

Chapter 7

Binary Search Trees

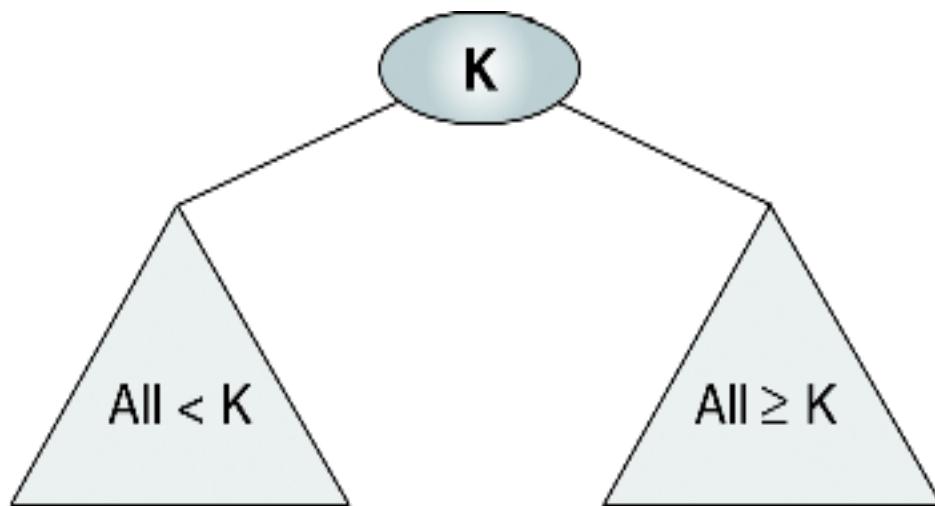
Objectives

Upon completion you will be able to:

- Create and implement binary search trees
- Understand the operation of the binary search tree ADT
- Write application programs using the binary search tree ADT
- Design and implement a list using a BST
- Design and implement threaded trees

7-1 Basic Concepts

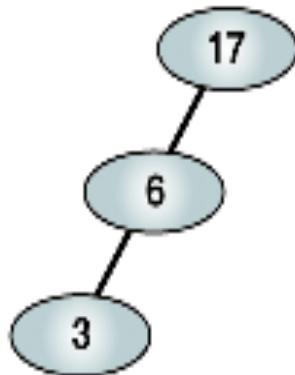
Binary search trees provide an excellent structure for searching a list and at the same time for inserting and deleting data into the list.



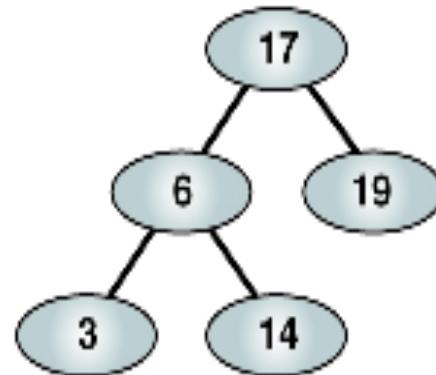
Valid Binary Search Tree



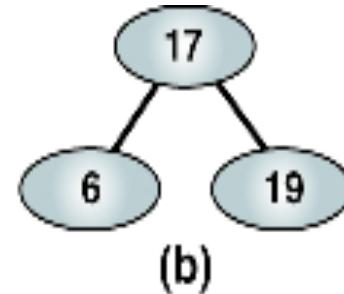
(a)



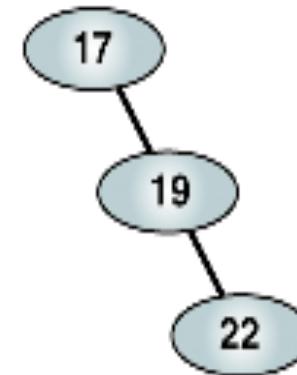
(c)



(d)

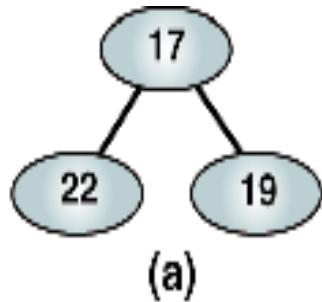


(b)

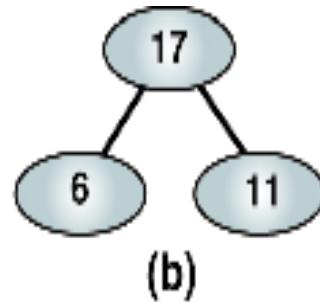


(e)

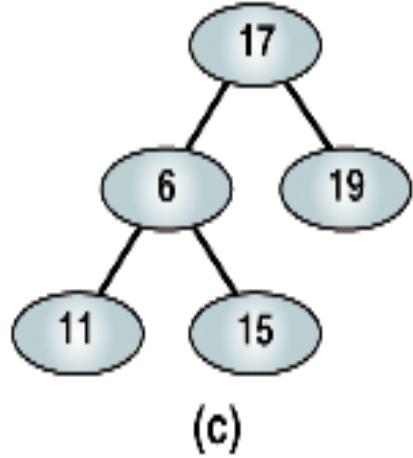
Invalid Binary Search Tree



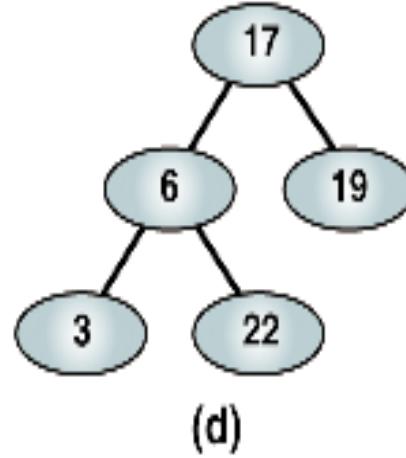
(a)



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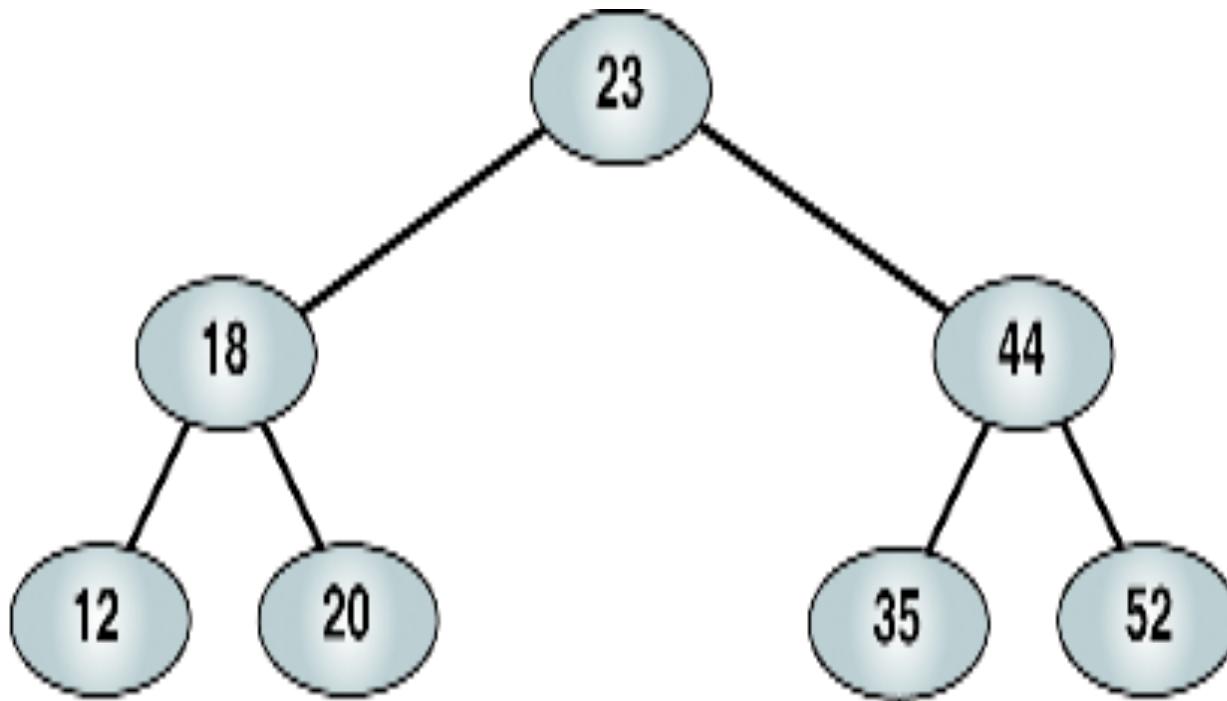
(d)

7-2 BST Operations

We discuss four basic BST operations: traversal, search, insert, and delete; and develop algorithms for searches, insertion, and deletion.

