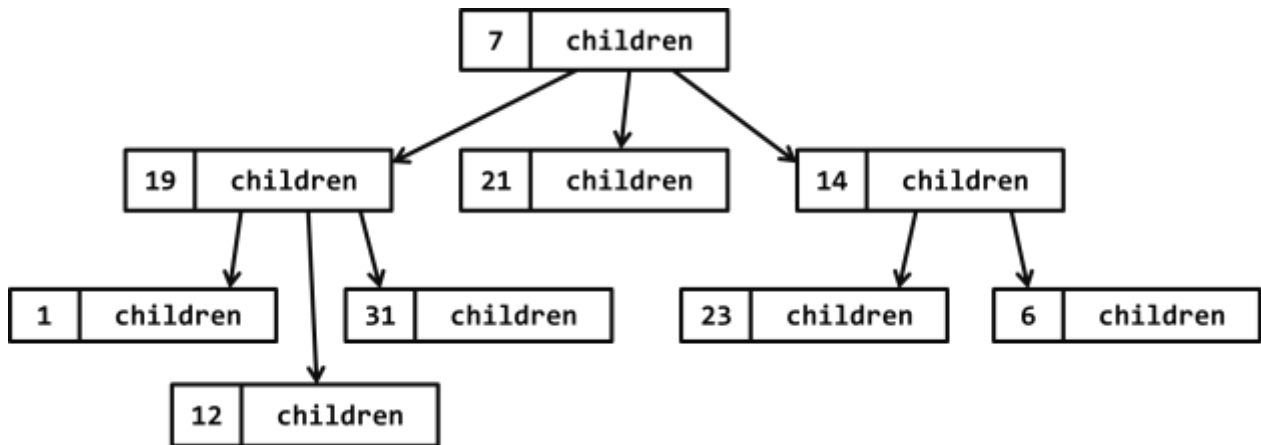


# Exercises: Implement Trees and Traversals

This document defines the **in-class exercises** assignments for the ["Data Structures" course @ Software University](#).

## Part I – Implement a Tree

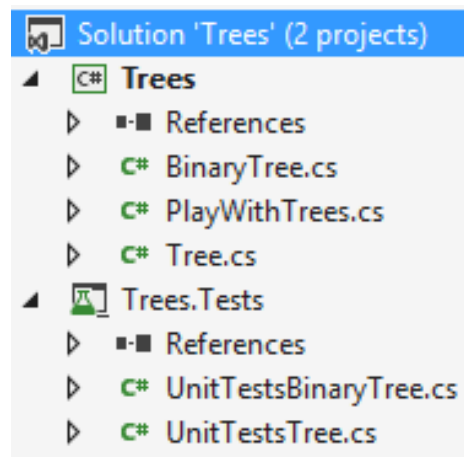
The first part of this lab aims to **implement a tree** (a node that holds a value and multiple child nodes) and **traverse** it recursively.



In the figure above, the **tree nodes** hold a **value** and a **list of descendent tree nodes**. It is recursive data structure.

## Problem 1. Trees – Project Skeleton

You are given a **Visual Studio project skeleton** (unfinished project) holding the unfinished **Tree<T>** and **BinaryTree<T>** classes and **unit tests** for their functionality. The project holds the following assets:



The project skeleton opens correctly in **Visual Studio 2013** but can be open in other Visual Studio versions as well and also can run in **SharpDevelop** and **Xamarin Studio**.

