

Assignment 1

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A program that reads in a text file, adds each word to an AVL tree then uses a mergesort on the tree.

Since binary trees can be unbalanced when nodes are being inserted into the trees, this makes it much less efficient for a program to search the tree, so by using an AVL tree it will self balance upon frequent insertion and deletion and since they are best used in a situation where we are constantly looking up data. Since binary trees are on average $O(n)$ it is a slight edge to use an AVL tree as it is $O(\log n)$.

The merge sort algorithm is also the best choice as its worst case it is $O(n \log n)$ and it gives us a decent amount of space being saved as it's space complexity is only $O(n)$.

Pseudo Code:

```
Open a file
while
  Read in each word character by character
    If word
      Process start and end of word;
      Insert word
    Fi
  elihw
  If word
    Process last word
    Insert word
  Fi
visit(root)

mergeSort(index)

Print first and last 10 words
```

Functions

`getWord(int);`

Takes an int of an index and loops through the start and end of the Word struct, adds the chars to make a string then returns said string

`insert(string, int);`

Takes a string x and an int index. Checks that the index isn't the root then proceeds.

If x is equal to word at index, increase the count of that word, decrement global index then reduce by the length of the word.

If $x < \text{word at index}$, left node of word at index is = insert string on left node, then proceeds with the balancing of left node.

If $x > \text{word at index}$, right node of word at index is = insert string on right node, then proceeds with the balancing of the right node.

Then make the height = $\max(\text{left.height}, \text{right.height}) + 1$

`getHeight(int);`

Gets the height of the node at index

Returns -1 if index is = 0, otherwise returns index.height

`max(int, int);`

Returns the higher value

`rotateRight(int);`

Takes int index, makes a temp value = index.left

Proceeds to then make index.left = x.right

X.right = index

Returns x

`rotateLeft(int);`

Takes int index, makes a temp value = index.right

Proceeds to then make index.right = x.left

X.left = index

Returns x

`doubleRight(int);`

Makes index.left = rotateLeft on index.left

Returns rotateRight on index

`doubleLeft(int);`

Makes index.right = rotateLeft on index.left

Returns rotateLeft on index

`visit(int);`

This is the in order traversal for displaying the tree

Checks if index.left != 0

 Calls visit on index.left

Prints values

Checks if index.right != 0

 Calls visit on index.right

`mergeSort(int, int);`

Makes an `int mid = start and stop / 2`

Then checks if `top <= start` if so returns

Calls `mergeSort` on `start` and `mid`

Calls `mergeSort` on `mid+1` and `top`

Then calls the `merge` function on `start`, `mid` and `top`

`merge(int, int, int);`

Takes 3 ints, `mid`, `start` and `top` creates a variable `= 1` and creates a new array of struct.

Then while the left is less than `mid` and right less than `top`, checks if left count is greater than right count and add left to new array otherwise it adds right

Then checks if left less than `mid` and adds left then checks for right less than `top` and adds right

Then overwrites all elements in original with the sorted