- Traversals
- Searches
- Insertion
- Deletion

Example of Binary Search Tree

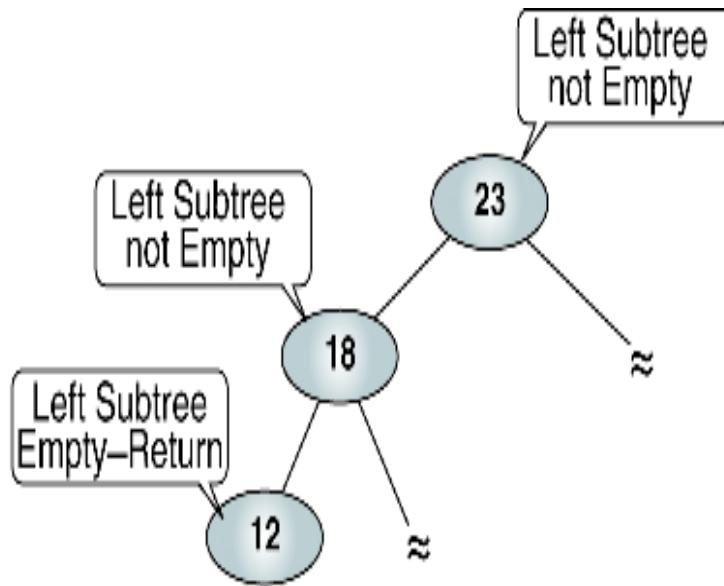


Preorder: 23 18 12 20 44 35 52

Postorder: 12 20 18 35 52 44 23

Inorder: 12 18 20 23 35 44 52

Find Smallest Node in a BST



```
Algorithm findSmallestBST (root)
```

This algorithm finds the smallest node in a BST.

Pre root is a pointer to a nonempty BST or subtree

Return address of smallest node

```
1 if (left subtree empty)
  1   return (root)
2 end if
3 return findSmallestBST (left subtree)
end findSmallestBST
```

Find Largest Node in a BST

```
Algorithm findLargestBST (root)
```

This algorithm finds the largest node in a BST.

Pre root is a pointer to a nonempty BST or subtree

Return address of largest node returned

```
1 if (right subtree empty)
```

```
    1 return (root)
```

```
2 end if
```

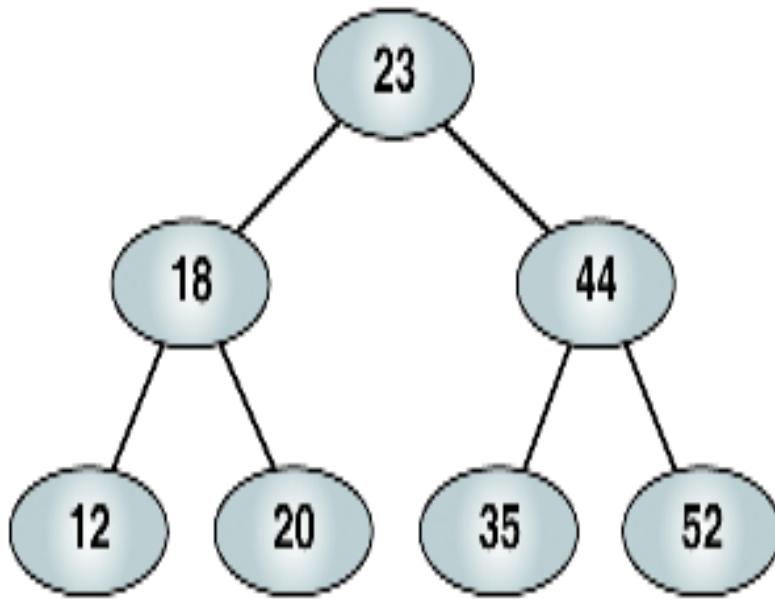
```
3 return findLargestBST (right subtree)
```

```
end findLargestBST
```

BST and Binary Search

Sequenced array

12	18	20	23	35	44	52
----	----	----	----	----	----	----



Search points in binary search

Search BST

```
Algorithm searchBST (root, targetKey)
Search a binary search tree for a given value.
    Pre    root is the root to a binary tree or subtree
           targetKey is the key value requested
    Return the node address if the value is found
           null if the node is not in the tree
1  if (empty tree)
    Not found
    1  return null
2 end if
3 if (targetKey < root)
    1  return searchBST (left subtree, targetKey)
4 else if (targetKey > root)
    1  return searchBST (right subtree, targetKey)
5 else
    Found target key
    1  return root
6 end if
end searchBST
```

Searching a BST

Target: 20

```
1 if (empty tree)
  1 return null
2 end if
3 if (targetKey < root)
  1 return searchBST (left subtree, ...)
4 elseif (targetKey > root)
  1 return searchBST (right subtree, ...)
5 else
  1 return root
6 end if
```

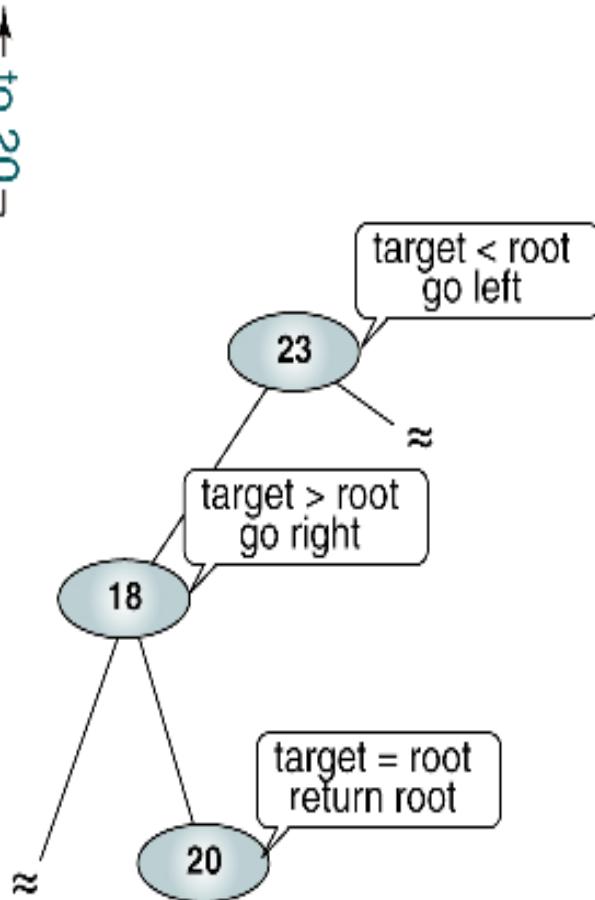
to 20

```
1 if (empty tree)
  1 return null
2 end if
3 if (targetKey < root)
  1 return searchBST (left subtree, ...)
4 elseif (targetKey > root)
  1 return searchBST (right subtree, ...)
5 else
  1 return root
6 end if
```

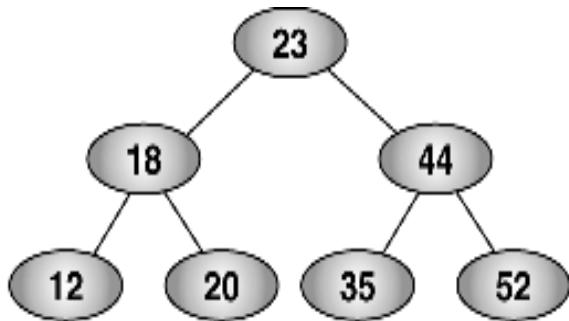
to 20

```
1 if (empty tree)
  1 return null
2 end if
3 if (targetKey < root)
  1 return searchBST (left subtree, ...)
4 elseif (targetKey > root)
  1 return searchBST (right subtree, ...)
5 else
  1 return root
6 end if
```