The unfinished **Tree<T>** class stays in the file **Tree.cs**:

```
Tree.cs

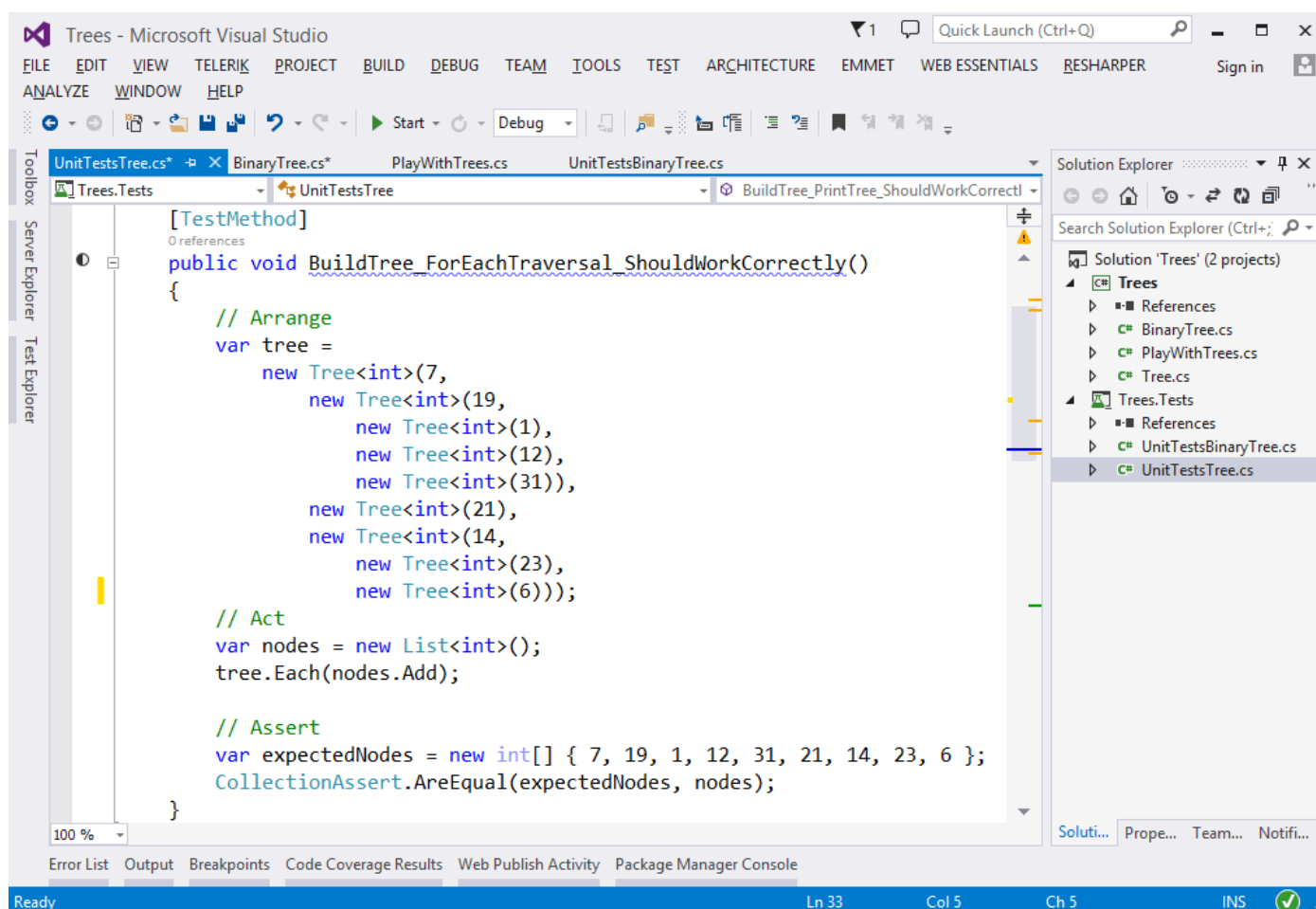
public class Tree<T>
{
    public Tree(T value, params Tree<T>[] children) { ... }
    public void Print(int indent = 0) { ... }
```

```
}
    public void Each(Action<T> action) { ... }
}
```

The unfinished **BinaryTree<T>** class stays in the file **BinaryTree.cs**:

