

Project 3b:

My search method seems to not be working or maybe something in my splay tree does not work because I am not getting the Output I wanted. This part 3b was very challenging and I just could not seem to fully understand why my splay tree was not working in main. The binary search tree was completed from the previous project and I thought I could get the splay tree right but I was mistaken. I tried to optimize the time and space for the splay tree by moving frequently accessed nodes closer to the root node. The search time for a splay tree is $O(\log n)$ and to try to make the time efficient I tried to use various operations within my splay tree class.

I do not have an image to show how the splay tree should look because the main method was not giving the result I expected. It would just show some weird error in xcode that I could not fix. I tried to go to the TA's earlier but they could not figure out the issue and I tried to reach my Tutor but he Could not help me anymore.