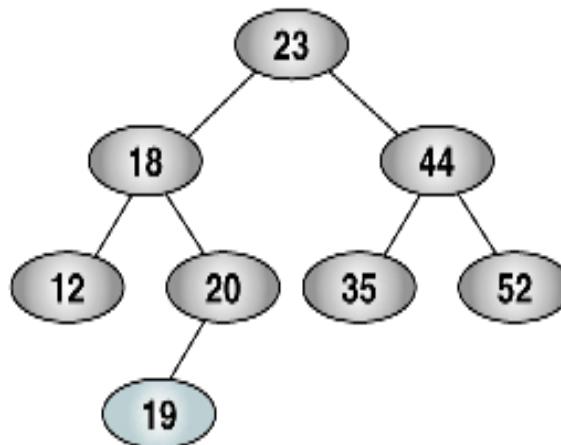
Return pointer to 20



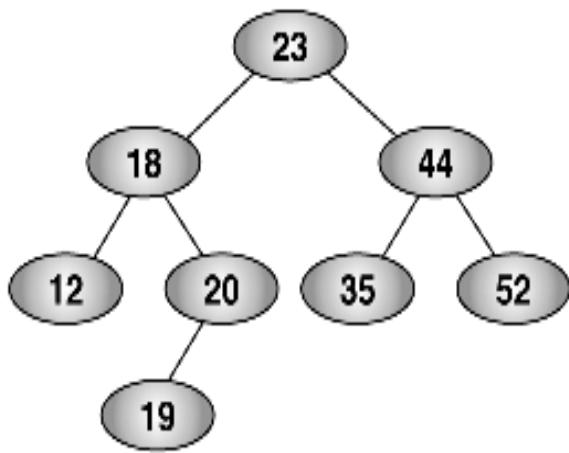
BST Insertion



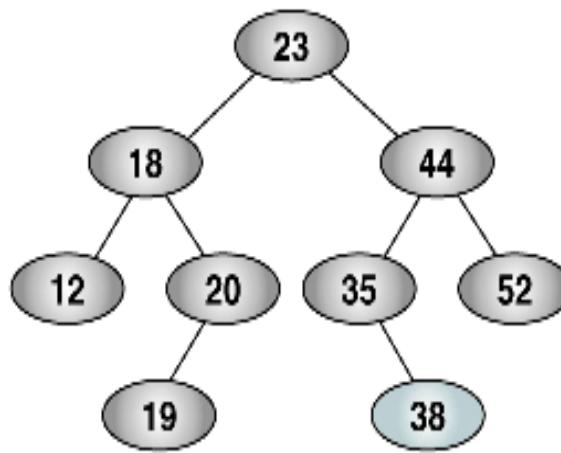
(a) Before inserting 19



(b) After inserting 19



(c) Before inserting 38

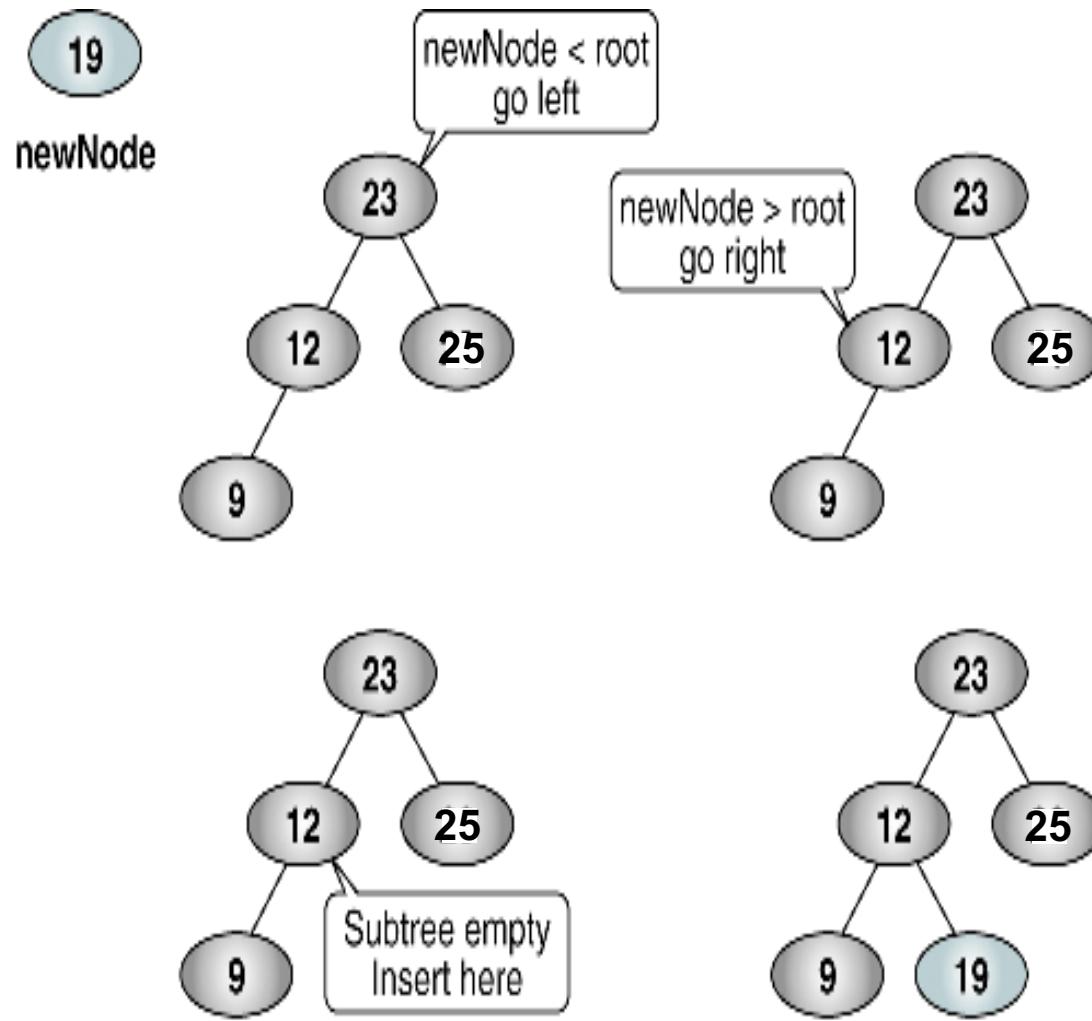


(d) After inserting 38

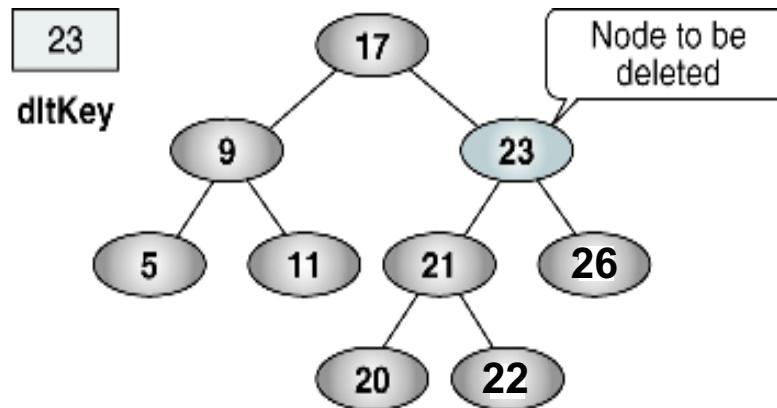
Add Node to BST

```
Algorithm addBST (root, newNode)
Insert node containing new data into BST using recursion.
    Pre    root is address of current node in a BST
           newNode is address of node containing data
    Post   newNode inserted into the tree
           Return address of potential new tree root
1 if (empty tree)
    1 set root to newNode
    2 return newNode
2 end if
Locate null subtree for insertion
3 if (newNode < root)
    1 return addBST (left subtree, newNode)
4 else
    1 return addBST (right subtree, newNode)
5 end if
end addBST
```

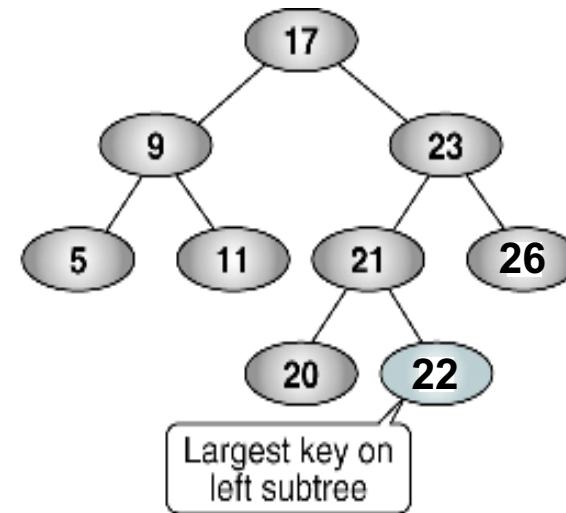

Trace of Recursive BST Insert



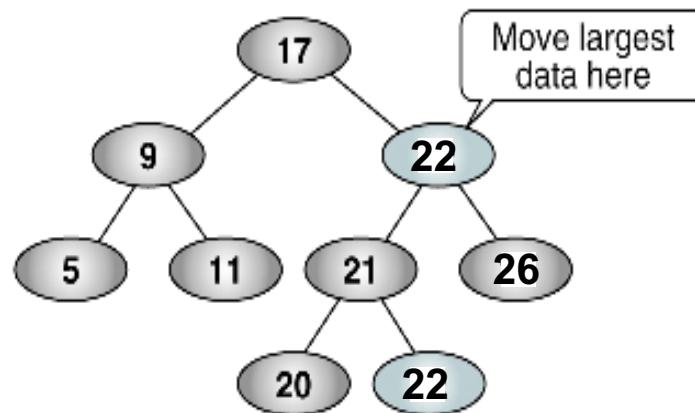
Delete BST Test Cases



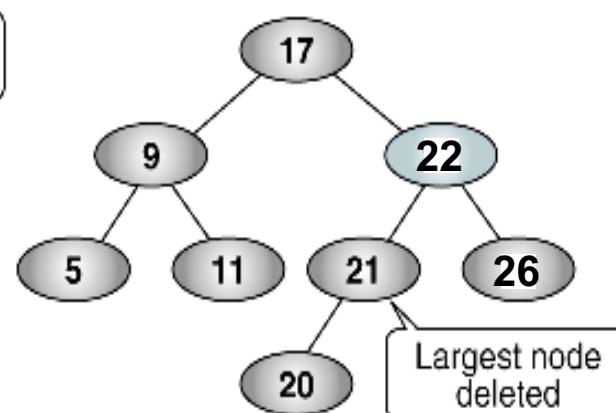
(a) Find dltKey



(b) Find largest



(c) Move largest data



(d) Delete largest node

Delete Node From BST

```
Algorithm deleteBST (root, dltKey)
```

This algorithm deletes a node from a BST.

