**POST-LAB WRITE UP**

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Lab: Lab 6

1. Describe the process you went through to solve this problem (complete this lab)? 3 to 4 sentences should suffice.

My lab partner did a lot of the work for the recursion elements regarding the walking of the tree itself. I do, however, understand what he did. My portion of the lab largely regarded the user interface. After the binary tree methods, constructors and setters were established, they were called in a switch statement to effect the user’s intent.

1. What went well in this process?

There were no major hickups for the majority of the process. A main issue came when trying to implement a quantity method. Ultimately was left out.

1. What was challenging/difficult in this process?

Binary trees were initially hard to get my head around, but I think I have a greater understanding after this lab.

1. Think about a particular challenge that you faced in this lab. What was this challenge? How did you work past that challenge and overcome it?
2. What will you do differently in the future to avoid/overcome these challenges?
3. What is something that you learned while working on this lab?

How binary tree structures can be useful in structuring data. Also the ways to use recursion in a real world problem.

1. How can what you learned in this lab be applied to the real world?

Binary trees and their usefulness are used extensively in databases and many data structures in general. From data storage to data manipulation, I believe the lessons learned will prove useful.

1. Are there any bugs in the code that you turned in? If so, what are they? Why did you not fix them? (e.g. lack of time, lack of knowledge, etc)

Yes, race conditions possible where a user can select modify or delete, but there are no nodes to do so on and no escape key. As such the user will be softlocked.