

Modification Question II

AVL Tree Operations

Problem

In a secure digital vault system, numbers are stored in such a way that the vault always stays balanced for quick access and retrieval ($O(\log n)$ time). The vault automatically reorganizes itself every time a unique new number ($n \in [1, 10^6]$) is added to ensure that no section of the vault is overcrowded, making it easier to manage and access the numbers. As a system administrator, your tasks include:

- (a) **Adding Numbers to the Vault** (`insert(V,n)`): Each time you add a number n , the vault V might automatically rearrange itself to maintain the balance.
- (b) **PostOrder(V)**: Prints the post order traversal of the Vault V .
- (c) **Analyzing Vault Levels** (`odd(V,k)`): You are occasionally required to analyze specific levels (root of vault at level 0) within the vault. For a given level k , you need to find the average value of all the odd numbers stored at that level in the vault V . If the level does not exist, you should report -1.0. If there are no odd numbers at the requested level, the average should be considered as 0.0.

Input Format:

1. Each line contains a character from `{'i','p','a','e'}` followed by zero or one integer n , where $n \in [1, 10^6]$.
2. Character `'i'` is followed by a positive integer n separated by a space. Perform `insert(V, n)` operation.
3. Character `'p'` prints the postorder traversal of the vault.
4. Character `'a'` calls `odd(V,k)` -print the average of odd values at the given level or -1.0 or 0.0 accordingly.
5. Character `'e'` terminates the execution of the program.

Output Format

The output of each command should be printed on a separate line. However no output is printed for `'i'` and `'e'`.

- For option `'p'`, print the postorder traversal of V . Each node's value is separated by a space.
- For option `'a'`, print the average.

Testcase

Input1:

i 8
i 6
i 4
i 12
i 2
i 13
p
a 2
e

Output:

2 4 8 13 12 6
13.0

Input2:

i 10
i 20
i 40
i 60
i 75
i 80
i 50
i 5
p
a 2
e

Output:

5 10 40 50 60 80 75 20
5.0