Pre root is reference to node to be deleted

 dltKey is key of node to be deleted

Post node deleted

 if dltKey not found, root unchanged

Return true if node deleted, false if not found

```
1 if (empty tree)
```

```
1 return false
```

```
2 end if
```

```
3 if (dltKey < root)
```

```
1 return deleteBST (left subtree, dltKey)
```

```
4 else if (dltKey > root)
```

```
1 return deleteBST (right subtree, dltKey)
```

```
5 else
```

 Delete node found--test for leaf node

```
1 If (no left subtree)
```

```
1 make right subtree the root
```

```
2 return true
```

Delete Node From BST (cont.)

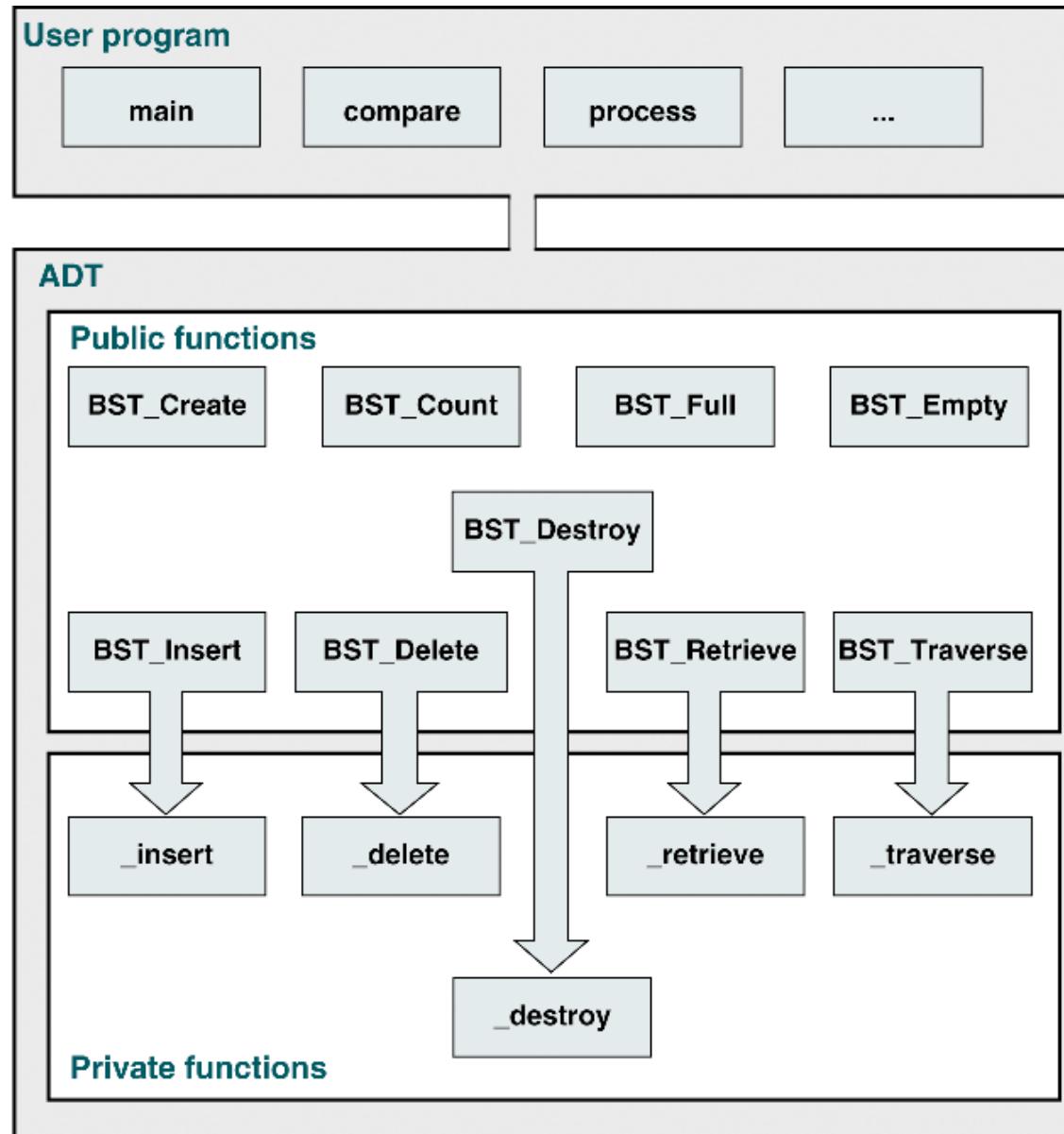
```
2 else if (no right subtree)
    1 make left subtree the root
    2 return true
3 else
    Node to be deleted not a leaf. Find largest node on
    left subtree.
    1 save root in deleteNode
    2 set largest to largestBST (left subtree)
    3 move data in largest to deleteNode
    4 return deleteBST (left subtree of deleteNode,
                        key of largest
4 end if
6 end if
end deleteBST
```

7-3 Binary Search Tree ADT

We begin this section with a discussion of the BST data structure and write the header file for the ADT. We then develop 14 programs that we include in the ADT.

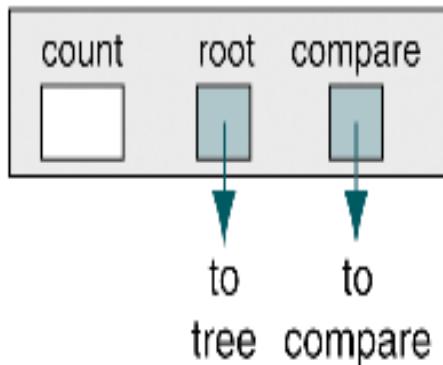
- **Data Structure**
- **Algorithms**

BST ADT Design

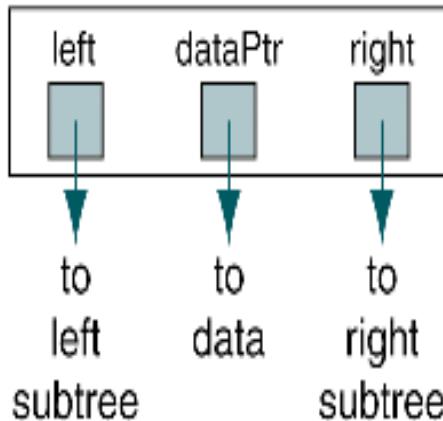


BST Tree Data Structure

BST_TREE



NODE



```
typedef struct
{
    int count;
    int (*compare)
        (void* arg1,
         void* arg2);
    NODE* root;
} BST_TREE;
```

```
typedef struct node
{
    void*           dataPtr;
    struct node*   left;
    struct node*   right;
} NODE;
```

BST Declarations

```
1  /* Header file for binary search tree (BST). Contains
2   structural definitions and prototypes for BST.
3
4   Written by:
5
6   Date:
7
8   */
9  #include <stdbool.h>
10
11 // Structure Declarations
12
13 typedef struct node
14 {
15     void*          dataPtr;
16     struct node*  left;
17     struct node*  right;
18 } NODE;
```

BST Declarations (cont.)

```
16 |     typedef struct
17 |     {
18 |         int      count;
19 |         int      (*compare) (void* argu1, void* argu2);
20 |         NODE*   root;
21 |     } BST_TREE;
22 |
23 | // Prototype Declarations
24 | BST_TREE* BST_Create
25 |                 (int (*compare) (void* argu1, void* argu2));
26 | BST_TREE* BST_Destroy (BST_TREE* tree);
27 |
28 | bool   BST_Insert    (BST_TREE* tree, void* dataPtr);
29 | bool   BST_Delete    (BST_TREE* tree, void* dltKey);
30 | void* BST_Retrieve  (BST_TREE* tree, void* keyPtr);
31 | void   BST_Traverse (BST_TREE* tree,
32 |                         void (*process)(void* dataPtr));
```

BST Declarations (cont.)

```
33
34     bool BST_Empty (BST_TREE* tree);
35     bool BST_Full  (BST_TREE* tree);
36     int  BST_Count (BST_TREE* tree);
37
38     static NODE* _insert
39             (BST_TREE* tree, NODE* root,
40              NODE* newPtr);
41     static NODE* _delete
42             (BST_TREE* tree,      NODE* root,
43              void*       dataPtr, bool* success);
44     static void* _retrieve
45             (BST_TREE* tree,
46              void* dataPtr, NODE* root);
47     static void _traverse
48             (NODE* root,
49              void (*process) (void* dataPtr));
50     static void _destroy (NODE* root);
```

