

# LinksPlatform's Platform.Collections.Methods Class Library

## 1.1 ./csharp/Platform.Collections.Methods/GenericCollectionMethodsBase.cs

```
1 using System.Collections.Generic;
2 using System.Runtime.CompilerServices;
3 using Platform.Numbers;
4
5 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
6
7 namespace Platform.Collections.Methods
8 {
9     /// <summary>
10    /// <para>Represents a base implementation of methods for a collection of elements of type
11    ↪ TElement.</para>
12    /// <para>Представляет базовую реализацию методов коллекции элементов типа TElement.</para>
13    /// </summary>
14    /// <typeparam name="TElement"><para>Source type of conversion.</para><para>Исходный тип
15    ↪ конверсии.</para></typeparam>
16    public abstract class GenericCollectionMethodsBase<TElement>
17    {
18        /// <summary>
19        /// <para>Returns a null constant of type <see cref="TElement" />.</para>
20        /// <para>Возвращает нулевую константу типа <see cref="TElement" />.</para>
21        /// </summary>
22        /// <returns><para>A null constant of type <see cref="TElement" />.</para><para>Нулевую
23        ↪ константу типа <see cref="TElement" />.</para></returns>
24        [MethodImpl(MethodImplOptions.AggressiveInlining)]
25        protected virtual TElement GetZero() => default;
26
27        /// <summary>
28        /// <para>Presents the Range in readable format.</para>
29        /// <para>Представляет диапазон в удобном для чтения формате.</para>
30        /// </summary>
31        /// <returns><para>String representation of the Range.</para><para>Строковое
32        ↪ представление диапазона.</para></returns>
33        [MethodImpl(MethodImplOptions.AggressiveInlining)]
34        protected virtual bool EqualToZero(TElement value) => EqualityComparer.Equals(value,
35        ↪ Zero);
36
37        /// <summary>
38        /// <para>Presents the Range in readable format.</para>
39        /// <para>Представляет диапазон в удобном для чтения формате.</para>
40        /// </summary>
41        /// <returns><para>String representation of the Range.</para><para>Строковое
42        ↪ представление диапазона.</para></returns>
43        [MethodImpl(MethodImplOptions.AggressiveInlining)]
44        protected virtual bool AreEqual(TElement first, TElement second) =>
45        ↪ EqualityComparer.Equals(first, second);
46
47        /// <summary>
48        /// <para>Presents the Range in readable format.</para>
49        /// <para>Представляет диапазон в удобном для чтения формате.</para>
50        /// </summary>
51        /// <returns><para>String representation of the Range.</para><para>Строковое
52        ↪ представление диапазона.</para></returns>
53        [MethodImpl(MethodImplOptions.AggressiveInlining)]
54        protected virtual bool GreaterThanZero(TElement value) => Comparer.Compare(value, Zero)
55        ↪ > 0;
56
57        /// <summary>
58        /// <para>Presents the Range in readable format.</para>
59        /// <para>Представляет диапазон в удобном для чтения формате.</para>
60        /// </summary>
61        /// <returns><para>String representation of the Range.</para><para>Строковое
62        ↪ представление диапазона.</para></returns>
63        [MethodImpl(MethodImplOptions.AggressiveInlining)]
64        protected virtual bool GreaterThan(TElement first, TElement second) =>
65        ↪ Comparer.Compare(first, second) > 0;
66
67        /// <summary>
68        /// <para>Presents the Range in readable format.</para>
69        /// <para>Представляет диапазон в удобном для чтения формате.</para>
70        /// </summary>
71        /// <returns><para>String representation of the Range.</para><para>Строковое
72        ↪ представление диапазона.</para></returns>
73        [MethodImpl(MethodImplOptions.AggressiveInlining)]
74        protected virtual bool GreaterOrEqualThanZero(TElement value) => Comparer.Compare(value,
75        ↪ Zero) >= 0;
```

```

63 /// <summary>
64 /// <para>Presents the Range in readable format.</para>
65 /// <para>Представляет диапазон в удобном для чтения формате.</para>
66 /// </summary>
67 /// <returns><para>String representation of the Range.</para><para>Строковое
68   ↳ представление диапазона.</para></returns>
69 [MethodImpl(MethodImplOptions.AggressiveInlining)]
70 protected virtual bool GreaterOrEqualThan(TElement first, TElement second) =>
71   ↳ Comparer.Compare(first, second) >= 0;
72
73 /// <summary>
74 /// <para>Presents the Range in readable format.</para>
75 /// <para>Представляет диапазон в удобном для чтения формате.</para>
76 /// </summary>
77 /// <returns><para>String representation of the Range.</para><para>Строковое
78   ↳ представление диапазона.</para></returns>
79 [MethodImpl(MethodImplOptions.AggressiveInlining)]
80 protected virtual bool LessOrEqualThanZero(TElement value) => Comparer.Compare(value,
81   ↳ Zero) <= 0;
82
83 /// <summary>
84 /// <para>Presents the Range in readable format.</para>
85 /// <para>Представляет диапазон в удобном для чтения формате.</para>
86 /// </summary>
87 /// <returns><para>String representation of the Range.</para><para>Строковое
88   ↳ представление диапазона.</para></returns>
89 [MethodImpl(MethodImplOptions.AggressiveInlining)]
90 protected virtual bool LessOrEqualThan(TElement first, TElement second) =>
91   ↳ Comparer.Compare(first, second) <= 0;
92
93 /// <summary>
94 /// <para>Presents the Range in readable format.</para>
95 /// <para>Представляет диапазон в удобном для чтения формате.</para>
96 /// </summary>
97 /// <returns><para>String representation of the Range.</para><para>Строковое
98   ↳ представление диапазона.</para></returns>
99 [MethodImpl(MethodImplOptions.AggressiveInlining)]
100 protected virtual bool LessThanZero(TElement value) => Comparer.Compare(value, Zero) < 0;
101
102 /// <summary>
103 /// <para>Presents the Range in readable format.</para>
104 /// <para>Представляет диапазон в удобном для чтения формате.</para>
105 /// </summary>
106 /// <returns><para>String representation of the Range.</para><para>Строковое
107   ↳ представление диапазона.</para></returns>
108 [MethodImpl(MethodImplOptions.AggressiveInlining)]
109 protected virtual bool LessThan(TElement first, TElement second) =>
110   ↳ Comparer.Compare(first, second) < 0;
111
112 /// <summary>
113 /// <para>Presents the Range in readable format.</para>
114 /// <para>Представляет диапазон в удобном для чтения формате.</para>
115 /// </summary>
116 /// <returns><para>String representation of the Range.</para><para>Строковое
117   ↳ представление диапазона.</para></returns>
118 [MethodImpl(MethodImplOptions.AggressiveInlining)]
119 protected virtual TElement Increment(TElement value) =>
120   ↳ Arithmetic<TElement>.Increment(value);
121
122 /// <summary>
123 /// <para>Presents the Range in readable format.</para>
124 /// <para>Представляет диапазон в удобном для чтения формате.</para>
125 /// </summary>
126 /// <returns><para>String representation of the Range.</para><para>Строковое
127   ↳ представление диапазона.</para></returns>
128 [MethodImpl(MethodImplOptions.AggressiveInlining)]

```

```

126     protected virtual TElement Add(TElement first, TElement second) =>
127         ↪ Arithmetic<TElement>.Add(first, second);
128
129     /// <summary>
130     /// <para>Presents the Range in readable format.</para>
131     /// <para>Представляет диапазон в удобном для чтения формате.</para>
132     /// </summary>
133     /// <returns><para>String representation of the Range.</para><para>Строковое
134     ↪ представление диапазона.</para></returns>
135     [MethodImpl(MethodImplOptions.AggressiveInlining)]
136     protected virtual TElement Subtract(TElement first, TElement second) =>
137         ↪ Arithmetic<TElement>.Subtract(first, second);
138
139     /// <summary>
140     /// <para>Returns minimum value of the range.</para>
141     /// <para>Возвращает минимальное значение диапазона.</para>
142     /// </summary>
143     protected readonly TElement Zero;
144
145     /// <summary>
146     /// <para>Returns minimum value of the range.</para>
147     /// <para>Возвращает минимальное значение диапазона.</para>
148     /// </summary>
149     protected readonly TElement One;
150
151     /// <summary>
152     /// <para>Returns minimum value of the range.</para>
153     /// <para>Возвращает минимальное значение диапазона.</para>
154     /// </summary>
155     protected readonly TElement Two;
156
157     /// <summary>
158     /// <para>Returns minimum value of the range.</para>
159     /// <para>Возвращает минимальное значение диапазона.</para>
160     /// </summary>
161     protected readonly EqualityComparer<TElement> EqualityComparer;
162
163     /// <summary>
164     /// <para>Returns minimum value of the range.</para>
165     /// <para>Возвращает минимальное значение диапазона.</para>
166     /// </summary>
167     protected readonly Comparer<TElement> Comparer;
168
169     /// <summary>
170     /// <para>Presents the Range in readable format.</para>
171     /// <para>Представляет диапазон в удобном для чтения формате.</para>
172     /// </summary>
173     /// <returns><para>String representation of the Range.</para><para>Строковое
174     ↪ представление диапазона.</para></returns>
175     protected GenericCollectionMethodsBase()
176     {
177         EqualityComparer = EqualityComparer<TElement>.Default;
178         Comparer = Comparer<TElement>.Default;
179         Zero = GetZero(); //-V3068
180         One = Increment(Zero); //-V3068
181         Two = Increment(One); //-V3068
182     }
183 }

```

## 1.2 ./csharp/Platform.Collections.Methods/Lists/AbsoluteCircularDoublyLinkedListMethods.cs

```

1  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
2
3  namespace Platform.Collections.Methods.Lists
4  {
5      public abstract class AbsoluteCircularDoublyLinkedListMethods<TElement> :
6      ↪ AbsoluteDoublyLinkedListMethodsBase<TElement>
7      {
8          public void AttachBefore(TElement baseElement, TElement newElement)
9          {
10              var baseElementPrevious = GetPrevious(baseElement);
11              SetPrevious(newElement, baseElementPrevious);
12              SetNext(newElement, baseElement);
13              if (AreEqual(baseElement, GetFirst()))
14              {
15                  SetFirst(newElement);
16              }
17              SetNext(baseElementPrevious, newElement);
18              SetPrevious(baseElement, newElement);
19          }
20      }
21  }