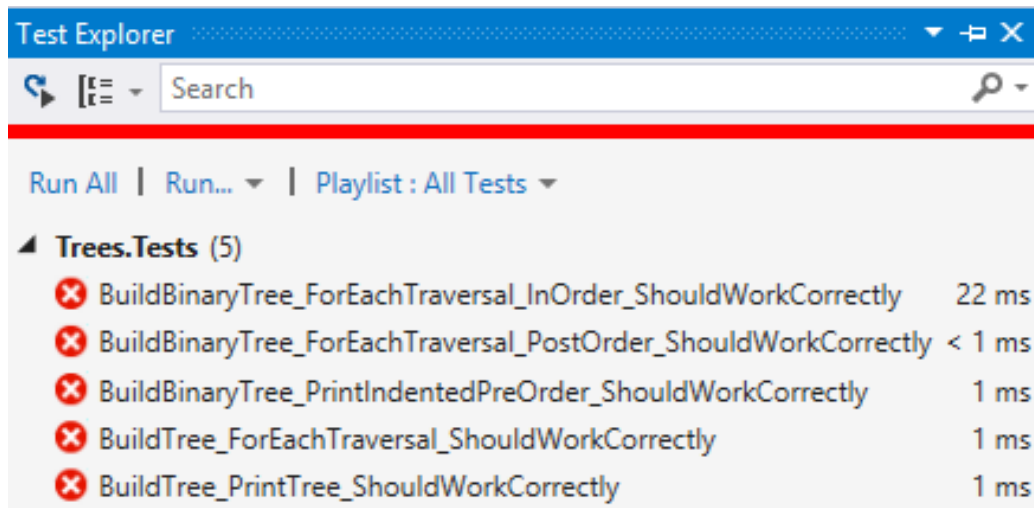
```
public class BinaryTree<T>
{
    public BinaryTree(T value, BinaryTree<T> leftChild = null,
        BinaryTree<T> rightChild = null) { ... }
    public void PrintIndentedPreOrder(int indent = 0) { ... }
    public void EachInOrder(Action<T> action) { ... }
    public void EachPostOrder(Action<T> action) { ... }
}
```

The project comes with **unit tests** covering the entire functionality of the trees (see the files **UnitTestsTree.cs** and **UnitTestsBinaryTree.cs**):



## Problem 2. Run the Unit Tests to Ensure All of Them Initially Fail

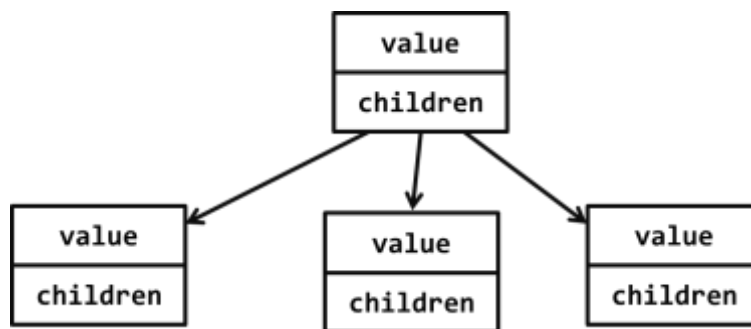
Run the unit tests from the **Trees.Tests** project. Open the "Test Explorer" window (Menu → Test → Windows → Test Explorer) and run all tests. The expected behavior is that all tests should fail:



This is quite normal. We have unit tests, but the code covered by these tests is missing. Let's write it.

### Problem 3. Define the `Tree<T>` Data Structure

The first step is to define the inner **data** hold **tree nodes**. It should hold the node **value** and a list of **child nodes**:



The source code might look like this:

```
public class Tree<T>
{
    0 references
    public T Value { get; set; }
    0 references
    public IList<Tree<T>> Children { get; private set; }
```

### Problem 4. Define the `Tree<T>` Constructor

The next step is to define a **constructor** for the `Tree<T>` class to ensure you can create:

- **Leaf tree nodes** (holding a specified value) without child nodes, e.g.  
`var node = new Tree<int>(5);`
- **Internal tree nodes** (holding a specified value) with child nodes, e.g.  
`var node = new Tree<int>(5,  
 new Tree<int>(6),  
 new Tree<int>(7));`

You can use **optional parameters** for the child nodes to combine the above two constructors. A sample source code is shown below:

```

public Tree(T value, params Tree<T>[] children)
{
    this.Value = value;
    this.Children = new List<Tree<T>>();
    // Append the child nodes (children) to this.Children
    foreach (var child in children)
    {
        this.Children.Add(child);
    }
}

```

The parameter **children** is optional, so it could be passed or skipped. The goal is to allow creating trees by invoking **nested constructors** like these:

```

var tree =
    new Tree<int>(7,
        new Tree<int>(19,
            new Tree<int>(1),
            new Tree<int>(12),
            new Tree<int>(21)));

```

## Problem 5. Test the Tree<T> Constructor

Now, test whether the **Tree<T>** and its constructor work as expected.

