Programming Project 1: Quadtree

1. Task 1: Destroy the tree

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| Test | Expected output | Actual output |
| Uniform tree up to level 2 | Valgrind output of 22 allocs, all free |  |
| Non-uniform tree up to level 3(self-defined) | Valgrind output of 26 allocs, all free |  |

Actual output(valgrind picture here)

2. Task 2: Grow the tree

Actual output (gnuplot picture here)

3. Task 3: A limit on tree

4. Task 4: Generate a data dependent quadtree

5. Task 5: Reflection