Create BST Application interface

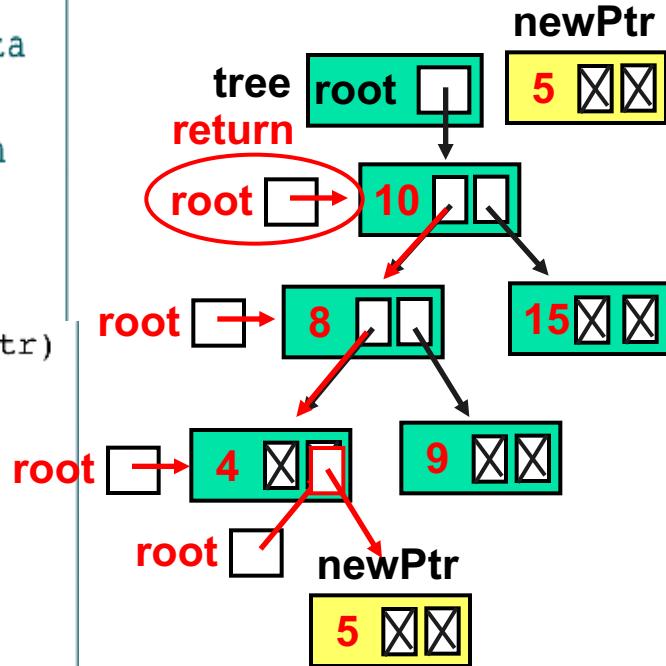
```
1  /* ===== BST_Create =====
2   Allocates dynamic memory for an BST tree head
3   node and returns its address to caller
4       Pre    compare is address of compare function
5               used when two nodes need to be compared
6       Post   head allocated or error returned
7       Return head node pointer; null if overflow
8 */
9 BST_TREE* BST_Create
10          (int (*compare) (void* argu1, void* argu2))
11 {
12 // Local Definitions
13     BST_TREE* tree;
14
15 // Statements
16     tree = (BST_TREE*) malloc (sizeof (BST_TREE));
17     if (tree)
18     {
19         tree->root      = NULL;
20         tree->count     = 0;
21         tree->compare   = compare;
22     } // if
23
24     return tree;
25 } // BST_Create
```

Insert BST Application Interface

```
1  /* ===== BST_Insert =====
2   This function inserts new data into the tree.
3     Pre    tree is pointer to BST tree structure
4     Post   data inserted or memory overflow
5     Return Success (true) or Overflow (false)
6
7  bool BST_Insert (BST_TREE* tree, void* dataPtr)
8  {
9    // Local Definitions
10   NODE* newPtr;
11
12  // Statements
13  newPtr = (NODE*)malloc(sizeof(NODE));
14  if (!newPtr)
15    return false;
16
17  newPtr->right    = NULL;
18  newPtr->left     = NULL;
19  newPtr->dataPtr  = dataPtr;
20
21  if (tree->count == 0)
22    tree->root    = newPtr;
23  else
24    _insert(tree, tree->root, newPtr);
25
26  (tree->count)++;
27  return true;
28 } // BST_Insert
```

Internal Insert Function

```
1  /* ===== _insert =====
2   This function uses recursion to insert the new data
3   into a leaf node in the BST tree.
4   Pre    Application has called BST_Insert, which
5         passes root and data pointer
6   Post   Data have been inserted
7   Return pointer to [potentially] new root
8
9  NODE* _insert (BST_TREE* tree, NODE* root, NODE* newPtr)
10 {
11 // Statements
12     if (!root)
13         // if NULL tree
14         return newPtr;
15
16     // Locate null subtree for insertion
17     if (tree->compare(newPtr->dataPtr,
18                         root->dataPtr) < 0)
19     {
20         root->left = _insert(tree, root->left, newPtr);
21         return root;
22     } // new < node
23     else
24         // new data >= root data
25     {
26         root->right = _insert(tree, root->right, newPtr);
27         return root;
28     } // else new data >= root data
29     return root;
30 } // _insert
```



Delete BST Application Interface

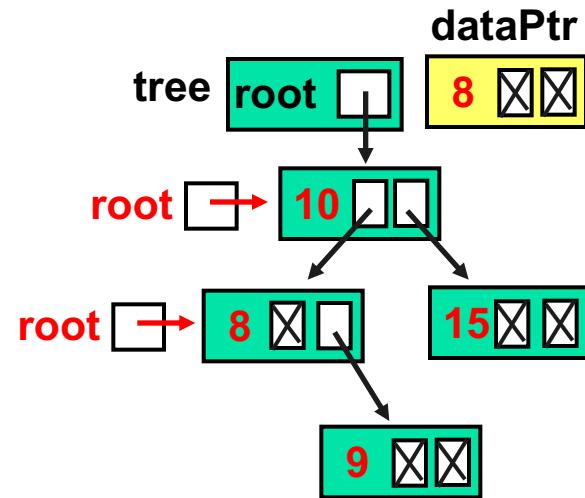
```
11 | bool BST_Delete (BST_TREE* tree, void* dltKey)
12 | {
13 | // Local Definitions
14 |     bool success;
15 |     NODE* newRoot;
16 |
17 | // Statements
18 |     newRoot = _delete (tree, tree->root, dltKey,
19 |                         &success);
20 |     if (success)
21 |     {
22 |         tree->root = newRoot;
23 |         (tree->count)--;
24 |         if (tree->count == 0)
25 |             // Tree now empty
26 |             tree->root = NULL;
27 |     } // if
28 |     return success;
29 | } // BST_Delete
```

Internal Delete Function

```
1  /* ===== _delete =====
2   Deletes node from the tree and rebalances
3   tree if necessary.
4   Pre    tree initialized--null tree is OK
5           dataPtr contains key of node to be deleted
6   Post   node is deleted and its space recycled
7           -or- if key not found, tree is unchanged
8           success is true if deleted; false if not
9   Return pointer to root
```

Internal Delete Function (cont.)

```
10 */  
11 NODE* _delete (BST_TREE* tree,      NODE* root,  
12                  void*       dataPtr, bool* success)  
13 {  
14 // Local Definitions  
15     NODE* dltPtr;  
16     NODE* exchPtr;  
17     NODE* newRoot;  
18     void* holdPtr;  
19  
20 // Statements  
21     if (!root)  
22     {  
23         *success = false;  
24         return NULL;  
25     } // if  
26  
27     if (tree->compare(dataPtr, root->dataPtr) < 0)  
28         root->left  = _delete (tree,      root->left,  
29                               dataPtr, success);  
30     else if (tree->compare(dataPtr, root->dataPtr) > 0)  
31         root->right = _delete (tree,      root->right,  
32                               dataPtr, success);
```



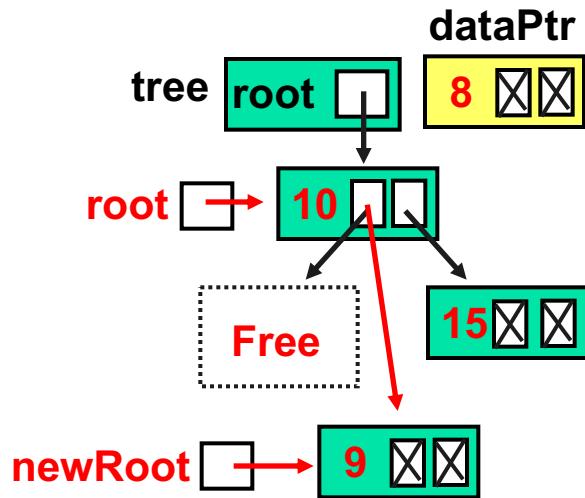
Internal Delete Function (cont.)

```
33     else
34         // Delete node found--test for leaf node
35     {
36         dltPtr = root;
37         if (!root->left)
38             // No left subtree
39         {
40             free (root->dataPtr);
41             newRoot = root->right;
42             free (dltPtr);
43             *success = true;
44             return newRoot;
45         } // if true
46     else
47         if (!root->right)
48             // Only left subtree
49         {
50             newRoot = root->left;
51             free (dltPtr);
52             *success = true;
53             return newRoot;           // base case
54         } // if
55     else
56         // Delete Node has two subtrees
57         {
```

The diagram illustrates the internal delete function for a binary search tree. It shows a tree structure with root node 10 (data 10). Node 10 has left child node 8 (data 8) and right child node 15 (data 15). Node 8 is a leaf node. The delete function is being executed on node 10. A pointer `tree` points to node 10. A pointer `dataPtr` points to node 8. A pointer `dltPtr` points to node 10. A pointer `newRoot` points to node 9 (data 9), which is the right child of node 10. A box labeled "Free" indicates that node 10 is being freed from memory.

Internal Delete Function (cont.)

```
10  */
11 NODE* _delete (BST_TREE* tree,      NODE* root,
12                      void*      dataPtr, bool* success)
13 {
14 // Local Definitions
15     NODE* dltPtr;
16     NODE* exchPtr;
17     NODE* newRoot;
18     void* holdPtr;
19
20 // Statements
21     if (!root)
22     {
23         *success = false;
24         return NULL;
25     } // if
26
27     if (tree->compare(dataPtr, root->dataPtr) < 0)
28         root->left  = _delete (tree,      root->left,
29                                dataPtr, success);
30     else if (tree->compare(dataPtr, root->dataPtr) > 0)
31         root->right = _delete (tree,      root->right,
32                                dataPtr, success);
```



Internal Delete Function (cont.)

```
58         exchPtr = root->left;
59         // Find largest node on left subtree
60         while (exchPtr->right)
61             exchPtr = exchPtr->right;
62
63         // Exchange Data
64         holdPtr      = root->dataPtr;
65         root->dataPtr = exchPtr->dataPtr;
66         exchPtr->dataPtr = holdPtr;
67         root->left     =
68             _delete (tree,    root->left,
69                         exchPtr->dataPtr, success);
70     } // else
71 } // node found
72 return root;
73 } // _delete
```

Redundant ! 

