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Julio R. Corzo
    #include <iostream>
 1
                                         bst.cpp
                            Lab 4
 2
   #include <cstdlib>
 3
   using namespace std;
 4
   // Step 4: Private and public postOrder() methods.
 5
   template<class Comparable>
 6
 7
    void BinarySearchTree<Comparable>::postOrder() const {
      if(isEmpty()) return;
 8
      postOrder(root);
 9
10
   }
11
12
   template<class Comparable>
13
   void BinarySearchTree<Comparable>::postOrder(BinaryNode <Comparable> *t)
   const {
•
14
     if(t == NULL) return;
15
      postOrder(t -> left);
16
      postOrder(t -> right);
17
      cout << t -> element << " ";
   }
18
19
20
   // Step 6: Private and public height() methods.
21
   template <class Comparable>
22
   int BinarySearchTree<Comparable>::height( ) const {
23
      if(isEmpty()) return −1;
24
      height(root);
   }
25
26
    template <class Comparable>
27
28
    int BinarySearchTree<Comparable>::height(BinaryNode<Comparable> *t) const {
29
      if(t == NULL) return -1;
30
      int heightLeft = height(t -> left);
31
      int heightRight = height(t -> right);
32
      if(heightLeft > heightRight) return heightLeft + 1;
33
      else return heightRight + 1;
34
   }
35
36
   // Step 8: Private and public numLeaves() methods.
   template<class Comparable>
37
   int BinarySearchTree<Comparable>::numLeaves() const {
38
39
      if(isEmpty()) return 0;
      else numLeaves(root);
40
   }
41
42
43
    template <class Comparable>
44
   int BinarySearchTree<Comparable>::numLeaves (BinaryNode<Comparable> *t)
   const {
45
      if(t == NULL) return 0;
      else return (1 + numLeaves(t -> left) + numLeaves(t -> right));
46
47
    }
48
49
```

50

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51
52 // Step 9 part 1: Private and public isBalanced methods.
   template<class Comparable>
53
54
   bool BinarySearchTree<Comparable>::isBalanced() const {
55
      if(isEmpty()) return 1;
56
    else isBalanced(root);
   }
57
58
59
   template<class Comparable>
   bool BinarySearchTree<Comparable>::isBalanced(BinaryNode <Comparable> *t)
60
   const {
•
61
    if(t == NULL) return 1;
62
      int heightLeft = height(t -> left);
63
      int heightRight = height(t -> right);
64
      if(abs(heightLeft - heightRight) <= 1 && isBalanced(t -> left) &&
      isBalanced(t -> right))
•
65
        return 1;
66
     return 0;
67
   }
68
69
   // Methods included with the assignment have been removed for printing.
70 // They are in Cobra.
71
```