```

```

18         IncrementSize();
19     }
20
21     public void AttachAfter(TElement baseElement, TElement newElement)
22     {
23         var baseElementNext = GetNext(baseElement);
24         SetPrevious(newElement, baseElement);
25         SetNext(newElement, baseElementNext);
26         if (AreEqual(baseElement, GetLast()))
27         {
28             SetLast(newElement);
29         }
30         SetPrevious(baseElementNext, newElement);
31         SetNext(baseElement, newElement);
32         IncrementSize();
33     }
34
35     public void AttachAsFirst(TElement element)
36     {
37         var first = GetFirst();
38         if (EqualToZero(first))
39         {
40             SetFirst(element);
41             SetLast(element);
42             SetPrevious(element, element);
43             SetNext(element, element);
44             IncrementSize();
45         }
46         else
47         {
48             AttachBefore(first, element);
49         }
50     }
51
52     public void AttachAsLast(TElement element)
53     {
54         var last = GetLast();
55         if (EqualToZero(last))
56         {
57             AttachAsFirst(element);
58         }
59         else
60         {
61             AttachAfter(last, element);
62         }
63     }
64
65     public void Detach(TElement element)
66     {
67         var elementPrevious = GetPrevious(element);
68         var elementNext = GetNext(element);
69         if (AreEqual(elementNext, element))
70         {
71             SetFirst(Zero);
72             SetLast(Zero);
73         }
74         else
75         {
76             SetNext(elementPrevious, elementNext);
77             SetPrevious(elementNext, elementPrevious);
78             if (AreEqual(element, GetFirst()))
79             {
80                 SetFirst(elementNext);
81             }
82             if (AreEqual(element, GetLast()))
83             {
84                 SetLast(elementPrevious);
85             }
86         }
87         SetPrevious(element, Zero);
88         SetNext(element, Zero);
89         DecrementSize();
90     }
91 }
92 }

```

### 1.3 ./csharp/Platform.Collections.Methods/Lists/AbsoluteDoublyLinkedListMethodsBase.cs

```

1 using System.Runtime.CompilerServices;
2

```

```

3  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5  namespace Platform.Collections.Methods.Lists
6  {
7      public abstract class AbsoluteDoublyLinkedListMethodsBase<TElement> :
8          ↳ DoublyLinkedListMethodsBase<TElement>
9      {
10         [MethodImpl(MethodImplOptions.AggressiveInlining)]
11         protected abstract TElement GetFirst();
12
13         [MethodImpl(MethodImplOptions.AggressiveInlining)]
14         protected abstract TElement GetLast();
15
16         [MethodImpl(MethodImplOptions.AggressiveInlining)]
17         protected abstract TElement GetSize();
18
19         [MethodImpl(MethodImplOptions.AggressiveInlining)]
20         protected abstract void SetFirst(TElement element);
21
22         [MethodImpl(MethodImplOptions.AggressiveInlining)]
23         protected abstract void SetLast(TElement element);
24
25         [MethodImpl(MethodImplOptions.AggressiveInlining)]
26         protected abstract void SetSize(TElement size);
27
28         [MethodImpl(MethodImplOptions.AggressiveInlining)]
29         protected void IncrementSize() => SetSize(Increment(GetSize()));
30
31         [MethodImpl(MethodImplOptions.AggressiveInlining)]
32         protected void DecrementSize() => SetSize(Decrement(GetSize()));
33     }

```

#### 1.4 ./csharp/Platform.Collections.Methods.Lists/AbsoluteOpenDoublyLinkedListMethods.cs

```

1  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
2
3  namespace Platform.Collections.Methods.Lists
4  {
5      public abstract class AbsoluteOpenDoublyLinkedListMethods<TElement> :
6          ↳ AbsoluteDoublyLinkedListMethodsBase<TElement>
7      {
8          public void AttachBefore(TElement baseElement, TElement newElement)
9          {
10             var baseElementPrevious = GetPrevious(baseElement);
11             SetPrevious(newElement, baseElementPrevious);
12             SetNext(newElement, baseElement);
13             if (EqualToZero(baseElementPrevious))
14             {
15                 SetFirst(newElement);
16             }
17             else
18             {
19                 SetNext(baseElementPrevious, newElement);
20             }
21             SetPrevious(baseElement, newElement);
22             IncrementSize();
23         }
24
25         public void AttachAfter(TElement baseElement, TElement newElement)
26         {
27             var baseElementNext = GetNext(baseElement);
28             SetPrevious(newElement, baseElement);
29             SetNext(newElement, baseElementNext);
30             if (EqualToZero(baseElementNext))
31             {
32                 SetLast(newElement);
33             }
34             else
35             {
36                 SetPrevious(baseElementNext, newElement);
37             }
38             SetNext(baseElement, newElement);
39             IncrementSize();
40         }
41
42         public void AttachAsFirst(TElement element)
43         {
44             var first = GetFirst();
45             if (EqualToZero(first))

```

```

45         {
46             SetFirst(element);
47             SetLast(element);
48             SetPrevious(element, Zero);
49             SetNext(element, Zero);
50             IncrementSize();
51         }
52         else
53         {
54             AttachBefore(first, element);
55         }
56     }
57
58     public void AttachAsLast(TElement element)
59     {
60         var last = GetLast();
61         if (EqualToZero(last))
62         {
63             AttachAsFirst(element);
64         }
65         else
66         {
67             AttachAfter(last, element);
68         }
69     }
70
71     public void Detach(TElement element)
72     {
73         var elementPrevious = GetPrevious(element);
74         var elementNext = GetNext(element);
75         if (EqualToZero(elementPrevious))
76         {
77             SetFirst(elementNext);
78         }
79         else
80         {
81             SetNext(elementPrevious, elementNext);
82         }
83         if (EqualToZero(elementNext))
84         {
85             SetLast(elementPrevious);
86         }
87         else
88         {
89             SetPrevious(elementNext, elementPrevious);
90         }
91         SetPrevious(element, Zero);
92         SetNext(element, Zero);
93         DecrementSize();
94     }
95 }
96 }

```

### 1.5 ./csharp/Platform.Collections.Methods/Lists/DoublyLinkedListMethodsBase.cs

```

1  using System.Runtime.CompilerServices;
2
3  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5  namespace Platform.Collections.Methods.Lists
6  {
7      /// <remarks>
8      /// Based on <a href="https://en.wikipedia.org/wiki/Doubly_linked_list">doubly linked
9      ↪ list</a> implementation.
10     /// </remarks>
11     public abstract class DoublyLinkedListMethodsBase<TElement> :
12     ↪ GenericCollectionMethodsBase<TElement>
13     {
14         [MethodImpl(MethodImplOptions.AggressiveInlining)]
15         protected abstract TElement GetPrevious(TElement element);
16
17         [MethodImpl(MethodImplOptions.AggressiveInlining)]
18         protected abstract TElement GetNext(TElement element);
19
20         [MethodImpl(MethodImplOptions.AggressiveInlining)]
21         protected abstract void SetPrevious(TElement element, TElement previous);
22
23         [MethodImpl(MethodImplOptions.AggressiveInlining)]
24         protected abstract void SetNext(TElement element, TElement next);
25     }
26 }

```

```
24 }
```

## 1.6 ./csharp/Platform.Collections.Methods/Lists/RelativeCircularDoublyLinkedListMethods.cs

```
1 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
2
3 namespace Platform.Collections.Methods.Lists
4 {
5     public abstract class RelativeCircularDoublyLinkedListMethods<TElement> :
6         ↳ RelativeDoublyLinkedListMethodsBase<TElement>
7     {
8         public void AttachBefore(TElement headElement, TElement baseElement, TElement newElement)
9         {
10             var baseElementPrevious = GetPrevious(baseElement);
11             SetPrevious(newElement, baseElementPrevious);
12             SetNext(newElement, baseElement);
13             if (AreEqual(baseElement, GetFirst(headElement)))
14             {
15                 SetFirst(headElement, newElement);
16             }
17             SetNext(baseElementPrevious, newElement);
18             SetPrevious(baseElement, newElement);
19             IncrementSize(headElement);
20         }
21
22         public void AttachAfter(TElement headElement, TElement baseElement, TElement newElement)
23         {
24             var baseElementNext = GetNext(baseElement);
25             SetPrevious(newElement, baseElement);
26             SetNext(newElement, baseElementNext);
27             if (AreEqual(baseElement, GetLast(headElement)))
28             {
29                 SetLast(headElement, newElement);
30             }
31             SetPrevious(baseElementNext, newElement);
32             SetNext(baseElement, newElement);
33             IncrementSize(headElement);
34         }
35
36         public void AttachAsFirst(TElement headElement, TElement element)
37         {
38             var first = GetFirst(headElement);
39             if (EqualToZero(first))
40             {
41                 SetFirst(headElement, element);
42                 SetLast(headElement, element);
43                 SetPrevious(element, element);
44                 SetNext(element, element);
45                 IncrementSize(headElement);
46             }
47             else
48             {
49                 AttachBefore(headElement, first, element);
50             }
51         }
52
53         public void AttachAsLast(TElement headElement, TElement element)
54         {
55             var last = GetLast(headElement);
56             if (EqualToZero(last))
57             {
58                 AttachAsFirst(headElement, element);
59             }
60             else
61             {
62                 AttachAfter(headElement, last, element);
63             }
64         }
65
66         public void Detach(TElement headElement, TElement element)
67         {
68             var elementPrevious = GetPrevious(element);
69             var elementNext = GetNext(element);
70             if (AreEqual(elementNext, element))
71             {
72                 SetFirst(headElement, Zero);
73                 SetLast(headElement, Zero);
74             }
75             else
76             {
77                 SetPrevious(elementPrevious, elementNext);
78                 SetNext(elementPrevious, elementNext);
79                 SetPrevious(elementNext, elementPrevious);
80                 SetNext(elementNext, elementPrevious);
81                 DecrementSize(headElement);
82             }
83         }
84     }
85 }
```

```

76         SetNext(elementPrevious, elementNext);
77         SetPrevious(elementNext, elementPrevious);
78         if (AreEqual(element, GetFirst(headElement)))
79         {
80             SetFirst(headElement, elementNext);
81         }
82         if (AreEqual(element, GetLast(headElement)))
83         {
84             SetLast(headElement, elementPrevious);
85         }
86     }
87     SetPrevious(element, Zero);
88     SetNext(element, Zero);
89     DecrementSize(headElement);
90 }
91 }
92 }