Retrieve BST Application Interface

```
1  /* ===== BST_Retrieve =====
2   Retrieve node searches tree for the node containing
3   the requested key and returns pointer to its data.
4   Pre    Tree has been created (may be null)
5           data is pointer to data structure
6           containing key to be located
7   Post   Tree searched and data pointer returned
8   Return Address of matching node returned
9           If not found, NULL returned
10  */
11 void* BST_Retrieve (BST_TREE* tree, void* keyPtr)
12 {
13 // Statements
14     if (tree->root)
15         return _retrieve (tree, keyPtr, tree->root);
16     else
17         return NULL;
18 } // BST_Retrieve
```

Internal Retrieve Function

```
1  /* ===== _retrieve =====
2   Searches tree for node containing requested key
3   and returns its data to the calling function.
4   Pre    _retrieve passes tree, dataPtr, root
5       dataPtr is pointer to data structure
6           containing key to be located
7   Post   tree searched; data pointer returned
8   Return Address of data in matching node
9       If not found, NULL returned
10  */
11 void* _retrieve (BST_TREE* tree,
12                  void* dataPtr, NODE* root)
13 {
14 // Statements
15 if (root)
```

Internal Retrieve Function

```
16     {
17         if (tree->compare(dataPtr, root->dataPtr) < 0)
18             return _retrieve(tree, dataPtr, root->left);
19         else if (tree->compare(dataPtr,
20                               root->dataPtr) > 0)
21             return _retrieve(tree, dataPtr, root->right);
22         else
23             // Found equal key
24             return root->dataPtr;
25     } // if root
26     else
27         // Data not in tree
28         return NULL;
29 } // _retrieve
```

Traverse BST Application Interface

```
1  /* ===== BST_Traverse =====
2   Process tree using inorder traversal.
3     Pre  Tree has been created (may be null)
4           process "visits" nodes during traversal
5     Post Nodes processed in LNR (inorder) sequence
6 */
7 void BST_Traverse (BST_TREE* tree,
8                   void (*process) (void* dataPtr))
9 {
10 // Statements
11   _traverse (tree->root, process);
12   return;
13 } // end BST_Traverse
```

Internal Traverse Function

```
1  /* ===== _traverse =====
2   Inorder tree traversal. To process a node, we use
3   the function passed when traversal was called.
4   Pre  Tree has been created (may be null)
5   Post All nodes processed
6 */
7 void _traverse (NODE* root,
8                 void (*process) (void* dataPtr))
9 {
10 // Statements
11 if (root)
12 {
13     _traverse (root->left, process);
14     process (root->dataPtr);
15     _traverse (root->right, process);
16 } // if
17 return;
18 } // _traverse
```

Empty BST Application Interface

```
1  /* ===== BST_Empty =====
2   Returns true if tree is empty; false if any data.
3   Pre      Tree has been created. (May be null)
4   Returns True if tree empty, false if any data
5 */
6  bool BST_Empty (BST_TREE* tree)
7  {
8  // Statements
9  return (tree->count == 0);
10 } // BST_Empty
```

Full BST Application Interface

```
1  /* ===== BST_Full =====
2   If there is no room for another node, returns true.
3   Pre    tree has been created
4   Returns true if no room for another insert
5           false if room
6 */
7  bool BST_Full (BST_TREE* tree)
8  {
9  // Local Definitions
10     NODE* newPtr;
11
12 // Statements
13     newPtr = (NODE*)malloc(sizeof (*(tree->root)));
14     if (newPtr)
15     {
16         free (newPtr);
17         return false;
18     } // if
19     else
20         return true;
21 } // BST_Full
```

BST Count Application Interface

```
1  /* ===== BST_Count =====
2   Returns number of nodes in tree.
3   Pre    tree has been created
4   Returns tree count
5 */
6  int BST_Count (BST_TREE* tree)
7  {
8  // Statements
9  return (tree->count);
10 } // BST_Count
```

Destroy BST Application Interface

```
1  /* ===== BST_Destroy =====
2   Deletes all data in tree and recycles memory.
3   The nodes are deleted by calling a recursive
4   function to traverse the tree in inorder sequence.
5     Pre      tree is a pointer to a valid tree
6     Post     All data and head structure deleted
7     Return   null head pointer
8 */
9 BST_TREE* BST_Destroy (BST_TREE* tree)
10 {
11 // Statements
12 if (tree)
13     _destroy (tree->root);
14
15 // All nodes deleted. Free structure
16 free (tree);
17 return NULL;
18 } // BST_Destroy
```

Internal Destroy Function

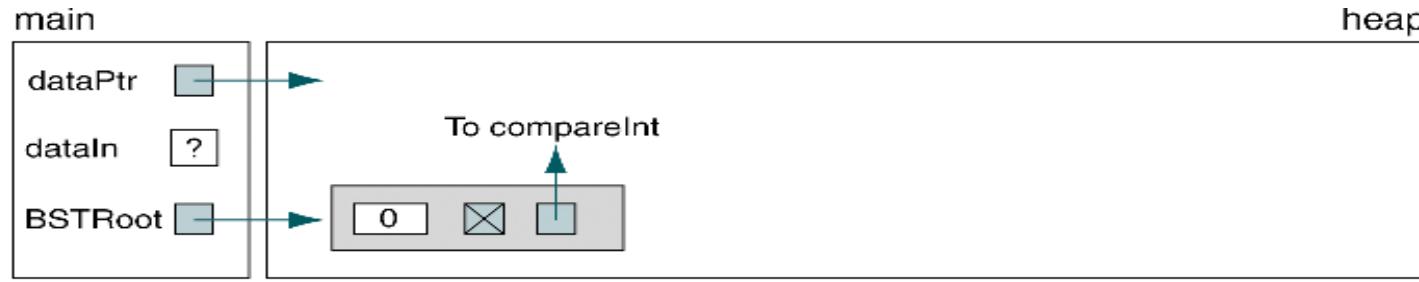
```
1  /* ===== _destroy =====
2   Deletes all data in tree and recycles memory.
3   It also recycles memory for the key and data nodes.
4   The nodes are deleted by calling a recursive
5   function to traverse the tree in inorder sequence.
6   Pre      root is pointer to valid tree/subtree
7   Post     All data and head structure deleted
8   Return   null head pointer
9 */
10 void _destroy (NODE* root)
11 {
12 // Statements
13     if (root)
14     {
15         _destroy (root->left);
16         free (root->dataPtr);
17         _destroy (root->right);
18         free (root);
19     } // if
20     return;
21 } // _destroy
```

7-4 BST Applications

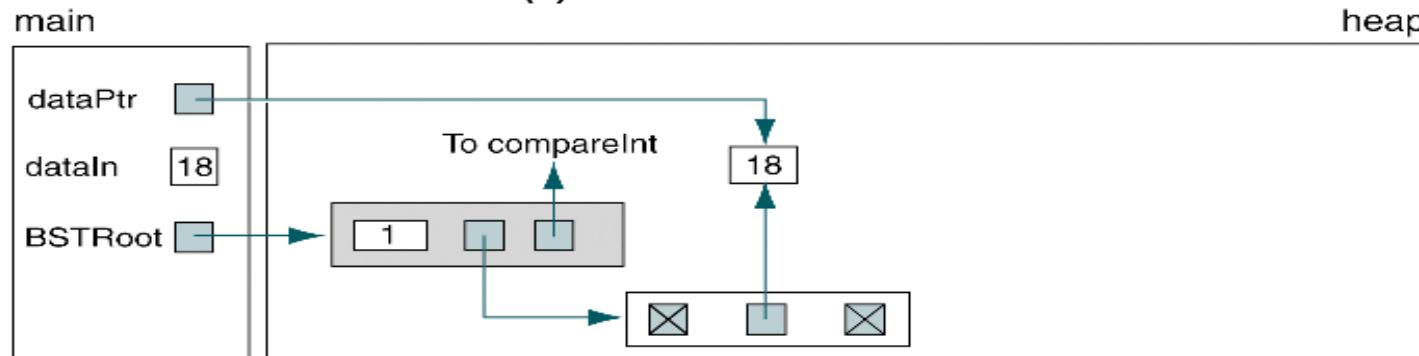
This section develops two applications that use the BST ADT. We begin the discussion of BST Applications with a simple application that manipulates integers. The second application, student list, requires a structure to hold the student's data.

