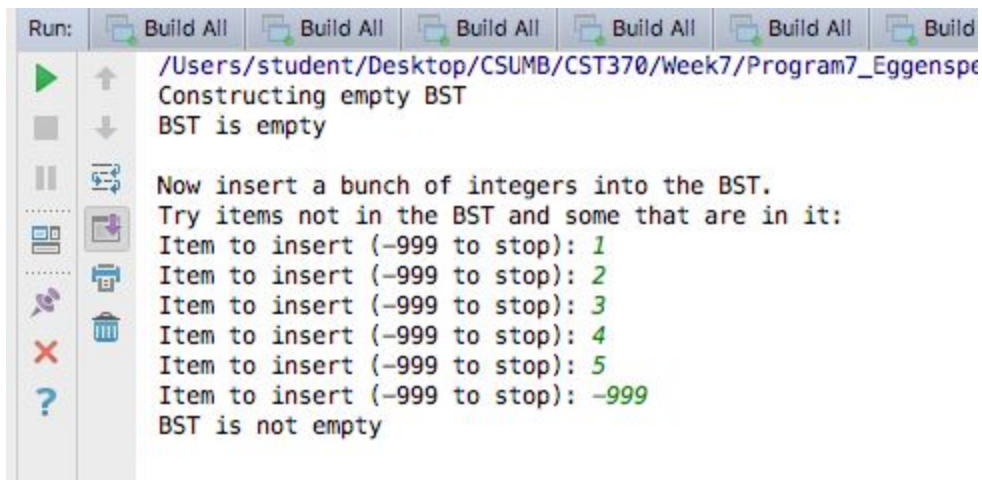


CST 370 : Programming Assignment (Binary Search Tree)

1. Download the source programs for Binary Search Tree (BST.cpp, BST.h, and Sample_BST_tester.cpp) from iLearn.

Figure 1 The initial program setup allows the user to input several nodes into the program and terminate the program upon completion.



```
Run: Build All Build All Build All Build All Build All Build
/Users/student/Desktop/CSUMB/CST370/Week7/Program7_Eggensperger
Constructing empty BST
BST is empty

Now insert a bunch of integers into the BST.
Try items not in the BST and some that are in it:
Item to insert (-999 to stop): 1
Item to insert (-999 to stop): 2
Item to insert (-999 to stop): 3
Item to insert (-999 to stop): 4
Item to insert (-999 to stop): 5
Item to insert (-999 to stop): -999
BST is not empty
```

(a) Change the current search() function to a recursive version.

As is seen in **Figure 2**, the function search() is recursive by virtue of its calling upon itself. No while-loop is thus present as was prior to recursive transformation.

Figure 2 Search() is recursive

```
bool BST::search(const int & item) const
{
    return searchRecursive(myRoot, item);
}

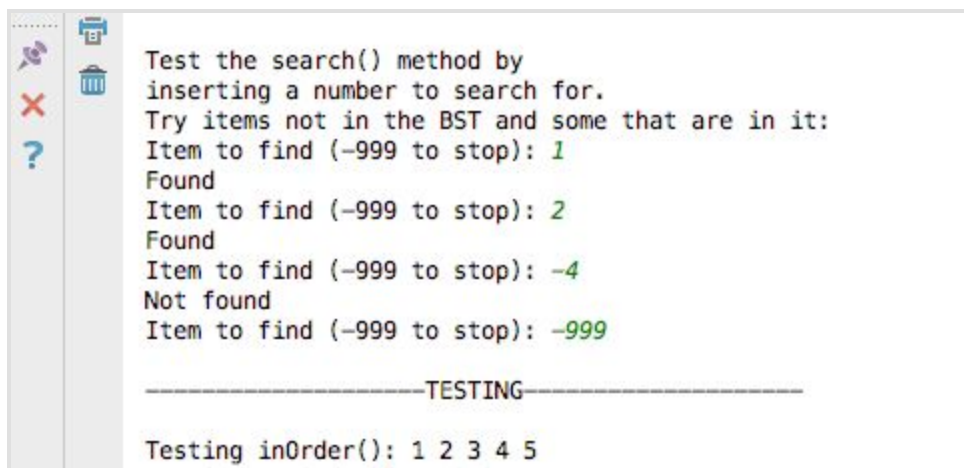
bool BST::searchRecursive(BinNode *locptr, const int &item) const {
    if (locptr == NULL)
        return false;
    if (item < locptr->data)           // descend left
        return searchRecursive(locptr->left, item);
    else if (locptr->data < item)      // descend right
        return searchRecursive(locptr->right, item);
    else                             // item found
        return true;
}
```