```

## 1.7 ./csharp/Platform.Collections.Methods/Lists/RelativeDoublyLinkedListMethodsBase.cs

```

1  using System.Runtime.CompilerServices;
2
3  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5  namespace Platform.Collections.Methods.Lists
6  {
7      public abstract class RelativeDoublyLinkedListMethodsBase<TElement> :
8          ↳ DoublyLinkedListMethodsBase<TElement>
9      {
10         [MethodImpl(MethodImplOptions.AggressiveInlining)]
11         protected abstract TElement GetFirst(TElement headElement);
12
13         [MethodImpl(MethodImplOptions.AggressiveInlining)]
14         protected abstract TElement GetLast(TElement headElement);
15
16         [MethodImpl(MethodImplOptions.AggressiveInlining)]
17         protected abstract TElement GetSize(TElement headElement);
18
19         [MethodImpl(MethodImplOptions.AggressiveInlining)]
20         protected abstract void SetFirst(TElement headElement, TElement element);
21
22         [MethodImpl(MethodImplOptions.AggressiveInlining)]
23         protected abstract void SetLast(TElement headElement, TElement element);
24
25         [MethodImpl(MethodImplOptions.AggressiveInlining)]
26         protected abstract void SetSize(TElement headElement, TElement size);
27
28         [MethodImpl(MethodImplOptions.AggressiveInlining)]
29         protected void IncrementSize(TElement headElement) => SetSize(headElement,
30             ↳ Increment(GetSize(headElement)));
31
32         [MethodImpl(MethodImplOptions.AggressiveInlining)]
33         protected void DecrementSize(TElement headElement) => SetSize(headElement,
34             ↳ Decrement(GetSize(headElement)));
35     }
36 }

```

## 1.8 ./csharp/Platform.Collections.Methods/Lists/RelativeOpenDoublyLinkedListMethods.cs

```

1  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
2
3  namespace Platform.Collections.Methods.Lists
4  {
5      public abstract class RelativeOpenDoublyLinkedListMethods<TElement> :
6          ↳ RelativeDoublyLinkedListMethodsBase<TElement>
7      {
8         public void AttachBefore(TElement headElement, TElement baseElement, TElement newElement)
9         {
10             var baseElementPrevious = GetPrevious(baseElement);
11             SetPrevious(newElement, baseElementPrevious);
12             SetNext(newElement, baseElement);
13             if (EqualToZero(baseElementPrevious))
14             {
15                 SetFirst(headElement, newElement);
16             }
17             else
18             {
19                 SetNext(baseElementPrevious, newElement);
20             }
21             SetPrevious(baseElement, newElement);
22         }
23     }
24 }

```



```

21         IncrementSize(headElement);
22     }
23
24     public void AttachAfter(TElement headElement, TElement baseElement, TElement newElement)
25     {
26         var baseElementNext = GetNext(baseElement);
27         SetPrevious(newElement, baseElement);
28         SetNext(newElement, baseElementNext);
29         if (EqualToZero(baseElementNext))
30         {
31             SetLast(headElement, newElement);
32         }
33         else
34         {
35             SetPrevious(baseElementNext, newElement);
36         }
37         SetNext(baseElement, newElement);
38         IncrementSize(headElement);
39     }
40
41     public void AttachAsFirst(TElement headElement, TElement element)
42     {
43         var first = GetFirst(headElement);
44         if (EqualToZero(first))
45         {
46             SetFirst(headElement, element);
47             SetLast(headElement, element);
48             SetPrevious(element, Zero);
49             SetNext(element, Zero);
50             IncrementSize(headElement);
51         }
52         else
53         {
54             AttachBefore(headElement, first, element);
55         }
56     }
57
58     public void AttachAsLast(TElement headElement, TElement element)
59     {
60         var last = GetLast(headElement);
61         if (EqualToZero(last))
62         {
63             AttachAsFirst(headElement, element);
64         }
65         else
66         {
67             AttachAfter(headElement, last, element);
68         }
69     }
70
71     public void Detach(TElement headElement, TElement element)
72     {
73         var elementPrevious = GetPrevious(element);
74         var elementNext = GetNext(element);
75         if (EqualToZero(elementPrevious))
76         {
77             SetFirst(headElement, elementNext);
78         }
79         else
80         {
81             SetNext(elementPrevious, elementNext);
82         }
83         if (EqualToZero(elementNext))
84         {
85             SetLast(headElement, elementPrevious);
86         }
87         else
88         {
89             SetPrevious(elementNext, elementPrevious);
90         }
91         SetPrevious(element, Zero);
92         SetNext(element, Zero);
93         DecrementSize(headElement);
94     }
95 }
96

```

## 1.9 ./csharp/Platform.Collections.Methods/Trees/RecursionlessSizeBalancedTreeMethods.cs

```

1  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
2
3  namespace Platform.Collections.Methods.Trees
4  {
5      public abstract class RecursionlessSizeBalancedTreeMethods<TElement> :
6          ↳ SizedBinaryTreeMethodsBase<TElement>
7      {
8          protected override void AttachCore(ref TElement root, TElement node)
9          {
10              while (true)
11              {
12                  ref var left = ref GetLeftReference(root);
13                  var leftSize = GetSizeOrZero(left);
14                  ref var right = ref GetRightReference(root);
15                  var rightSize = GetSizeOrZero(right);
16                  if (FirstIsToTheLeftOfSecond(node, root)) // node.Key less than root.Key
17                  {
18                      if (EqualToZero(left))
19                      {
20                          IncrementSize(root);
21                          SetSize(node, One);
22                          left = node;
23                          return;
24                      }
25                      if (FirstIsToTheLeftOfSecond(node, left)) // node.Key less than left.Key
26                      {
27                          if (GreaterThan(Increment(leftSize), rightSize))
28                          {
29                              RightRotate(ref root);
30                          }
31                          else
32                          {
33                              IncrementSize(root);
34                              root = ref left;
35                          }
36                      }
37                      else // node.Key greater than left.Key
38                      {
39                          var leftRightSize = GetSizeOrZero(GetRight(left));
40                          if (GreaterThan(Increment(leftRightSize), rightSize))
41                          {
42                              if (EqualToZero(leftRightSize) && EqualToZero(rightSize))
43                              {
44                                  SetLeft(node, left);
45                                  SetRight(node, root);
46                                  SetSize(node, Add(leftSize, Two)); // Two (2) - node the size of
47                                  ↳ root and a node itself
48                                  SetLeft(root, Zero);
49                                  SetSize(root, One);
50                                  root = node;
51                                  return;
52                              }
53                              LeftRotate(ref left);
54                              RightRotate(ref root);
55                          }
56                          else
57                          {
58                              IncrementSize(root);
59                              root = ref left;
60                          }
61                      }
62                  }
63                  else // node.Key greater than root.Key
64                  {
65                      if (EqualToZero(right))
66                      {
67                          IncrementSize(root);
68                          SetSize(node, One);
69                          right = node;
70                          return;
71                      }
72                      if (FirstIsToTheRightOfSecond(node, right)) // node.Key greater than
73                      ↳ right.Key
74                      {
75                          if (GreaterThan(Increment(rightSize), leftSize))
76                          {
77                              LeftRotate(ref root);
78                          }
79                      }
80                  }
81              }
82          }
83      }
84  }

```

```

76         else
77         {
78             IncrementSize(root);
79             root = ref right;
80         }
81     }
82     else // node.Key less than right.Key
83     {
84         var rightLeftSize = GetSizeOrZero(GetLeft(right));
85         if (GreaterThan(Increment(rightLeftSize), leftSize))
86         {
87             if (EqualToZero(rightLeftSize) && EqualToZero(leftSize))
88             {
89                 SetLeft(node, root);
90                 SetRight(node, right);
91                 SetSize(node, Add(rightSize, Two)); // Two (2) - node the size
92                 ↪ of root and a node itself
93                 SetRight(root, Zero);
94                 SetSize(root, One);
95                 root = node;
96                 return;
97             }
98             RightRotate(ref right);
99             LeftRotate(ref root);
100         }
101         else
102         {
103             IncrementSize(root);
104             root = ref right;
105         }
106     }
107 }
108 }
109 }
110
111 protected override void DetachCore(ref TElement root, TElement node)
112 {
113     while (true)
114     {
115         ref var left = ref GetLeftReference(root);
116         var leftSize = GetSizeOrZero(left);
117         ref var right = ref GetRightReference(root);
118         var rightSize = GetSizeOrZero(right);
119         if (FirstIsToTheLeftOfSecond(node, root)) // node.Key less than root.Key
120         {
121             var decrementedLeftSize = Decrement(leftSize);
122             if (GreaterThan(GetSizeOrZero(GetRightOrDefault(right)),
123                 ↪ decrementedLeftSize))
124             {
125                 LeftRotate(ref root);
126             }
127             else if (GreaterThan(GetSizeOrZero(GetLeftOrDefault(right)),
128                 ↪ decrementedLeftSize))
129             {
130                 RightRotate(ref right);
131                 LeftRotate(ref root);
132             }
133             else
134             {
135                 DecrementSize(root);
136                 root = ref left;
137             }
138         }
139         else if (FirstIsToTheRightOfSecond(node, root)) // node.Key greater than root.Key
140         {
141             var decrementedRightSize = Decrement(rightSize);
142             if (GreaterThan(GetSizeOrZero(GetLeftOrDefault(left)), decrementedRightSize))
143             {
144                 RightRotate(ref root);
145             }
146             else if (GreaterThan(GetSizeOrZero(GetRightOrDefault(left)),
147                 ↪ decrementedRightSize))
148             {
149                 LeftRotate(ref left);
150                 RightRotate(ref root);
151             }
152             else
153             {

```

```

150         DecrementSize(root);
151         root = ref right;
152     }
153 }
154 else // key equals to root.Key
155 {
156     if (GreaterThanZero(leftSize) && GreaterThanZero(rightSize))
157     {
158         TElement replacement;
159         if (GreaterThan(leftSize, rightSize))
160         {
161             replacement = GetRighttest(left);
162             DetachCore(ref left, replacement);
163         }
164         else
165         {
166             replacement = GetLefttest(right);
167             DetachCore(ref right, replacement);
168         }
169         SetLeft(replacement, left);
170         SetRight(replacement, right);
171         SetSize(replacement, Add(leftSize, rightSize));
172         root = replacement;
173     }
174     else if (GreaterThanZero(leftSize))
175     {
176         root = left;
177     }
178     else if (GreaterThanZero(rightSize))
179     {
180         root = right;
181     }
182     else
183     {
184         root = Zero;
185     }
186     ClearNode(node);
187     return;
188 }
189 }
190 }
191 }
192 }

