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Data Structures

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**Analysis**

For the problem of implementing a remove method that removed all instances of a data using an already-existing remove method that removed one instance of the data was quite simple. The solution we found was to set the remove method to return true or false when it was successful or unsuccessful in removing the data. This way, we could have a loop removing the data until the method returned false, which would indicate that all instances of the data was removed.

**Summary**

Division of work was done in the same fashion; Eddie mainly worked on the ADT, while Johnnie and Matt worked on the code. Coordination of coding was done through sharing a Github repository, and testing was done by everyone stress testing the inputs to make sure they were correct. Any errors would be shared, discussed on where it might have occurred from, and acted upon.

The biggest trouble was testing the program to see if it was working properly. This was due to the fact that we could not see the tree visually, so it was difficult to know if the code was working correctly. To solve this, we used different iterators and tested their outputs to see that the tree structure was correct.

The main takeaway from this assignment was learning the usage of trees, how to use them, and how to check if our code was working when the outputs weren’t visible directly, like the tree above. Workarounds were needed and brainstorming them was a challenge that we all enjoyed facing.