(b) Add a new member function called `inOrder()` that implements the inorder traversal algorithm of a binary search tree. Your function should display each node data on the screen.

```
void BST::inOrder()
```

In **Figure 3**, the `inorder()` output gives nodes in non-decreasing order, which is the denotation for an inorder traversal. The program, traverses the left subtree, visits the root node, then traverses the right subtree.

Figure 3 inorder traversal outcome



```
Test the search() method by
inserting a number to search for.
Try items not in the BST and some that are in it:
Item to find (-999 to stop): 1
Found
Item to find (-999 to stop): 2
Found
Item to find (-999 to stop): -4
Not found
Item to find (-999 to stop): -999

-----TESTING-----

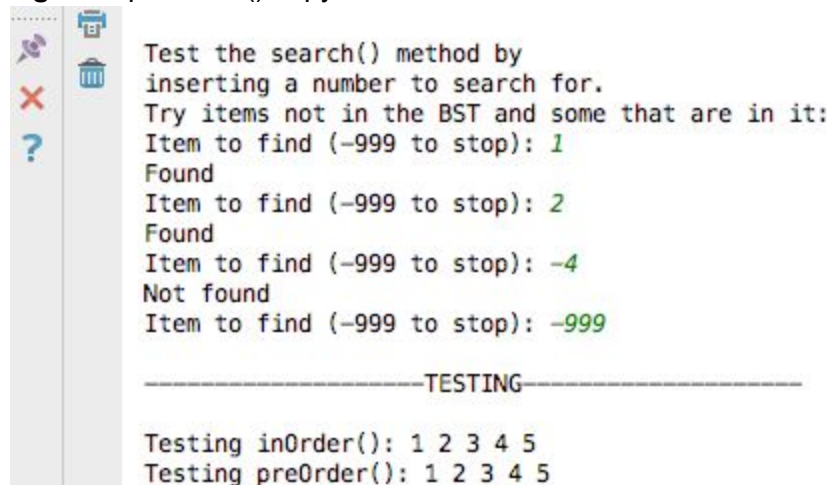
Testing inOrder(): 1 2 3 4 5
```

(c) Add a new member function called `preOrder()` that implements the preorder traversal algorithm of a binary search tree. Your function should display each node data on the screen.

```
void BST::preOrder()
```

In **Figure 4**, the `preOrder()` outcome creates a copy of the tree. Preorder traversal can also be used to get prefix expression on of an expression tree. The algorithm visits the root node, traverses through the left subtree, then traverses through the right subtree.

Figure 4 `preOrder()` copy



The screenshot shows a program interface with a vertical toolbar on the left containing icons for search, delete, and help. The main text area displays the following content:

```
Test the search() method by
inserting a number to search for.
Try items not in the BST and some that are in it:
Item to find (-999 to stop): 1
Found
Item to find (-999 to stop): 2
Found
Item to find (-999 to stop): -4
Not found
Item to find (-999 to stop): -999

-----TESTING-----

Testing inOrder(): 1 2 3 4 5
Testing preOrder(): 1 2 3 4 5
```

(d) Add a new member function called `nodeCount()` to count the number of nodes in a binary search tree. In this function, you should use a recursive function. You can't just use a variable such as "mySize".

```
int BST::nodeCount()
```

In **Figure 5**, the user has already input nodes into the program and receives a screen printout of the number of nodes present in the binary tree.