```

## 1.10 ./csharp/Platform.Collections.Methods/Trees/SizeBalancedTreeMethods.cs

```

1  using System;
2
3  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5  namespace Platform.Collections.Methods.Trees
6  {
7      public abstract class SizeBalancedTreeMethods<TElement> :
8          ↳ SizedBinaryTreeMethodsBase<TElement>
9      {
10         protected override void AttachCore(ref TElement root, TElement node)
11         {
12             if (EqualToZero(root))
13             {
14                 root = node;
15                 IncrementSize(root);
16             }
17             else
18             {
19                 IncrementSize(root);
20                 if (FirstIsToTheLeftOfSecond(node, root))
21                 {
22                     AttachCore(ref GetLeftReference(root), node);
23                     LeftMaintain(ref root);
24                 }
25                 else
26                 {
27                     AttachCore(ref GetRightReference(root), node);
28                     RightMaintain(ref root);
29                 }
30             }
31         }
32         protected override void DetachCore(ref TElement root, TElement nodeToDetach)
33         {

```

```

34     ref var currentNode = ref root;
35     ref var parent = ref root;
36     var replacementNode = Zero;
37     while (!AreEqual(currentNode, nodeToDetach))
38     {
39         DecrementSize(currentNode);
40         if (FirstIsToTheLeftOfSecond(nodeToDetach, currentNode))
41         {
42             parent = ref currentNode;
43             currentNode = ref GetLeftReference(currentNode);
44         }
45         else if (FirstIsToTheRightOfSecond(nodeToDetach, currentNode))
46         {
47             parent = ref currentNode;
48             currentNode = ref GetRightReference(currentNode);
49         }
50         else
51         {
52             throw new InvalidOperationException("Duplicate link found in the tree.");
53         }
54     }
55     var nodeToDetachLeft = GetLeft(nodeToDetach);
56     var node = GetRight(nodeToDetach);
57     if (!EqualToZero(nodeToDetachLeft) && !EqualToZero(node))
58     {
59         var lefttestNode = GetLefttest(node);
60         DetachCore(ref GetRightReference(nodeToDetach), lefttestNode);
61         SetLeft(lefttestNode, nodeToDetachLeft);
62         node = GetRight(nodeToDetach);
63         if (!EqualToZero(node))
64         {
65             SetRight(lefttestNode, node);
66             SetSize(lefttestNode, Increment(Add(GetSize(nodeToDetachLeft),
67                 ↪ GetSize(node))));
68         }
69         else
70         {
71             SetSize(lefttestNode, Increment(GetSize(nodeToDetachLeft)));
72         }
73         replacementNode = lefttestNode;
74     }
75     else if (!EqualToZero(nodeToDetachLeft))
76     {
77         replacementNode = nodeToDetachLeft;
78     }
79     else if (!EqualToZero(node))
80     {
81         replacementNode = node;
82     }
83     if (AreEqual(root, nodeToDetach))
84     {
85         root = replacementNode;
86     }
87     else if (AreEqual(GetLeft(parent), nodeToDetach))
88     {
89         SetLeft(parent, replacementNode);
90     }
91     else if (AreEqual(GetRight(parent), nodeToDetach))
92     {
93         SetRight(parent, replacementNode);
94     }
95     ClearNode(nodeToDetach);
96 }
97 private void LeftMaintain(ref TElement root)
98 {
99     if (!EqualToZero(root))
100     {
101         var rootLeftNode = GetLeft(root);
102         if (!EqualToZero(rootLeftNode))
103         {
104             var rootRightNode = GetRight(root);
105             var rootRightNodeSize = GetSize(rootRightNode);
106             var rootLeftNodeLeftNode = GetLeft(rootLeftNode);
107             if (!EqualToZero(rootLeftNodeLeftNode) &&
108                 (EqualToZero(rootRightNode) ||
109                 ↪ GreaterThan(GetSize(rootLeftNodeLeftNode), rootRightNodeSize)))
110             {

```

```

110         RightRotate(ref root);
111     }
112     else
113     {
114         var rootLeftNodeRightNode = GetRight(rootLeftNode);
115         if (!EqualToZero(rootLeftNodeRightNode) &&
116             (EqualToZero(rootRightNode) ||
117              ⇨ GreaterThan(GetSize(rootLeftNodeRightNode), rootRightNodeSize)))
118         {
119             LeftRotate(ref GetLeftReference(root));
120             RightRotate(ref root);
121         }
122         else
123         {
124             return;
125         }
126     }
127     LeftMaintain(ref GetLeftReference(root));
128     RightMaintain(ref GetRightReference(root));
129     LeftMaintain(ref root);
130     RightMaintain(ref root);
131 }
132 }
133 }
134 private void RightMaintain(ref TElement root)
135 {
136     if (!EqualToZero(root))
137     {
138         var rootRightNode = GetRight(root);
139         if (!EqualToZero(rootRightNode))
140         {
141             var rootLeftNode = GetLeft(root);
142             var rootLeftNodeSize = GetSize(rootLeftNode);
143             var rootRightNodeRightNode = GetRight(rootRightNode);
144             if (!EqualToZero(rootRightNodeRightNode) &&
145                 (EqualToZero(rootLeftNode) ||
146                  ⇨ GreaterThan(GetSize(rootRightNodeRightNode), rootLeftNodeSize)))
147             {
148                 LeftRotate(ref root);
149             }
150             else
151             {
152                 var rootRightNodeLeftNode = GetLeft(rootRightNode);
153                 if (!EqualToZero(rootRightNodeLeftNode) &&
154                     (EqualToZero(rootLeftNode) ||
155                      ⇨ GreaterThan(GetSize(rootRightNodeLeftNode), rootLeftNodeSize)))
156                 {
157                     RightRotate(ref GetRightReference(root));
158                     LeftRotate(ref root);
159                 }
160                 else
161                 {
162                     return;
163                 }
164             }
165             LeftMaintain(ref GetLeftReference(root));
166             RightMaintain(ref GetRightReference(root));
167             LeftMaintain(ref root);
168             RightMaintain(ref root);
169         }
170     }
171 }

```

## 1.11 ./csharp/Platform.Collections.Methods/Trees/SizedAndThreadedAVLBalancedTreeMethods.cs

```

1  using System;
2  using System.Runtime.CompilerServices;
3  using System.Text;
4  #if USEARRAYPOOL
5  using Platform.Collections;
6  #endif
7  using Platform.Reflection;
8
9  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
10
11 namespace Platform.Collections.Methods.Trees
12 {

```

```

13  /// <summary>
14  /// Combination of Size, Height (AVL), and threads.
15  /// </summary>
16  /// <remarks>
17  /// Based on: <a href="https://github.com/programatom/TreeLib/blob/master/TreeLib/TreeLib/G_
    ↳ enerated/AVLTreeList.cs">TreeLib.AVLTreeList</a>.
18  /// Which itself based on: <a
    ↳ href="https://github.com/GNOME/glib/blob/master/glib/gtree.c">GNOME/glib/gtree</a>.
19  /// </remarks>
20  public abstract class SizedAndThreadedAVLBalancedTreeMethods<TElement> :
    ↳ SizedBinaryTreeMethodsBase<TElement>
21  {
22      private static readonly int _maxPath = 11 * NumericType<TElement>.BytesSize + 4;
23
24      [MethodImpl(MethodImplOptions.AggressiveInlining)]
25      protected override TElement GetRighttest(TElement current)
26      {
27          var currentRight = GetRightOrDefault(current);
28          while (!EqualToZero(currentRight))
29          {
30              current = currentRight;
31              currentRight = GetRightOrDefault(current);
32          }
33          return current;
34      }
35
36      [MethodImpl(MethodImplOptions.AggressiveInlining)]
37      protected override TElement GetLefttest(TElement current)
38      {
39          var currentLeft = GetLeftOrDefault(current);
40          while (!EqualToZero(currentLeft))
41          {
42              current = currentLeft;
43              currentLeft = GetLeftOrDefault(current);
44          }
45          return current;
46      }
47
48      public override bool Contains(TElement node, TElement root)
49      {
50          while (!EqualToZero(root))
51          {
52              if (FirstIsToTheLeftOfSecond(node, root)) // node.Key < root.Key
53              {
54                  root = GetLeftOrDefault(root);
55              }
56              else if (FirstIsToTheRightOfSecond(node, root)) // node.Key > root.Key
57              {
58                  root = GetRightOrDefault(root);
59              }
60              else // node.Key == root.Key
61              {
62                  return true;
63              }
64          }
65          return false;
66      }
67
68      protected override void PrintNode(TElement node, StringBuilder sb, int level)
69      {
70          base.PrintNode(node, sb, level);
71          sb.Append(' ');
72          sb.Append(GetLeftIsChild(node) ? 'l' : 'L');
73          sb.Append(GetRightIsChild(node) ? 'r' : 'R');
74          sb.Append(' ');
75          sb.Append(GetBalance(node));
76      }
77
78      [MethodImpl(MethodImplOptions.AggressiveInlining)]
79      protected void IncrementBalance(TElement node) => SetBalance(node,
    ↳ (sbyte)(GetBalance(node) + 1));
80
81      [MethodImpl(MethodImplOptions.AggressiveInlining)]
82      protected void DecrementBalance(TElement node) => SetBalance(node,
    ↳ (sbyte)(GetBalance(node) - 1));
83
84      [MethodImpl(MethodImplOptions.AggressiveInlining)]
85      protected override TElement GetLeftOrDefault(TElement node) => GetLeftIsChild(node) ?
    ↳ GetLeft(node) : default;