1. Use the debugger to set a breakpoint in the file **PlayWithTrees.cs** just after the tree construction.
2. Use the **[Locals]** debug window to browse the tree structure and the **child nodes** for each tree node.



The screenshot shows the Visual Studio IDE with the **PlayWithTrees.cs** file open. The code defines a **Main** method that creates a nested tree structure using the **Tree<int>** constructor. The **Locals** window is open, showing the **tree** variable and its **Children** list. The **Children** list contains three **Tree<int>** objects. The first child node is expanded, showing its own **Children** list with three more **Tree<int>** objects. The **Value** property of the first child node is 19.

## Problem 6. Define the Print() Method

Now, we need to implement the **tree functionality**. First, implement the **Print()** method. It works recursively:

- Prints the current node **value** (indented a few spaces on the right).
- Calls the **Print()** method recursively to **print all child nodes** of the current node.

The code might look like this:

```
public void Print(int indent = 0)
{
    Console.Write(new string(' ', 2 * indent));
    Console.WriteLine(this.Value);
    foreach (var child in this.Children)
    {
        child.Print(indent + 1);
    }
}
```

## Problem 7. Test the Print() Method

To test the **Print()** method, **run the unit tests**. Some of them should pass successfully:

Trees.Tests (5)		
✗	BuildBinaryTree_ForEachTraversal_InOrder_ShouldWorkCorrectly	11 ms
✗	BuildBinaryTree_ForEachTraversal_PostOrder_ShouldWorkCorrectly	< 1 ms
✗	BuildBinaryTree_PrintIndentedPreOrder_ShouldWorkCorrectly	1 ms
✗	BuildTree_ForEachTraversal_ShouldWorkCorrectly	1 ms
✓	BuildTree_PrintTree_ShouldWorkCorrectly	1 ms

## Problem 8. Implement "For Each" Traversal

Now, implement the **Each(Action<T>)** method that **traverses the tree** recursively from its root to its leaves and invokes the provided **action function** for each visited tree node. It works as follows:

- Process the current node **value** (invokes the action function on it).
- Calls the **Each()** method recursively to **process all child nodes** of the current node.

The source code might look as follows:

```
public void Each(Action<T> action)
{
    action(this.Value);
    // For each child node invoke child.Each(action)
    foreach (var child in this.Children)
    {
        child.Each(action);
    }
}
```

## Problem 9. Test the Each(Action<T>) Method

To test the **Each(Action<T>)** method, **run the unit tests**. All tests now should pass successfully:

Trees.Tests (5)		
✗	BuildBinaryTree_ForEachTraversal_InOrder_ShouldWorkCorrectly	9 ms
✗	BuildBinaryTree_ForEachTraversal_PostOrder_ShouldWorkCorrectly	< 1 ms
✗	BuildBinaryTree_PrintIndentedPreOrder_ShouldWorkCorrectly	< 1 ms
✓	BuildTree_ForEachTraversal_ShouldWorkCorrectly	1 ms
✓	BuildTree_PrintTree_ShouldWorkCorrectly	< 1 ms

The failed tests cover the **BinaryTree<T>** class, which is still not implemented.

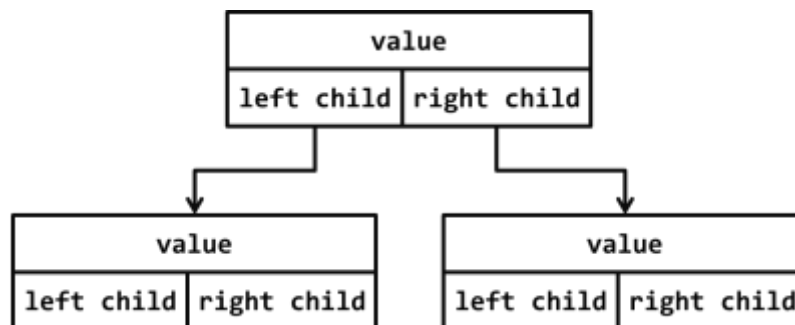
Congratulations! You have implemented your tree data structure.

