new node, root.evensum is updating by compare it to the evensum of new node.

After insertion we only need to look at root.evensum

### PSEUDOCODE

Function insertion(x, t)

// x is the value we want to insert, t is current node. Implement insertion by recursion, so insertion always goes from root to bottom. when insert a new node, always add newnode's evensum(newevensum) to current node, then begin recursion move to the next layer

if(t == NULL):

    t.key = x

    t.left = t.right = NULL

    if x %2 == 0: t.evensum = 0

    else: t.evensum = 1

else if(x<=t.key):

    if x %2 == 0: newevensum = 0

    else: newevensum = 1

    if newevensum != t.evensum: t.evensum = 1

    else t.evensum = 0

    t.left = insert(x,t.left) // recursive call

else if(x>t.key):

    if x %2 == 0: newevensum = 0

    else: newevensum = 1

    if newevensum != t.evensum: t.evensum = 1

    else t.evensum = 0

    t.right = insert(x,t.right) // recursive call

Function report(T) // T is the tree after insertion, get evensum by get evensum of root

x = T.root

Return x.evensum