```

```

86 [MethodImpl(MethodImplOptions.AggressiveInlining)]
87 protected override TElement GetRightOrDefault(TElement node) => GetRightIsChild(node) ?
88     ↪ GetRight(node) : default;
89
90 [MethodImpl(MethodImplOptions.AggressiveInlining)]
91 protected abstract bool GetLeftIsChild(TElement node);
92
93 [MethodImpl(MethodImplOptions.AggressiveInlining)]
94 protected abstract void SetLeftIsChild(TElement node, bool value);
95
96 [MethodImpl(MethodImplOptions.AggressiveInlining)]
97 protected abstract bool GetRightIsChild(TElement node);
98
99 [MethodImpl(MethodImplOptions.AggressiveInlining)]
100 protected abstract void SetRightIsChild(TElement node, bool value);
101
102 [MethodImpl(MethodImplOptions.AggressiveInlining)]
103 protected abstract sbyte GetBalance(TElement node);
104
105 [MethodImpl(MethodImplOptions.AggressiveInlining)]
106 protected abstract void SetBalance(TElement node, sbyte value);
107
108 protected override void AttachCore(ref TElement root, TElement node)
109 {
110     unchecked
111     {
112         // TODO: Check what is faster to use simple array or array from array pool
113         // TODO: Try to use stackalloc as an optimization (requires code generation,
114         ↪ because of generics)
115
116 #if USEARRAYPOOL
117         var path = ArrayPool.Allocate<TElement>(MaxPath);
118         var pathPosition = 0;
119         path[pathPosition++] = default;
120 #else
121         var path = new TElement[_maxPath];
122         var pathPosition = 1;
123 #endif
124         var currentNode = root;
125         while (true)
126         {
127             if (FirstIsToTheLeftOfSecond(node, currentNode))
128             {
129                 if (GetLeftIsChild(currentNode))
130                 {
131                     IncrementSize(currentNode);
132                     path[pathPosition++] = currentNode;
133                     currentNode = GetLeft(currentNode);
134                 }
135                 else
136                 {
137                     // Threads
138                     SetLeft(node, GetLeft(currentNode));
139                     SetRight(node, currentNode);
140                     SetLeft(currentNode, node);
141                     SetLeftIsChild(currentNode, true);
142                     DecrementBalance(currentNode);
143                     SetSize(node, One);
144                     FixSize(currentNode); // Should be incremented already
145                     break;
146                 }
147             }
148             else if (FirstIsToTheRightOfSecond(node, currentNode))
149             {
150                 if (GetRightIsChild(currentNode))
151                 {
152                     IncrementSize(currentNode);
153                     path[pathPosition++] = currentNode;
154                     currentNode = GetRight(currentNode);
155                 }
156                 else
157                 {
158                     // Threads
159                     SetRight(node, GetRight(currentNode));
160                     SetLeft(node, currentNode);
161                     SetRight(currentNode, node);
162                     SetRightIsChild(currentNode, true);
163                     IncrementBalance(currentNode);
164                     SetSize(node, One);

```



```

163         FixSize(currentNode); // Should be incremented already
164         break;
165     }
166 }
167 else
168 {
169     throw new InvalidOperationException("Node with the same key already
        ↳ attached to a tree.");
170 }
171 }
172 // Restore balance. This is the goodness of a non-recursive
173 // implementation, when we are done with balancing we 'break'
174 // the loop and we are done.
175 while (true)
176 {
177     var parent = path[--pathPosition];
178     var isLeftNode = !AreEqual(parent, default) && AreEqual(currentNode,
        ↳ GetLeft(parent));
179     var currentNodeBalance = GetBalance(currentNode);
180     if (currentNodeBalance < -1 || currentNodeBalance > 1)
181     {
182         currentNode = Balance(currentNode);
183         if (AreEqual(parent, default))
184         {
185             root = currentNode;
186         }
187         else if (isLeftNode)
188         {
189             SetLeft(parent, currentNode);
190             FixSize(parent);
191         }
192         else
193         {
194             SetRight(parent, currentNode);
195             FixSize(parent);
196         }
197     }
198     currentNodeBalance = GetBalance(currentNode);
199     if (currentNodeBalance == 0 || AreEqual(parent, default))
200     {
201         break;
202     }
203     if (isLeftNode)
204     {
205         DecrementBalance(parent);
206     }
207     else
208     {
209         IncrementBalance(parent);
210     }
211     currentNode = parent;
212 }
213 #if USEARRAYPOOL
214     ArrayPool.Free(path);
215 #endif
216 }
217 }
218
219 private TElement Balance(TElement node)
220 {
221     unchecked
222     {
223         var rootBalance = GetBalance(node);
224         if (rootBalance < -1)
225         {
226             var left = GetLeft(node);
227             if (GetBalance(left) > 0)
228             {
229                 SetLeft(node, LeftRotateWithBalance(left));
230                 FixSize(node);
231             }
232             node = RightRotateWithBalance(node);
233         }
234         else if (rootBalance > 1)
235         {
236             var right = GetRight(node);
237             if (GetBalance(right) < 0)
238             {

```

```

239         SetRight(node, RightRotateWithBalance(right));
240         FixSize(node);
241     }
242     node = LeftRotateWithBalance(node);
243 }
244 return node;
245 }
246 }
247
248 protected TElement LeftRotateWithBalance(TElement node)
249 {
250     unchecked
251     {
252         var right = GetRight(node);
253         if (GetLeftIsChild(right))
254         {
255             SetRight(node, GetLeft(right));
256         }
257         else
258         {
259             SetRightIsChild(node, false);
260             SetLeftIsChild(right, true);
261         }
262         SetLeft(right, node);
263         // Fix size
264         SetSize(right, GetSize(node));
265         FixSize(node);
266         // Fix balance
267         var rootBalance = GetBalance(node);
268         var rightBalance = GetBalance(right);
269         if (rightBalance <= 0)
270         {
271             if (rootBalance >= 1)
272             {
273                 SetBalance(right, (sbyte)(rightBalance - 1));
274             }
275             else
276             {
277                 SetBalance(right, (sbyte)(rootBalance + rightBalance - 2));
278             }
279             SetBalance(node, (sbyte)(rootBalance - 1));
280         }
281         else
282         {
283             if (rootBalance <= rightBalance)
284             {
285                 SetBalance(right, (sbyte)(rootBalance - 2));
286             }
287             else
288             {
289                 SetBalance(right, (sbyte)(rightBalance - 1));
290             }
291             SetBalance(node, (sbyte)(rootBalance - rightBalance - 1));
292         }
293         return right;
294     }
295 }
296
297 protected TElement RightRotateWithBalance(TElement node)
298 {
299     unchecked
300     {
301         var left = GetLeft(node);
302         if (GetRightIsChild(left))
303         {
304             SetLeft(node, GetRight(left));
305         }
306         else
307         {
308             SetLeftIsChild(node, false);
309             SetRightIsChild(left, true);
310         }
311         SetRight(left, node);
312         // Fix size
313         SetSize(left, GetSize(node));
314         FixSize(node);
315         // Fix balance
316         var rootBalance = GetBalance(node);

```

```

317     var leftBalance = GetBalance(left);
318     if (leftBalance <= 0)
319     {
320         if (leftBalance > rootBalance)
321         {
322             SetBalance(left, (sbyte)(leftBalance + 1));
323         }
324         else
325         {
326             SetBalance(left, (sbyte)(rootBalance + 2));
327         }
328         SetBalance(node, (sbyte)(rootBalance - leftBalance + 1));
329     }
330     else
331     {
332         if (rootBalance <= -1)
333         {
334             SetBalance(left, (sbyte)(leftBalance + 1));
335         }
336         else
337         {
338             SetBalance(left, (sbyte)(rootBalance + leftBalance + 2));
339         }
340         SetBalance(node, (sbyte)(rootBalance + 1));
341     }
342     return left;
343 }
344
345 [MethodImpl(MethodImplOptions.AggressiveInlining)]
346 protected override TElement GetNext(TElement node)
347 {
348     var current = GetRight(node);
349     if (GetRightIsChild(node))
350     {
351         return GetLefttest(current);
352     }
353     return current;
354 }
355
356 [MethodImpl(MethodImplOptions.AggressiveInlining)]
357 protected override TElement GetPrevious(TElement node)
358 {
359     var current = GetLeft(node);
360     if (GetLeftIsChild(node))
361     {
362         return GetRighttest(current);
363     }
364     return current;
365 }
366
367 protected override void DetachCore(ref TElement root, TElement node)
368 {
369     unchecked
370     {
371         #if USEARRAYPOOL
372             var path = ArrayPool.Allocate<TElement>(MaxPath);
373             var pathPosition = 0;
374             path[pathPosition++] = default;
375         #else
376             var path = new TElement[_maxPath];
377             var pathPosition = 1;
378         #endif
379         var currentNode = root;
380         while (true)
381         {
382             if (FirstIsToTheLeftOfSecond(node, currentNode))
383             {
384                 if (!GetLeftIsChild(currentNode))
385                 {
386                     throw new InvalidOperationException("Cannot find a node.");
387                 }
388                 DecrementSize(currentNode);
389                 path[pathPosition++] = currentNode;
390                 currentNode = GetLeft(currentNode);
391             }
392             else if (FirstIsToTheRightOfSecond(node, currentNode))
393             {
394                 if (!GetRightIsChild(currentNode))

```

```

396         {
397             throw new InvalidOperationException("Cannot find a node.");
398         }
399         DecrementSize(currentNode);
400         path[pathPosition++] = currentNode;
401         currentNode = GetRight(currentNode);
402     }
403     else
404     {
405         break;
406     }
407 }
408 var parent = path[--pathPosition];
409 var balanceNode = parent;
410 var isLeftNode = !AreEqual(parent, default) && AreEqual(currentNode,
    ↪ GetLeft(parent));
411 if (!GetLeftIsChild(currentNode))
412 {
413     if (!GetRightIsChild(currentNode)) // node has no children
414     {
415         if (AreEqual(parent, default))
416         {
417             root = Zero;
418         }
419         else if (isLeftNode)
420         {
421             SetLeftIsChild(parent, false);
422             SetLeft(parent, GetLeft(currentNode));
423             IncrementBalance(parent);
424         }
425         else
426         {
427             SetRightIsChild(parent, false);
428             SetRight(parent, GetRight(currentNode));
429             DecrementBalance(parent);
430         }
431     }
432     else // node has a right child
433     {
434         var successor = GetNext(currentNode);
435         SetLeft(successor, GetLeft(currentNode));
436         var right = GetRight(currentNode);
437         if (AreEqual(parent, default))
438         {
439             root = right;
440         }
441         else if (isLeftNode)
442         {
443             SetLeft(parent, right);
444             IncrementBalance(parent);
445         }
446         else
447         {
448             SetRight(parent, right);
449             DecrementBalance(parent);
450         }
451     }
452 }
453 else // node has a left child
454 {
455     if (!GetRightIsChild(currentNode))
456     {
457         var predecessor = GetPrevious(currentNode);
458         SetRight(predecessor, GetRight(currentNode));
459         var leftValue = GetLeft(currentNode);
460         if (AreEqual(parent, default))
461         {
462             root = leftValue;
463         }
464         else if (isLeftNode)
465         {
466             SetLeft(parent, leftValue);
467             IncrementBalance(parent);
468         }
469         else
470         {
471             SetRight(parent, leftValue);
472             DecrementBalance(parent);