- Integer Application
- Student List Application

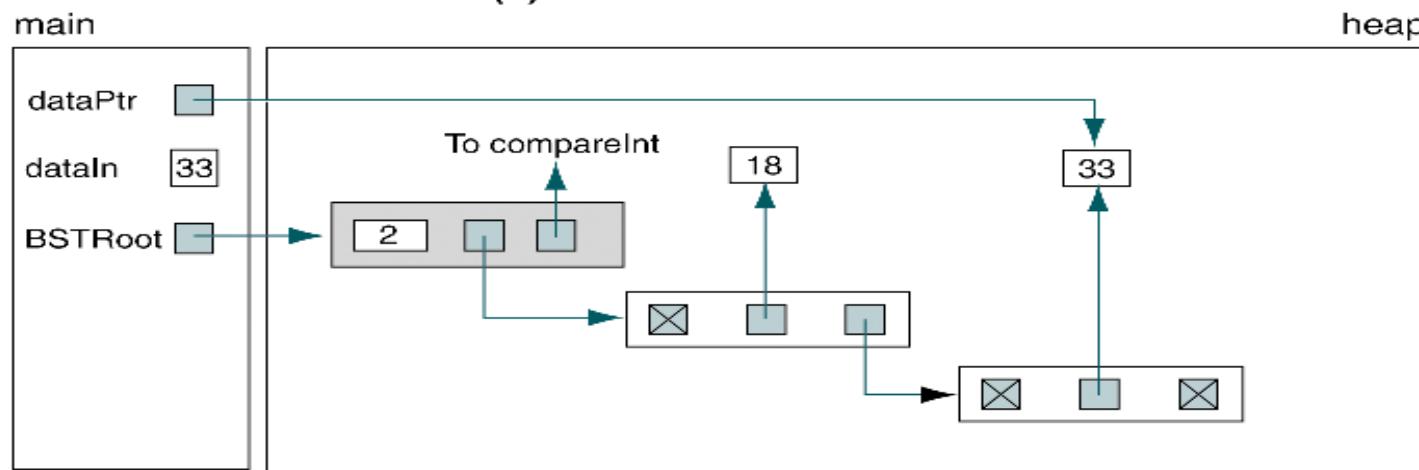
Insertions into a BST



(a) After tree creation



(b) After first insertion



(c) After second insertion

BST Integer Application

```
1  /* This program builds and prints a BST.  
2   Written by:  
3   Date:  
4 */  
5  #include <stdio.h>  
6  #include <stdlib.h>  
7  #include "P7-BST-ADT.h"  
8  
9 // Prototype Declarations  
10 int compareInt (void* num1, void* num2);  
11 void printBST (void* num1);  
12  
13 int main (void)  
14 {  
15 // Local Definitions  
16     BST_TREE* BSTRoot;  
17     int*      dataPtr;  
18     int       dataIn = +1;  
19
```

BST Integer Application (cont.)

```
20 // Statements
21     printf("Begin BST Demonstation\n");
22
23     BSTRoot = BST_Create (compareInt);
24
25 // Build Tree
26     printf("Enter a list of positive integers;\n");
27     printf("Enter a negative number to stop.\n");
28
29 do
30 {
31     printf("Enter a number: ");
32     scanf ("%d", &dataIn);
33     if (dataIn > -1)
34     {
35         dataPtr = (int*) malloc (sizeof (int));
36         if (!dataPtr)
37         {
38             printf("Memory Overflow in add\n");
39             exit(100);
40         } // if overflow
41         *dataPtr = dataIn;
42         BST_Insert (BSTRoot, dataPtr);
43     } // valid data
44 } while (dataIn > -1);
45
```

BST Integer Application (cont.)

```
46     printf("\nBST contains:\n");
47     BST_Traverse (BSTRoot, printBST);
48
49     printf("\nEnd BST Demonstration\n");
50     return 0;
51 } // main
52
53 /* ===== compareInt =====
54 Compare two integers and return low, equal, high.
55 Pre num1 and num2 are valid pointers to integers
56 Post return low (-1), equal (0), or high (+1)
57 */
58 int compareInt (void* num1, void* num2)
59 {
60 // Local Definitions
61     int key1;
62     int key2;
```

BST Integer Application (cont.)

```
64 // Statements
65     key1 = *(int*)num1;
66     key2 = *(int*)num2;
67     if (key1 < key2)
68         return -1;
69     if (key1 == key2)
70         return 0;
71     return +1;
72 } // compareInt
73
74 /* ===== printBST =====
   Print one integer from BST.
   Pre num1 is a pointer to an integer
   Post integer printed and line advanced
*/
78 void printBST (void* num1)
79 {
80     // Statements
81     printf("%4d\n", *(int*)num1);
82     return;
83 } // printBST
84
```

Results:

```
Begin BST Demonstation
Enter a list of positive integers;
Enter a negative number to stop.
Enter a number: 18
```

BST Integer Application (cont.)

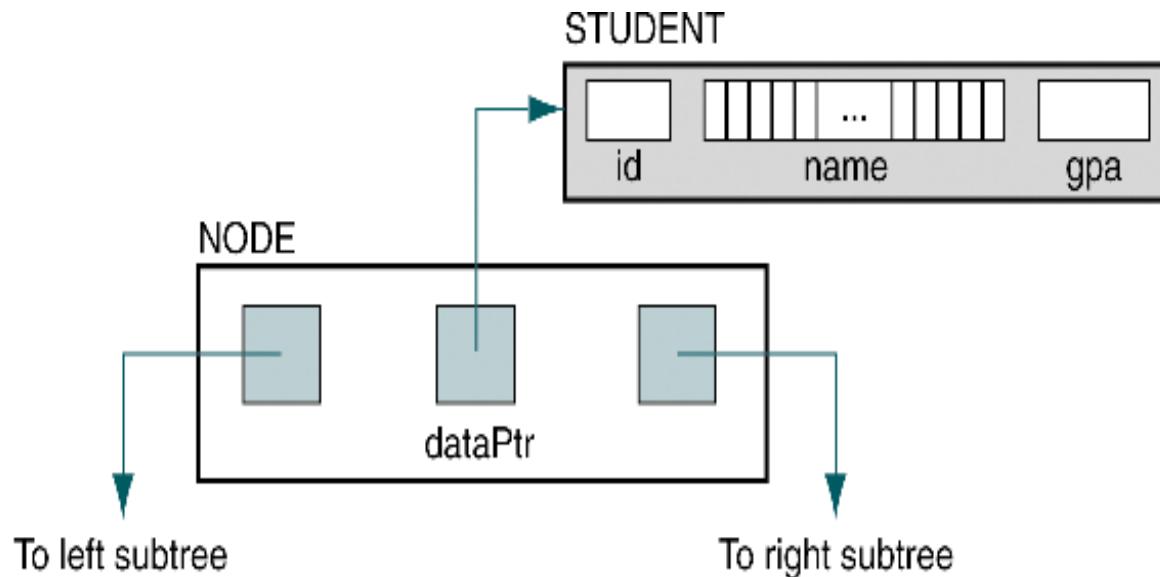
```
Enter a number: 33  
Enter a number: 7  
Enter a number: 24  
Enter a number: 19  
Enter a number: -1
```

BST contains:

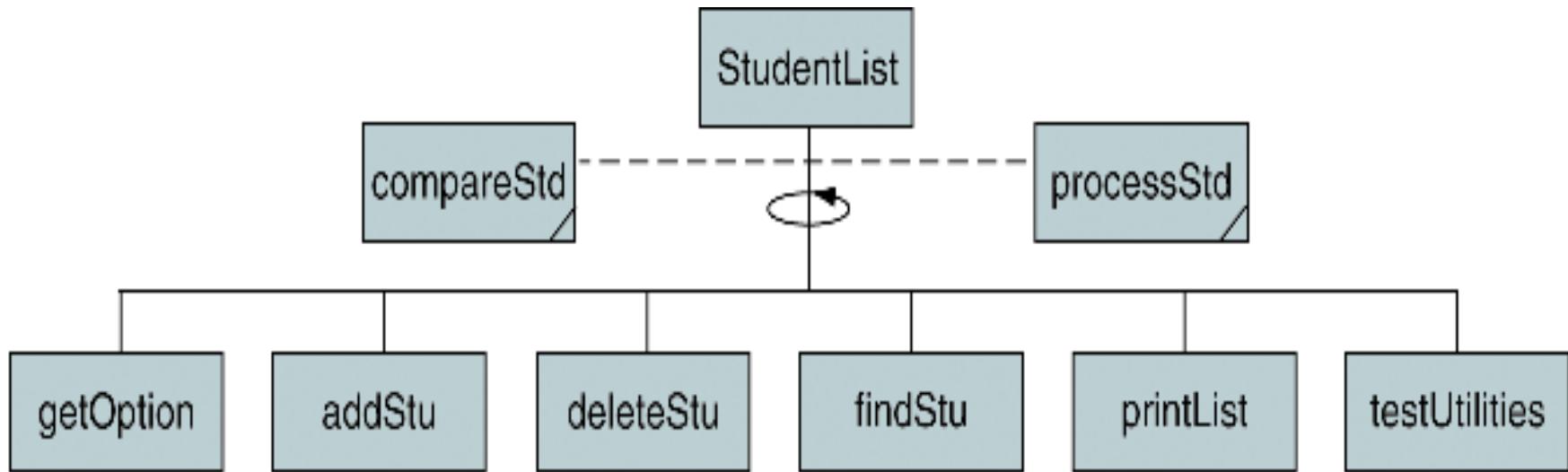
```
7  
18  
19  
24  
33
```

End BST Demonstration

Student Data in ADT



Student List Design



BST Student Application

```
1  /* This program builds and prints a student list.  
2   Written by:  
3   Date:  
4 */  
5  #include <stdio.h>  
6  #include <stdlib.h>  
7  #include <ctype.h>  
8  
9  #include "P7-BST-ADT.h"  
10  
11 // Structures  
12 typedef struct  
13 {  
14     int    id;  
15     char   name[40];  
16     float  gpa;
```