Figure 5 Node count counts the node quantity present in the tree.

```

Test the search() method by
inserting a number to search for.
Try items not in the BST and some that are in it:
Item to find (-999 to stop): 1
Found
Item to find (-999 to stop): 2
Found
Item to find (-999 to stop): -4
Not found
Item to find (-999 to stop): -999

```

-----TESTING-----

```

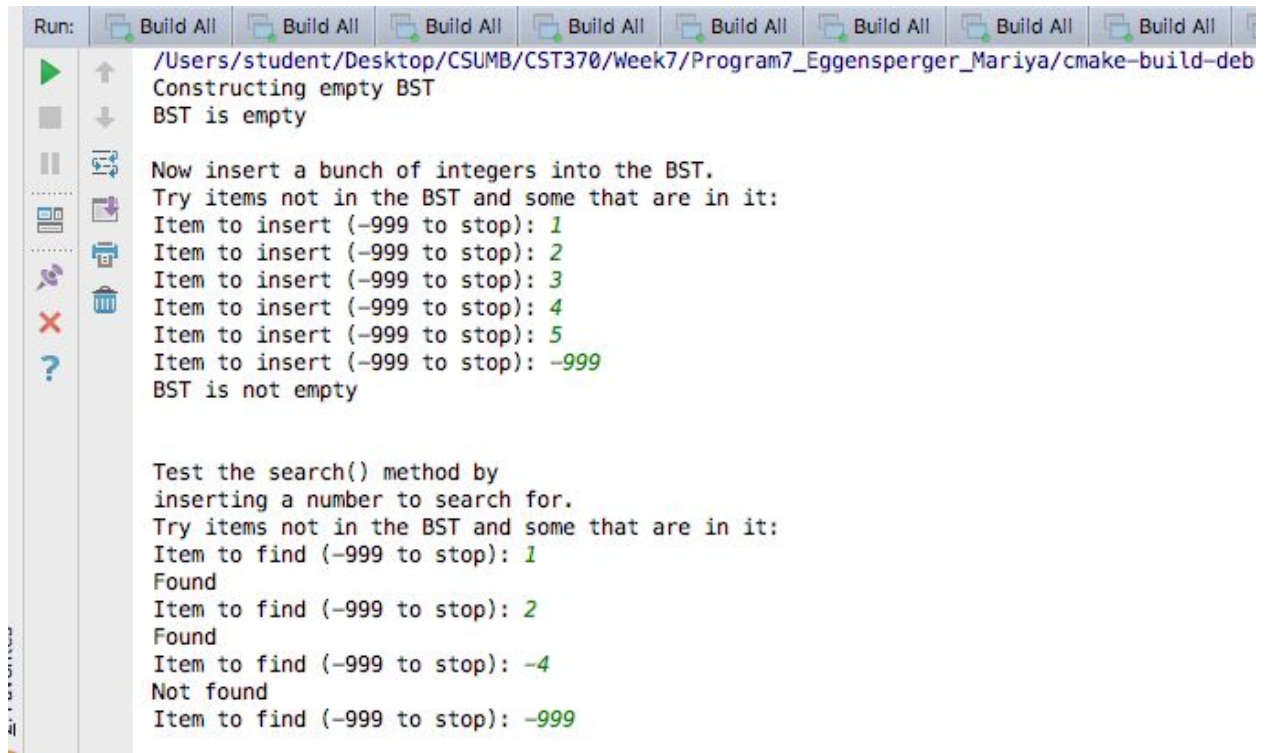
Testing inOrder(): 1 2 3 4 5
Testing preOrder(): 1 2 3 4 5
Testing nodeCount = 5

```

Process finished with exit code 0

(e) Update the Sample_BST_tester.cpp to show the execution of the functions.

Driver updated to account for new member functions.



```

Run: Build All Build All Build All Build All Build All Build All Build All Build All
/Users/student/Desktop/CSUMB/CST370/Week7/Program7_Eggensperger_Mariya/cmake-build-deb
Constructing empty BST
BST is empty

Now insert a bunch of integers into the BST.
Try items not in the BST and some that are in it:
Item to insert (-999 to stop): 1
Item to insert (-999 to stop): 2
Item to insert (-999 to stop): 3
Item to insert (-999 to stop): 4
Item to insert (-999 to stop): 5
Item to insert (-999 to stop): -999
BST is not empty

Test the search() method by
inserting a number to search for.
Try items not in the BST and some that are in it:
Item to find (-999 to stop): 1
Found
Item to find (-999 to stop): 2
Found
Item to find (-999 to stop): -4
Not found
Item to find (-999 to stop): -999

```

--- TESTING ---

```
Testing inOrder(): 1 2 3 4 5  
Testing preOrder(): 1 2 3 4 5  
Testing nodeCount = 5
```

```
Process finished with exit code 0
```