```

```

473     }
474 }
475 else // node has a both children (left and right)
476 {
477     var predecessor = GetLeft(currentNode);
478     var successor = GetRight(currentNode);
479     var successorParent = currentNode;
480     int previousPathPosition = ++pathPosition;
481     // find the immediately next node (and its parent)
482     while (GetLeftIsChild(successor))
483     {
484         path[++pathPosition] = successorParent = successor;
485         successor = GetLeft(successor);
486         if (!AreEqual(successorParent, currentNode))
487         {
488             DecrementSize(successorParent);
489         }
490     }
491     path[previousPathPosition] = successor;
492     balanceNode = path[pathPosition];
493     // remove 'successor' from the tree
494     if (!AreEqual(successorParent, currentNode))
495     {
496         if (!GetRightIsChild(successor))
497         {
498             SetLeftIsChild(successorParent, false);
499         }
500         else
501         {
502             SetLeft(successorParent, GetRight(successor));
503         }
504         IncrementBalance(successorParent);
505         SetRightIsChild(successor, true);
506         SetRight(successor, GetRight(currentNode));
507     }
508     else
509     {
510         DecrementBalance(currentNode);
511     }
512     // set the predecessor's successor link to point to the right place
513     while (GetRightIsChild(predecessor))
514     {
515         predecessor = GetRight(predecessor);
516     }
517     SetRight(predecessor, successor);
518     // prepare 'successor' to replace 'node'
519     var left = GetLeft(currentNode);
520     SetLeftIsChild(successor, true);
521     SetLeft(successor, left);
522     SetBalance(successor, GetBalance(currentNode));
523     FixSize(successor);
524     if (AreEqual(parent, default))
525     {
526         root = successor;
527     }
528     else if (isLeftNode)
529     {
530         SetLeft(parent, successor);
531     }
532     else
533     {
534         SetRight(parent, successor);
535     }
536 }
537 }
538 // restore balance
539 if (!AreEqual(balanceNode, default))
540 {
541     while (true)
542     {
543         var balanceParent = path[--pathPosition];
544         isLeftNode = !AreEqual(balanceParent, default) && AreEqual(balanceNode,
545             ↪ GetLeft(balanceParent));
546         var currentNodeBalance = GetBalance(balanceNode);
547         if (currentNodeBalance < -1 || currentNodeBalance > 1)
548         {
549             balanceNode = Balance(balanceNode);
550             if (AreEqual(balanceParent, default))

```

```

550         {
551             root = balanceNode;
552         }
553         else if (isLeftNode)
554         {
555             SetLeft(balanceParent, balanceNode);
556         }
557         else
558         {
559             SetRight(balanceParent, balanceNode);
560         }
561     }
562     currentNodeBalance = GetBalance(balanceNode);
563     if (currentNodeBalance != 0 || AreEqual(balanceParent, default))
564     {
565         break;
566     }
567     if (isLeftNode)
568     {
569         IncrementBalance(balanceParent);
570     }
571     else
572     {
573         DecrementBalance(balanceParent);
574     }
575     balanceNode = balanceParent;
576 }
577 }
578 ClearNode(node);
579 #if USEARRAYPOOL
580     ArrayPool.Free(path);
581 #endif
582 }
583 }
584
585 [MethodImpl(MethodImplOptions.AggressiveInlining)]
586 protected override void ClearNode(TElement node)
587 {
588     SetLeft(node, Zero);
589     SetRight(node, Zero);
590     SetSize(node, Zero);
591     SetLeftIsChild(node, false);
592     SetRightIsChild(node, false);
593     SetBalance(node, 0);
594 }
595 }
596 }

```

## 1.12 ./csharp/Platform.Collections.Methods/Trees/SizedBinaryTreeMethodsBase.cs

```

1  // #define ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
2
3  using System;
4  using System.Diagnostics;
5  using System.Runtime.CompilerServices;
6  using System.Text;
7  using Platform.Numbers;
8
9  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
10
11 namespace Platform.Collections.Methods.Trees
12 {
13     public abstract class SizedBinaryTreeMethodsBase<TElement> :
14         ↳ GenericCollectionMethodsBase<TElement>
15     {
16         [MethodImpl(MethodImplOptions.AggressiveInlining)]
17         protected abstract ref TElement GetLeftReference(TElement node);
18
19         [MethodImpl(MethodImplOptions.AggressiveInlining)]
20         protected abstract ref TElement GetRightReference(TElement node);
21
22         [MethodImpl(MethodImplOptions.AggressiveInlining)]
23         protected abstract TElement GetLeft(TElement node);
24
25         [MethodImpl(MethodImplOptions.AggressiveInlining)]
26         protected abstract TElement GetRight(TElement node);
27
28         [MethodImpl(MethodImplOptions.AggressiveInlining)]
29         protected abstract TElement GetSize(TElement node);
30
31         [MethodImpl(MethodImplOptions.AggressiveInlining)]

```

```

31     protected abstract void SetLeft(TElement node, TElement left);
32
33     [MethodImpl(MethodImplOptions.AggressiveInlining)]
34     protected abstract void SetRight(TElement node, TElement right);
35
36     [MethodImpl(MethodImplOptions.AggressiveInlining)]
37     protected abstract void SetSize(TElement node, TElement size);
38
39     [MethodImpl(MethodImplOptions.AggressiveInlining)]
40     protected abstract bool FirstIsToTheLeftOfSecond(TElement first, TElement second);
41
42     [MethodImpl(MethodImplOptions.AggressiveInlining)]
43     protected abstract bool FirstIsToTheRightOfSecond(TElement first, TElement second);
44
45     [MethodImpl(MethodImplOptions.AggressiveInlining)]
46     protected virtual TElement GetLeftOrDefault(TElement node) => AreEqual(node, default) ?
47         ↪ default : GetLeft(node);
48
49     [MethodImpl(MethodImplOptions.AggressiveInlining)]
50     protected virtual TElement GetRightOrDefault(TElement node) => AreEqual(node, default) ?
51         ↪ default : GetRight(node);
52
53     [MethodImpl(MethodImplOptions.AggressiveInlining)]
54     protected void IncrementSize(TElement node) => SetSize(node, Increment(GetSize(node)));
55
56     [MethodImpl(MethodImplOptions.AggressiveInlining)]
57     protected void DecrementSize(TElement node) => SetSize(node, Decrement(GetSize(node)));
58
59     [MethodImpl(MethodImplOptions.AggressiveInlining)]
60     protected TElement GetLeftSize(TElement node) => GetSizeOrZero(GetLeftOrDefault(node));
61
62     [MethodImpl(MethodImplOptions.AggressiveInlining)]
63     protected TElement GetRightSize(TElement node) => GetSizeOrZero(GetRightOrDefault(node));
64
65     [MethodImpl(MethodImplOptions.AggressiveInlining)]
66     protected TElement GetSizeOrZero(TElement node) => EqualToZero(node) ? Zero :
67         ↪ GetSize(node);
68
69     [MethodImpl(MethodImplOptions.AggressiveInlining)]
70     protected void FixSize(TElement node) => SetSize(node, Increment(Add(GetLeftSize(node),
71         ↪ GetRightSize(node))));
72
73     [MethodImpl(MethodImplOptions.AggressiveInlining)]
74     protected void LeftRotate(ref TElement root) => root = LeftRotate(root);
75
76     [MethodImpl(MethodImplOptions.AggressiveInlining)]
77     protected TElement LeftRotate(TElement root)
78     {
79         var right = GetRight(root);
80         #if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
81             if (EqualToZero(right))
82             {
83                 throw new InvalidOperationException("Right is null.");
84             }
85         #endif
86         SetRight(root, GetLeft(right));
87         SetLeft(right, root);
88         SetSize(right, GetSize(root));
89         FixSize(root);
90         return right;
91     }
92
93     [MethodImpl(MethodImplOptions.AggressiveInlining)]
94     protected void RightRotate(ref TElement root) => root = RightRotate(root);
95
96     [MethodImpl(MethodImplOptions.AggressiveInlining)]
97     protected TElement RightRotate(TElement root)
98     {
99         var left = GetLeft(root);
100         #if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
101             if (EqualToZero(left))
102             {
103                 throw new InvalidOperationException("Left is null.");
104             }
105         #endif
106         SetLeft(root, GetRight(left));
107         SetRight(left, root);
108         SetSize(left, GetSize(root));
109         FixSize(root);

```

```

106         return left;
107     }
108
109     [MethodImpl(MethodImplOptions.AggressiveInlining)]
110     protected virtual TElement GetRighttest(TElement current)
111     {
112         var currentRight = GetRight(current);
113         while (!EqualToZero(currentRight))
114         {
115             current = currentRight;
116             currentRight = GetRight(current);
117         }
118         return current;
119     }
120
121     [MethodImpl(MethodImplOptions.AggressiveInlining)]
122     protected virtual TElement GetLefttest(TElement current)
123     {
124         var currentLeft = GetLeft(current);
125         while (!EqualToZero(currentLeft))
126         {
127             current = currentLeft;
128             currentLeft = GetLeft(current);
129         }
130         return current;
131     }
132
133     [MethodImpl(MethodImplOptions.AggressiveInlining)]
134     protected virtual TElement GetNext(TElement node) => GetLefttest(GetRight(node));
135
136     [MethodImpl(MethodImplOptions.AggressiveInlining)]
137     protected virtual TElement GetPrevious(TElement node) => GetRighttest(GetLeft(node));
138
139     [MethodImpl(MethodImplOptions.AggressiveInlining)]
140     public virtual bool Contains(TElement node, TElement root)
141     {
142         while (!EqualToZero(root))
143         {
144             if (FirstIsToTheLeftOfSecond(node, root)) // node.Key < root.Key
145             {
146                 root = GetLeft(root);
147             }
148             else if (FirstIsToTheRightOfSecond(node, root)) // node.Key > root.Key
149             {
150                 root = GetRight(root);
151             }
152             else // node.Key == root.Key
153             {
154                 return true;
155             }
156         }
157         return false;
158     }
159
160     [MethodImpl(MethodImplOptions.AggressiveInlining)]
161     protected virtual void ClearNode(TElement node)
162     {
163         SetLeft(node, Zero);
164         SetRight(node, Zero);
165         SetSize(node, Zero);
166     }
167
168     [MethodImpl(MethodImplOptions.AggressiveInlining)]
169     public void Attach(ref TElement root, TElement node)
170     {
171 #if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
172         ValidateSizes(root);
173         Debug.WriteLine("---BeforeAttach---");
174         Debug.WriteLine(PrintNodes(root));
175         Debug.WriteLine("-----");
176         var sizeBefore = GetSize(root);
177 #endif
178         if (EqualToZero(root))
179         {
180             SetSize(node, One);
181             root = node;
182             return;
183         }
184         AttachCore(ref root, node);