BST Student Application (cont.)

```
17 } STUDENT;
18
19 // Prototype Declarations
20 char getOption      (void);
21 void addStu        (BST_TREE* list);
22 void deleteStu     (BST_TREE* list);
23 void findStu       (BST_TREE* list);
24 void printList     (BST_TREE* list);
25 void testUtilities (BST_TREE* tree);
26 int compareStu    (void* stu1, void* stu2);
27 void processStu   (void* dataPtr);
28
29 int main (void)
30 {
31 // Local Definitions
32     BST_TREE* list;
33     char      option = ' ';
34 }
```

BST Student Application (cont.)

```
35 // Statements
36 printf("Begin Student List\n");
37 list = BST_Create (compareStu);
38
39 while ( (option = getOption ()) != 'Q' )
40 {
41     switch (option)
42     {
43         case 'A': addStu (list);
44             break;
45         case 'D': deleteStu (list);
46             break;
47         case 'F': findStu (list);
48             break;
49         case 'P': printList (list);
50             break;
51         case 'U': testUtilities (list);
52             break;
53     } // switch
54 } // while
55 list = BST_Destroy (list);
56
57 printf("\nEnd Student List\n");
58 return 0;
59 } // main
60
61 /* ===== getOption =====
62    Reads and validates processing option from keyboard.
63    Pre nothing
```

BST Student Application (cont.)

```
64         Post valid option returned
65     */
66     char getOption  (void)
67 {
68 // Local Definitions
69     char option;
70     bool error;
71
72 // Statements
73     printf("\n ===== MENU =====\n");
74     printf(" A   Add Student\n");
75     printf(" D   Delete Student\n");
76     printf(" F   Find Student\n");
77     printf(" P   Print Class List\n");
78     printf(" U   Show Utilities\n");
79     printf(" Q   Quit\n");
80 }
```

BST Student Application (cont.)

```
81     do
82     {
83         printf("\nEnter Option: ");
84         scanf(" %c", &option);
85         option = toupper(option);
86         if    (option == 'A' || option == 'D'
87             || option == 'F' || option == 'P'
88             || option == 'U' || option == 'Q')
89             error = false;
90         else
91         {
92             printf("Invalid option. Please re-enter: ");
93             error = true;
94         } // if
95     } while (error == true);
96     return option;
97 } // getOption
98
```

BST Student Application (cont.)

```
99  /* ===== addStu =====
100    Adds a student to tree.
101    Pre  nothing
102    Post student added (abort on memory overflow)
103 */
104 void addStu (BST_TREE* list)
105 {
106 // Local Definitions
107     STUDENT* stuPtr;
108
109 // Statements
110     stuPtr = (STUDENT*)malloc (sizeof (STUDENT));
```

BST Student Application (cont.)

```
111     if (!stuPtr)
112         printf("Memory Overflow in add\n"), exit(101);
113
114     printf("Enter student id:  ");
115     scanf ("%d", &(stuPtr->id));
116     printf("Enter student name: ");
117     scanf ("%39s", stuPtr->name);
118     printf("Enter student gpa: ");
119     scanf ("%f", &(stuPtr->gpa));
120
121     BST_Insert (list, stuPtr);
122 } // addStu
123
124 /* ===== deleteStu =====
125 Deletes a student from the tree.
126     Pre nothing
127     Post student deleted or error message printed
128 */
```

BST Student Application (cont.)

```
129 void deleteStu (BST_TREE* list)
130 {
131 // Local Definitions
132     int id;           ← redundant
133     int* idPtr = &id;
134
135 // Statements
136 printf("Enter student id: ");
137 scanf ("%d", idPtr);
138
139 if (!BST_Delete (list, idPtr))
140     printf("ERROR: No Student: %0d\n", *idPtr);
141 } // deleteStu
142
```

BST Student Application (cont.)

```
143 /* ===== findStu ===== */
144     Finds a student and prints name and gpa.
145     Pre student id
146         Post student data printed or error message
147 */
148 void findStu (BST_TREE* list)
149 {
150 // Local Definitions
151     int      id;
152     STUDENT* stuPtr;
153
154 // Statements
155     printf("Enter student id: ");
156     scanf ("%d", &id);
157
```

BST Student Application (cont.)

```
158     stuPtr = (STUDENT*)BST_Retrieve (list, &id);
159     if (stuPtr)
160     {
161         printf("Student id:    %04d\n",  id);
162         printf("Student name:  %s\n",      stuPtr->name);
163         printf("Student gpa:   %4.1f\n",   stuPtr->gpa);
164     } // if
165     else
166         printf("Student %d not in file\n", id);
167 } // findStu
168
```

BST Student Application (cont.)

```
169 /* ===== printList ===== */
170     Prints a list of students.
171     Pre list has been created (may be null)
172     Post students printed
173 */
174 void printList (BST_TREE* list)
175 {
176 // Statements
177     printf("\nStudent List:\n");
178     BST_Traverse (list, processStu);
179     printf("End of Student List\n");
180     return;
181 } // printList
182
```

BST Student Application (cont.)

```
183 /* ===== testUtilities =====
184     This function tests the ADT utilities by calling
185     each in turn and printing the results.
186         Pre tree has been created
187         Post results printed
188 */
189 void testUtilities (BST_TREE* tree)
190 {
191 // Statements
192     printf("Tree contains %3d nodes: \n",
193             BST_Count(tree));
194     if (BST_Empty(tree))
195         printf("The tree IS empty\n");
196     else
197         printf("The tree IS NOT empty\n");
198     if (BST_Full(tree))
199         printf("The tree IS full\n");
200     else
201         printf("The tree IS NOT full\n");
202     return;
203 } // testUtilities
204
```

BST Student Application (cont.)

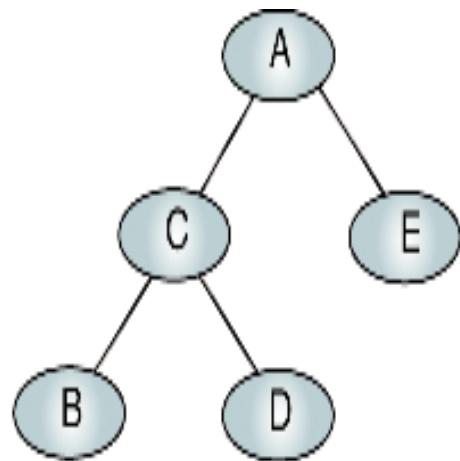
```
205 /* ===== compareStu =====
206     Compare two student id's and return low, equal, high.
207     Pre stu1 and stu2 are valid pointers to students
208     Post return low (-1), equal (0), or high (+1)
209 */
210 int compareStu (void* stu1, void* stu2)
211 {
212 // Local Definitions
213     STUDENT s1;
214     STUDENT s2;
215
216 // Statements
217     s1 = *(STUDENT*)stu1;
218     s2 = *(STUDENT*)stu2;
219
220     if ( s1.id < s2.id)
221         return -1;
222
223     if ( s1.id == s2.id)
224         return 0;
225
226     return +1;
227 } // compareStu
228
```

BST Student Application (cont.)

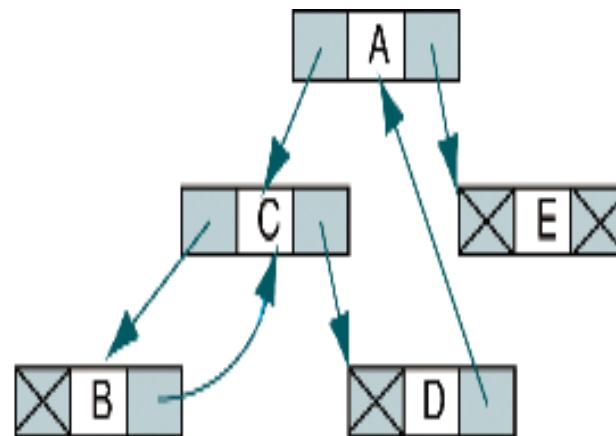
```
229  /* ===== processStu =====
230      Print one student's data.
231          Pre stu is a pointer to a student
232          Post data printed and line advanced
233 */
234 void processStu (void* stuPtr)
235 {
236     // Local Definitions
237     STUDENT aStu;
238
239     // Statements
240     aStu = *(STUDENT*)stuPtr;
241     printf("%04d  %-40s %4.1f\n",
242            aStu.id, aStu.name, aStu.gpa);
243     return;
244 } // processStu
```

7-5 Threaded Trees

- Recursion or stack are inefficient if the tree must be traversed frequently
- In a threaded tree, null pointers are replaced with pointers to their successor nodes
- The traversal is more efficient if the tree is a threaded tree



(a) Binary tree



(b) Threaded binary tree (inorder)