

#### Computer Science 201 - Assignment 1: Creating a Binary Search Tree

If you have a Study.com College Saver membership and are seeking college credit for this course, you must submit an assignment and pass the final exam. You must submit your assignment before registering for the final. Below you will find prompts and instructions for submitting your assignment.

### **About this Assignment**

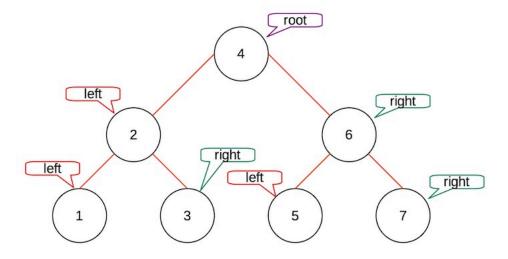
In this course, you have learned about trees in data structure, binary trees, and binary search trees. For this assignment, you will develop an application using the Java programming language.

# **Assignment Prompt**

The application must address the following requirements:

- Develop the program for the Windows Operating System.
- Include a user interface allowing a user to interact with the binary search tree.
- When a user runs the application, it displays a menu and prompts the user to select an option.
- The menu options are:
- 1. Create a binary search tree
- 2. Add a node
- 3. Delete a node
- 4. Print nodes by InOrder
- 5. Print nodes by PreOrder
- 6. Print nodes by PostOrder
- 7. Exit program
  - When a user selects 1) Create a binary search tree, the application creates a binary search tree with the given data (1, 2, 3, 4, 5, 6, 7). To **keep the binary search tree balanced at all times**, follow these rules: (1) the child nodes on the left must have a search key value less than that of the root node and (2) the child nodes on the right must have search key values greater than that of the root node.

The given numbers must be assigned as shown in the figure below.



• When a user selects 2) Add a node, the application prompts the user to input a value for the new node. The application needs to insert the value to the existing binary search tree.

- When a user selects 3) Delete a node, the application prompts the user to input the value of the node that will be deleted. The application needs to delete the node.
- · When a user selects 4) Print nodes by InOrder, the application prints the nodes of the current binary search tree by traversing it using in-order traversal.
- When a user selects 5) Print nodes by PreOrder, the application prints the nodes of the current binary search tree by traversing it using pre-order traversal.
- When a user selects 6) Print nodes by PostOrder, the application prints the nodes of the current binary search tree by traversing it using post-order traversal.
- When a user selects 7) Exit program, the application ends.

### **Related Lessons**

If you'd like to review Study.com course material for this assignment, please refer to the following lessons:

- Trees in Data Structures: Methods & Examples
- Binary Trees: Applications & Implementation
- Practical Application for Data Structures: Trees
- Binary Search Trees: Definition & Uses
- Strengths & Weaknesses of Different Search Algorithms
- Practical Application for Data Structures: Search Trees

## Use of AI in Study.com Assignments

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Reminders about using AI:

- All may be used as a tool to support your process for creating this assignment but **may not create or write your assignment response** for you. Plagiarized submissions will not be graded and may result in disciplinary actions.
- All Al usage for this assignment must be **properly cited and documented** according to the guidelines in the How to Use & Cite Al Tools in College Saver Course Assignments article.
  - In addition to in-text citations and inclusion in your Works Cited for the assignment, you must submit a **separate document** as outlined in the Documenting and Attributing Al section of the above article.
- It is important to **fact-check any output** you obtain using Al as it may produce inaccuracy or misinformation.
- You are solely responsible for all submitted work that you provide with the use of Al.
- Do not input any confidential or personal information while using AI tools.
- For additional information on generative AI tools, please refer to Understanding Generative AI as a Student: Uses, Benefits & Drawbacks.

# **Grading Rubric**

Your project will be graded on the following rubric:

Category	Unacceptable (0-2)	Needs Improvement (3-6)	Good (7-8)	Excellent (9-10)	Total
Program Specification (x3)	The program does not or partially meets the requirements and contains multiple major errors.	The program partially meets the requirements or contains at least one major error.	The program meets all the requirements but contains one or two minor errors.	The program meets all the requirements and works without any errors.	30
Code Efficiency (x1)	The code employs inefficient algorithms and includes unnecessary components.	The code employs inefficient algorithms or includes unnecessary components.	The code employs efficient algorithms but includes some unnecessary components.	The code employs efficient algorithms and doesn't include unnecessary components.	10
Code Readability (x.5)	The code is not easily understandable and contains improper naming and formatting.	Most parts of the code are not easily understandable or contain improper naming and formatting.	The code is mostly understandable and uses proper naming and formatting.	The code is easily understandable and well-organized and uses proper naming and formatting.	5
Documentation (x.5)	No or very few documentation exists.	The documentation is ambiguous or doesn't not explain what the code is accomplishing and how.	The documentation explains what the code is accomplishing and how but doesn't cover all the important parts of the code.	The documentation clearly explains what the code is accomplishing and how.	5
Total Points					50

#### **Before You Submit**

Before you submit your assignment, please review the Academic Integrity Policy to ensure that you fully understand what constitutes plagiarism and its consequences.

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Unless otherwise stated in the assignment instructions, Al-generated content is not permissible. The use of ChatGPT or other Al applications to generate work presented as your own is a form of plagiarism. Plagiarized submissions will NOT be graded and may result in disciplinary actions.'

### **How to Submit Your Assignment**

When you are ready to submit your assignment, please fill out the submission form and copy your code into a Microsoft Word document or .txt file. You should receive your assignment grade within one week.

If you are not satisfied with the score you receive on your assignment, you may revise or rewrite it, and resubmit them for grading using the same submission form above. Keep in mind that the grade you receive on your assignment is only a portion of your overall grade for the course, and you are free to retake the proctored final exam as well if you choose. Please see the course syllabus for a more detailed breakdown of the grading policy.