```



```

185 #if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
186     Debug.WriteLine("--AfterAttach--");
187     Debug.WriteLine(PrintNodes(root));
188     Debug.WriteLine("-----");
189     ValidateSizes(root);
190     var sizeAfter = GetSize(root);
191     if (!AreEqual(Arithmetic.Increment(sizeBefore), sizeAfter))
192     {
193         throw new InvalidOperationException("Tree was broken after attach.");
194     }
195 #endif
196 }
197
198 protected abstract void AttachCore(ref TElement root, TElement node);
199
200 [MethodImpl(MethodImplOptions.AggressiveInlining)]
201 public void Detach(ref TElement root, TElement node)
202 {
203     #if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
204         ValidateSizes(root);
205         Debug.WriteLine("--BeforeDetach--");
206         Debug.WriteLine(PrintNodes(root));
207         Debug.WriteLine("-----");
208         var sizeBefore = GetSize(root);
209         if (EqualToZero(root))
210         {
211             throw new InvalidOperationException($"Элемент с {node} не содержится в
212                 ↳ дереве.");
213         }
214     #endif
215     DetachCore(ref root, node);
216     #if ENABLE_TREE_AUTO_DEBUG_AND_VALIDATION
217         Debug.WriteLine("--AfterDetach--");
218         Debug.WriteLine(PrintNodes(root));
219         Debug.WriteLine("-----");
220         ValidateSizes(root);
221         var sizeAfter = GetSize(root);
222         if (!AreEqual(Arithmetic.Decrement(sizeBefore), sizeAfter))
223         {
224             throw new InvalidOperationException("Tree was broken after detach.");
225         }
226     #endif
227 }
228
229 protected abstract void DetachCore(ref TElement root, TElement node);
230
231 public void FixSizes(TElement node)
232 {
233     if (AreEqual(node, default))
234     {
235         return;
236     }
237     FixSizes(GetLeft(node));
238     FixSizes(GetRight(node));
239     FixSize(node);
240 }
241
242 public void ValidateSizes(TElement node)
243 {
244     if (AreEqual(node, default))
245     {
246         return;
247     }
248     var size = GetSize(node);
249     var leftSize = GetLeftSize(node);
250     var rightSize = GetRightSize(node);
251     var expectedSize = Arithmetic.Increment(Arithmetic.Add(leftSize, rightSize));
252     if (!AreEqual(size, expectedSize))
253     {
254         throw new InvalidOperationException($"Size of {node} is not valid. Expected
255             ↳ size: {expectedSize}, actual size: {size}.");
256     }
257     ValidateSizes(GetLeft(node));
258     ValidateSizes(GetRight(node));
259 }
260
261 public void ValidateSize(TElement node)
262 {

```

```

261     var size = GetSize(node);
262     var leftSize = GetLeftSize(node);
263     var rightSize = GetRightSize(node);
264     var expectedSize = Arithmetic.Increment(Arithmetic.Add(leftSize, rightSize));
265     if (!AreEqual(size, expectedSize))
266     {
267         throw new InvalidOperationException($"Size of {node} is not valid. Expected
        ↳ size: {expectedSize}, actual size: {size}.");
268     }
269 }
270
271 public string PrintNodes(TElement node)
272 {
273     var sb = new StringBuilder();
274     PrintNodes(node, sb);
275     return sb.ToString();
276 }
277
278 [MethodImpl(MethodImplOptions.AggressiveInlining)]
279 public void PrintNodes(TElement node, StringBuilder sb) => PrintNodes(node, sb, 0);
280
281 public void PrintNodes(TElement node, StringBuilder sb, int level)
282 {
283     if (AreEqual(node, default))
284     {
285         return;
286     }
287     PrintNodes(GetLeft(node), sb, level + 1);
288     PrintNode(node, sb, level);
289     sb.AppendLine();
290     PrintNodes(GetRight(node), sb, level + 1);
291 }
292
293 public string PrintNode(TElement node)
294 {
295     var sb = new StringBuilder();
296     PrintNode(node, sb);
297     return sb.ToString();
298 }
299
300 [MethodImpl(MethodImplOptions.AggressiveInlining)]
301 protected void PrintNode(TElement node, StringBuilder sb) => PrintNode(node, sb, 0);
302
303 protected virtual void PrintNode(TElement node, StringBuilder sb, int level)
304 {
305     sb.Append('\t', level);
306     sb.Append(node);
307     PrintNodeValue(node, sb);
308     sb.Append(' ');
309     sb.Append('s');
310     sb.Append(GetSize(node));
311 }
312
313 protected abstract void PrintNodeValue(TElement node, StringBuilder sb);
314 }
315 }

```

### 1.13 ./csharp/Platform.Collections.Methods.Tests/RecursionlessSizeBalancedTree.cs

```

1  using System;
2  using System.Collections.Generic;
3  using System.Text;
4  using Platform.Numbers;
5  using Platform.Collections.Methods.Trees;
6  using Platform.Converters;
7
8  namespace Platform.Collections.Methods.Tests
9  {
10     public class RecursionlessSizeBalancedTree<TElement> :
        ↳ RecursionlessSizeBalancedTreeMethods<TElement>
11     {
12         private struct TreeElement
13         {
14             public TElement Size;
15             public TElement Left;
16             public TElement Right;
17         }
18
19         private readonly TreeElement[] _elements;
20         private TElement _allocated;
21

```

```

22     public TElement Root;
23
24     public TElement Count => GetSizeOrZero(Root);
25
26     public RecursionlessSizeBalancedTree(int capacity) => (_elements, _allocated) = (new
27         ↪ TreeElement[capacity], One);
28
29     public TElement Allocate()
30     {
31         var newNode = _allocated;
32         if (IsEmpty(newNode))
33         {
34             _allocated = Arithmetic.Increment(_allocated);
35             return newNode;
36         }
37         else
38         {
39             throw new InvalidOperationException("Allocated tree element is not empty.");
40         }
41     }
42
43     public void Free(TElement node)
44     {
45         while (!EqualityComparer.Equals(_allocated, One) && IsEmpty(node))
46         {
47             var lastNode = Arithmetic.Decrement(_allocated);
48             if (EqualityComparer.Equals(lastNode, node))
49             {
50                 _allocated = lastNode;
51                 node = Arithmetic.Decrement(node);
52             }
53             else
54             {
55                 return;
56             }
57         }
58     }
59
60     public bool IsEmpty(TElement node) =>
61         ↪ EqualityComparer<TreeElement>.Default.Equals(GetElement(node), default);
62
63     protected override bool FirstIsToTheLeftOfSecond(TElement first, TElement second) =>
64         ↪ Comparer.Compare(first, second) < 0;
65
66     protected override bool FirstIsToTheRightOfSecond(TElement first, TElement second) =>
67         ↪ Comparer.Compare(first, second) > 0;
68
69     protected override ref TElement GetLeftReference(TElement node) => ref
70         ↪ GetElement(node).Left;
71
72     protected override TElement GetLeft(TElement node) => GetElement(node).Left;
73
74     protected override ref TElement GetRightReference(TElement node) => ref
75         ↪ GetElement(node).Right;
76
77     protected override TElement GetRight(TElement node) => GetElement(node).Right;
78
79     protected override TElement GetSize(TElement node) => GetElement(node).Size;
80
81     protected override void PrintNodeValue(TElement node, StringBuilder sb) =>
82         ↪ sb.Append(node);
83
84     protected override void SetLeft(TElement node, TElement left) => GetElement(node).Left =
85         ↪ left;
86
87     protected override void SetRight(TElement node, TElement right) =>
88         ↪ GetElement(node).Right = right;
89
90     protected override void SetSize(TElement node, TElement size) => GetElement(node).Size =
91         ↪ size;
92
93     private ref TreeElement GetElement(TElement node) => ref
94         ↪ _elements[UncheckedConverter<TElement, long>.Default.Convert(node)];
95 }

```

## 1.14 ./csharp/Platform.Collections.Methods.Tests/SizeBalancedTree.cs

```

1 using System;
2 using System.Collections.Generic;

```

```

3 using System.Text;
4 using Platform.Numbers;
5 using Platform.Collections.Methods.Trees;
6 using Platform.Converters;
7
8 namespace Platform.Collections.Methods.Tests
9 {
10     public class SizeBalancedTree<TElement> : SizeBalancedTreeMethods<TElement>
11     {
12         private struct TreeElement
13         {
14             public TElement Size;
15             public TElement Left;
16             public TElement Right;
17         }
18
19         private readonly TreeElement[] _elements;
20         private TElement _allocated;
21
22         public TElement Root;
23
24         public TElement Count => GetSizeOrZero(Root);
25
26         public SizeBalancedTree(int capacity) => (_elements, _allocated) = (new
            ↳ TreeElement[capacity], One);
27
28         public TElement Allocate()
29         {
30             var newNode = _allocated;
31             if (IsEmpty(newNode))
32             {
33                 _allocated = Arithmetic.Increment(_allocated);
34                 return newNode;
35             }
36             else
37             {
38                 throw new InvalidOperationException("Allocated tree element is not empty.");
39             }
40         }
41
42         public void Free(TElement node)
43         {
44             while (!EqualityComparer.Equals(_allocated, One) && IsEmpty(node))
45             {
46                 var lastNode = Arithmetic.Decrement(_allocated);
47                 if (EqualityComparer.Equals(lastNode, node))
48                 {
49                     _allocated = lastNode;
50                     node = Arithmetic.Decrement(node);
51                 }
52                 else
53                 {
54                     return;
55                 }
56             }
57         }
58
59         public bool IsEmpty(TElement node) =>
            ↳ EqualityComparer<TreeElement>.Default.Equals(GetElement(node), default);
60
61         protected override bool FirstIsToTheLeftOfSecond(TElement first, TElement second) =>
            ↳ Comparer.Compare(first, second) < 0;
62
63         protected override bool FirstIsToTheRightOfSecond(TElement first, TElement second) =>
            ↳ Comparer.Compare(first, second) > 0;
64
65         protected override ref TElement GetLeftReference(TElement node) => ref
            ↳ GetElement(node).Left;
66
67         protected override TElement GetLeft(TElement node) => GetElement(node).Left;
68
69         protected override ref TElement GetRightReference(TElement node) => ref
            ↳ GetElement(node).Right;
70
71         protected override TElement GetRight(TElement node) => GetElement(node).Right;
72
73         protected override TElement GetSize(TElement node) => GetElement(node).Size;
74
75         protected override void PrintNodeValue(TElement node, StringBuilder sb) =>
            ↳ sb.Append(node);