## Part II – Implement a Binary Tree

The second part of this lab aims to implement a **binary tree** (a node that holds a value + left and right child nodes).

### Problem 10. Define the BinaryTree<T> Data Structure

The first step is to define the inner **data** hold **binary tree nodes**. It should hold the node **value** + **left** and **right child nodes** (both of them are optional and can be **null**):



The source code might look like this:

```
public class BinaryTree<T>
{
    0 references
    public T Value { get; set; }
    0 references
    public BinaryTree<T> LeftChild { get; set; }
    0 references
    public BinaryTree<T> RightChild { get; set; }
```

### Problem 11. Define the BinaryTree<T> Constructor

The next step is to define a **constructor** for the **BinaryTree<T>** class to ensure you can create:

- **Leaf tree nodes** (holding a specified value) without child nodes, e.g.

```
var node = new BinaryTree<string>("node");
```

- **Internal tree nodes** (holding a specified value) with left and right child nodes, e.g.

```
var binaryTree =
    new BinaryTree<string>("+",
        new BinaryTree<string>("3"),
        new BinaryTree<string>("2"));
```

You can use **optional parameters** (holding **null** by default) for the child nodes to combine the above two constructors. A sample source code is shown below:

```
public BinaryTree(T value,
    BinaryTree<T> leftChild = null,
    BinaryTree<T> rightChild = null)
{
    this.Value = value;
    this.LeftChild = leftChild;
    this.RightChild = rightChild;
}
```

The parameters **leftChild** and **rightChild** are optional and can be passed or skipped. This will allow constructing binary tree like this:

```
var binaryTree =
    new BinaryTree<string>("*",
        new BinaryTree<string>("+",
            new BinaryTree<string>("3"),
            new BinaryTree<string>("2")),
        new BinaryTree<string>("-",
            new BinaryTree<string>("9"),
            new BinaryTree<string>("6")));
```

## Problem 12. Test the BinaryTree<T> Constructor

Now, test whether the **BinaryTree<T>** and its constructor work as expected.

3. Use the debugger to set a breakpoint in the file **PlayWithTrees.cs** just after the binary tree construction.
4. Use the [**Locals**] debug window to browse the binary tree structure and the **child nodes** for each tree node (left and right child).



```

BinaryTree.cs  PlayWithTrees.cs
Trees
PlayWithTrees

Console.WriteLine();

Console.WriteLine();

var binaryTree =
    new BinaryTree<string>("*",
        new BinaryTree<string>("+",
            new BinaryTree<string>("3"),
            new BinaryTree<string>("2")),
        new BinaryTree<string>("-",
            new BinaryTree<string>("9"),
            new BinaryTree<string>("6")));

Console.WriteLine("Binary tree (indented, pre-order):");

```

Locals

Name	Value	Type
binaryTree	{BinaryTree<string>}	BinaryTr
LeftChild	{BinaryTree<string>}	BinaryTr
LeftChild	{BinaryTree<string>}	BinaryTr
LeftChild	null	BinaryTr
RightChild	null	BinaryTr
Value	"3"	string
RightChild	{BinaryTree<string>}	BinaryTr
Value	"+"	string
RightChild	{BinaryTree<string>}	BinaryTr
Value	"-"	string

Error List Locals Watch 1 Threads

## Problem 13. Define the PrintIndentedPreOrder() Method

Now, we need to implement the **binary tree functionality**. First, implement the **PrintIndentedPreOrder()** method. It prints the tree in pre-order (root; left; right), indented visually like this:

```

*
 +
  3
  2
 -
  9
  6

```

The **PrintIndentedPreOrder()** method works recursively:

- Prints the current node **value** (indented a few spaces on the right).
- Calls the **PrintIndentedPreOrder()** method recursively to **print the left child** of the current node (when exists).
- Calls the **PrintIndentedPreOrder()** method recursively to **print the right child** of the current node (when exists).