```

```

76
77     protected override void SetLeft(TElement node, TElement left) => GetElement(node).Left =
    ↪     left;
78
79     protected override void SetRight(TElement node, TElement right) =>
    ↪     GetElement(node).Right = right;
80
81     protected override void SetSize(TElement node, TElement size) => GetElement(node).Size =
    ↪     size;
82
83     private ref TreeElement GetElement(TElement node) => ref
    ↪     _elements[UncheckedConverter<TElement, long>.Default.Convert(node)];
84 }
85 }

```

### 1.15 ./csharp/Platform.Collections.Methods.Tests/SizedAndThreadedAVLBalancedTree.cs

```

1  using System;
2  using System.Collections.Generic;
3  using System.Text;
4  using Platform.Numbers;
5  using Platform.Collections.Methods.Trees;
6  using Platform.Converters;
7
8  namespace Platform.Collections.Methods.Tests
9  {
10     public class SizedAndThreadedAVLBalancedTree<TElement> :
    ↪     SizedAndThreadedAVLBalancedTreeMethods<TElement>
11     {
12         private struct TreeElement
13         {
14             public TElement Size;
15             public TElement Left;
16             public TElement Right;
17             public sbyte Balance;
18             public bool LeftIsChild;
19             public bool RightIsChild;
20         }
21
22         private readonly TreeElement[] _elements;
23         private TElement _allocated;
24
25         public TElement Root;
26
27         public TElement Count => GetSizeOrZero(Root);
28
29         public SizedAndThreadedAVLBalancedTree(int capacity) => (_elements, _allocated) = (new
    ↪     TreeElement[capacity], One);
30
31         public TElement Allocate()
32         {
33             var newNode = _allocated;
34             if (IsEmpty(newNode))
35             {
36                 _allocated = Arithmetic.Increment(_allocated);
37                 return newNode;
38             }
39             else
40             {
41                 throw new InvalidOperationException("Allocated tree element is not empty.");
42             }
43         }
44
45         public void Free(TElement node)
46         {
47             while (!EqualityComparer.Equals(_allocated, One) && IsEmpty(node))
48             {
49                 var lastNode = Arithmetic.Decrement(_allocated);
50                 if (EqualityComparer.Equals(lastNode, node))
51                 {
52                     _allocated = lastNode;
53                     node = Arithmetic.Decrement(node);
54                 }
55                 else
56                 {
57                     return;
58                 }
59             }
60         }
61
62         public bool IsEmpty(TElement node) =>
    ↪     EqualityComparer<TreeElement>.Default.Equals(GetElement(node), default);

```

```

63
64     protected override bool FirstIsToTheLeftOfSecond(TElement first, TElement second) =>
        ↳ Comparer.Compare(first, second) < 0;
65
66     protected override bool FirstIsToTheRightOfSecond(TElement first, TElement second) =>
        ↳ Comparer.Compare(first, second) > 0;
67
68     protected override sbyte GetBalance(TElement node) => GetElement(node).Balance;
69
70     protected override bool GetLeftIsChild(TElement node) => GetElement(node).LeftIsChild;
71
72     protected override ref TElement GetLeftReference(TElement node) => ref
        ↳ GetElement(node).Left;
73
74     protected override TElement GetLeft(TElement node) => GetElement(node).Left;
75
76     protected override bool GetRightIsChild(TElement node) => GetElement(node).RightIsChild;
77
78     protected override ref TElement GetRightReference(TElement node) => ref
        ↳ GetElement(node).Right;
79
80     protected override TElement GetRight(TElement node) => GetElement(node).Right;
81
82     protected override TElement GetSize(TElement node) => GetElement(node).Size;
83
84     protected override void PrintNodeValue(TElement node, StringBuilder sb) =>
        ↳ sb.Append(node);
85
86     protected override void SetBalance(TElement node, sbyte value) =>
        ↳ GetElement(node).Balance = value;
87
88     protected override void SetLeft(TElement node, TElement left) => GetElement(node).Left =
        ↳ left;
89
90     protected override void SetLeftIsChild(TElement node, bool value) =>
        ↳ GetElement(node).LeftIsChild = value;
91
92     protected override void SetRight(TElement node, TElement right) =>
        ↳ GetElement(node).Right = right;
93
94     protected override void SetRightIsChild(TElement node, bool value) =>
        ↳ GetElement(node).RightIsChild = value;
95
96     protected override void SetSize(TElement node, TElement size) => GetElement(node).Size =
        ↳ size;
97
98     private ref TreeElement GetElement(TElement node) => ref
        ↳ _elements[UncheckedConverter<TElement, long>.Default.Convert(node)];
99 }
100 }

```

## 1.16 ./csharp/Platform.Collections.Methods.Tests/TestExtensions.cs

```

1  using System;
2  using System.Collections.Generic;
3  using Xunit;
4  using Platform.Collections.Methods.Trees;
5  using Platform.Converters;
6
7  namespace Platform.Collections.Methods.Tests
8  {
9      public static class TestExtensions
10     {
11         public static void TestMultipleCreationsAndDeletions<TElement>(this
            ↳ SizedBinaryTreeMethodsBase<TElement> tree, Func<TElement> allocate, Action<TElement>
            ↳ free, ref TElement root, Func<TElement> treeCount, int maximumOperationsPerCycle)
12         {
13             for (var N = 1; N < maximumOperationsPerCycle; N++)
14             {
15                 var currentCount = 0;
16                 for (var i = 0; i < N; i++)
17                 {
18                     var node = allocate();
19                     tree.Attach(ref root, node);
20                     currentCount++;
21                     Assert.Equal(currentCount, (int)UncheckedConverter<TElement,
                        ↳ int>.Default.Convert(treeCount()));
22                 }
23                 for (var i = 1; i <= N; i++)
24                 {

```

```

25         TElement node = UncheckedConverter<int, TElement>.Default.Convert(i);
26         if (tree.Contains(node, root))
27         {
28             tree.Detach(ref root, node);
29             free(node);
30             currentCount--;
31             Assert.Equal(currentCount, (int)UncheckedConverter<TElement,
                ↪ int>.Default.Convert(treeCount()));
32         }
33     }
34 }
35 }
36
37 public static void TestMultipleRandomCreationsAndDeletions<TElement>(this
    ↪ SizedBinaryTreeMethodsBase<TElement> tree, ref TElement root, Func<TElement>
    ↪ treeCount, int maximumOperationsPerCycle)
38 {
39     var random = new System.Random(0);
40     var added = new HashSet<TElement>();
41     var currentCount = 0;
42     for (var N = 1; N < maximumOperationsPerCycle; N++)
43     {
44         for (var i = 0; i < N; i++)
45         {
46             var node = UncheckedConverter<int, TElement>.Default.Convert(random.Next(1,
                ↪ N));
47             if (added.Add(node))
48             {
49                 tree.Attach(ref root, node);
50                 currentCount++;
51                 Assert.Equal(currentCount, (int)UncheckedConverter<TElement,
                    ↪ int>.Default.Convert(treeCount()));
52             }
53         }
54         for (var i = 1; i <= N; i++)
55         {
56             TElement node = UncheckedConverter<int,
                ↪ TElement>.Default.Convert(random.Next(1, N));
57             if (tree.Contains(node, root))
58             {
59                 tree.Detach(ref root, node);
60                 currentCount--;
61                 Assert.Equal(currentCount, (int)UncheckedConverter<TElement,
                    ↪ int>.Default.Convert(treeCount()));
62                 added.Remove(node);
63             }
64         }
65     }
66 }
67 }
68 }

```

### 1.17 ./csharp/Platform.Collections.Methods.Tests/TreesTests.cs

```

1 using Xunit;
2
3 namespace Platform.Collections.Methods.Tests
4 {
5     public static class TreesTests
6     {
7         private const int _n = 500;
8
9         [Fact]
10        public static void RecursionlessSizeBalancedTreeMultipleAttachAndDetachTest()
11        {
12            var recursionlessSizeBalancedTree = new RecursionlessSizeBalancedTree<uint>(10000);
13            recursionlessSizeBalancedTree.TestMultipleCreationsAndDeletions(recursionlessSizeBal
                ↪ ancedTree.Allocate, recursionlessSizeBalancedTree.Free, ref
                ↪ recursionlessSizeBalancedTree.Root, () => recursionlessSizeBalancedTree.Count,
                ↪ _n);
14        }
15
16        [Fact]
17        public static void SizeBalancedTreeMultipleAttachAndDetachTest()
18        {
19            var sizeBalancedTree = new SizeBalancedTree<uint>(10000);
20            sizeBalancedTree.TestMultipleCreationsAndDeletions(sizeBalancedTree.Allocate,
                ↪ sizeBalancedTree.Free, ref sizeBalancedTree.Root, () => sizeBalancedTree.Count,
                ↪ _n);

```

```

21     }
22
23     [Fact]
24     public static void SizedAndThreadedAVLBalancedTreeMultipleAttachAndDetachTest()
25     {
26         var avlTree = new SizedAndThreadedAVLBalancedTree<uint>(10000);
27         avlTree.TestMultipleCreationsAndDeletions(avlTree.Allocate, avlTree.Free, ref
            ↪ avlTree.Root, () => avlTree.Count, _n);
28     }
29
30     [Fact]
31     public static void RecursionlessSizeBalancedTreeMultipleRandomAttachAndDetachTest()
32     {
33         var recursionlessSizeBalancedTree = new RecursionlessSizeBalancedTree<uint>(10000);
34         recursionlessSizeBalancedTree.TestMultipleRandomCreationsAndDeletions(ref
            ↪ recursionlessSizeBalancedTree.Root, () => recursionlessSizeBalancedTree.Count,
            ↪ _n);
35     }
36
37     [Fact]
38     public static void SizeBalancedTreeMultipleRandomAttachAndDetachTest()
39     {
40         var sizeBalancedTree = new SizeBalancedTree<uint>(10000);
41         sizeBalancedTree.TestMultipleRandomCreationsAndDeletions(ref sizeBalancedTree.Root,
            ↪ () => sizeBalancedTree.Count, _n);
42     }
43
44     [Fact]
45     public static void SizedAndThreadedAVLBalancedTreeMultipleRandomAttachAndDetachTest()
46     {
47         var avlTree = new SizedAndThreadedAVLBalancedTree<uint>(10000);
48         avlTree.TestMultipleRandomCreationsAndDeletions(ref avlTree.Root, () =>
            ↪ avlTree.Count, _n);
49     }
50 }
51 }

```



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