The code might look like this:



```

public void PrintIndentedPreOrder(int indent = 0)
{
    // Pre-order == root node, left child, right child
    Console.Write(new string(' ', 2 * indent));
    Console.WriteLine(this.Value);
    if (this.LeftChild != null)
    {
        this.LeftChild.PrintIndentedPreOrder(indent + 1);
    }
    if (this.RightChild != null)
    {
        this.RightChild.PrintIndentedPreOrder(indent + 1);
    }
}

```

## Problem 14. Test the PrintIndentedPreOrder() Method

To test the **PrintIndentedPreOrder()** method, run the unit tests. Some of them should pass successfully:

<b>Trees.Tests (5)</b>	
✗ BuildBinaryTree_ForEachTraversal_InOrder_ShouldWorkCorrectly	12 ms
✗ BuildBinaryTree_ForEachTraversal_PostOrder_ShouldWorkCorrectly	1 ms
✓ BuildBinaryTree_PrintIndentedPreOrder_ShouldWorkCorrectly	1 ms
✓ BuildTree_ForEachTraversal_ShouldWorkCorrectly	1 ms
✓ BuildTree_PrintTree_ShouldWorkCorrectly	< 1 ms

## Problem 15. Implement the EachInOrder(Action<T>) Method

Next, let's implement the **EachInOrder(Action<T>)** method that traverses the binary tree in **in-order** (left; root; right). It is again recursive, very similar to the previous method:

```

public void EachInOrder(Action<T> action)
{
    // In-order == left child, root node, right child
    // TODO: process the left child
    if (this.LeftChild != null)
    {
        this.LeftChild.EachInOrder(action);
    }

    action(this.Value);

    // TODO: process the right child
    if (this.RightChild != null)
    {
        this.RightChild.EachInOrder(action);
    }
}

```

## Problem 16. Test the EachInOrder(Action<T>) Method

To test the **EachInOrder(Action<T>)** method, run the unit tests. One more test now should pass successfully:

<b>Trees.Tests (5)</b>		
✗	BuildBinaryTree_ForEachTraversal_PostOrder_ShouldWorkCorrectly	6 ms
✓	BuildBinaryTree_ForEachTraversal_InOrder_ShouldWorkCorrectly	51 ms
✓	BuildBinaryTree_PrintIndentedPreOrder_ShouldWorkCorrectly	< 1 ms
✓	BuildTree_ForEachTraversal_ShouldWorkCorrectly	1 ms
✓	BuildTree_PrintTree_ShouldWorkCorrectly	< 1 ms

## Problem 17. Implement the EachPostOrder(Action<T>) Method

Next, let's implement the **EachPostOrder(Action<T>)** method that traverses the binary tree in **post-order** (left; right; root). It is again recursive, very, very similar to the previous method:

```
public void EachPostOrder(Action<T> action)
{
    // Post-order == left child, right child, root node
    if (this.LeftChild != null)
    {
        this.LeftChild.EachPostOrder(action);
    }
    if (this.RightChild != null)
    {
        this.RightChild.EachPostOrder(action);
    }
    action(this.Value);
}
```

## Problem 18. Test the EachPostOrder(Action<T>) Method

To test the **EachPostOrder(Action<T>)** method, run the unit tests. All tests should now pass successfully:

<b>Trees.Tests (5)</b>		
✓	BuildBinaryTree_ForEachTraversal_InOrder_ShouldWorkCorrectly	6 ms
✓	BuildBinaryTree_ForEachTraversal_PostOrder_ShouldWorkCorrectly	< 1 ms
✓	BuildBinaryTree_PrintIndentedPreOrder_ShouldWorkCorrectly	< 1 ms
✓	BuildTree_ForEachTraversal_ShouldWorkCorrectly	1 ms
✓	BuildTree_PrintTree_ShouldWorkCorrectly	1 ms

Congratulations! You have implemented your binary tree data structure.