

Alexandria University,  
Faculty of engineering,  
Data structures.  
Assignment 2.

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## **Problem statement:**

### **Red Black Tree**

A red black tree is a kind of self-balancing binary search tree in computer science. Each node of the binary tree has an extra bit, and that bit is often interpreted as the color (red or black) of the node. These color bits are used to ensure the tree remains approximately balanced during insertions and deletions. Balance is preserved by painting each node of the tree with one of two colors in a way that satisfies certain properties, which collectively constrain how unbalanced the tree can become in the worst case. When the tree is modified, the new tree is subsequently rearranged and repainted to restore the coloring properties. The properties are designed in such a way that this rearranging and recoloring can be performed efficiently.

### **Tree Map**

A Red-Black tree based Navigable Map implementation. The map is sorted according to the natural ordering of its keys, or by a Comparator provided at map creation time, depending on which constructor is used. This implementation provides guaranteed  $\log(n)$  time cost for contains Key, get, put and remove operations.

## **Data structure used:**

- Stack: implement DFS algorithm.
- Queue: implement BFS algorithm.
- Linked hash set: to preserve the insertion order of keys in tree map key set function.
- Linked list.

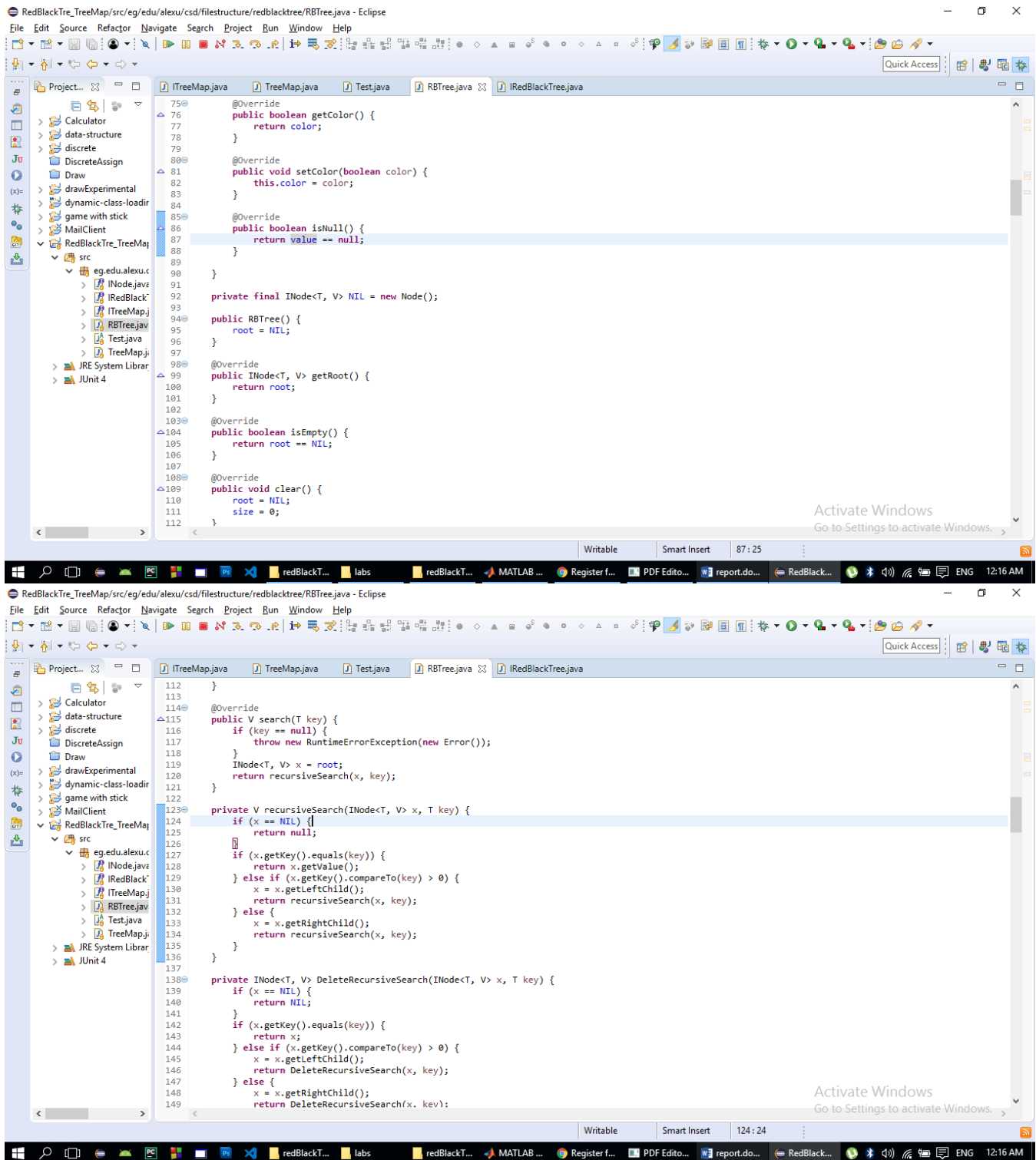
## Code snippets:

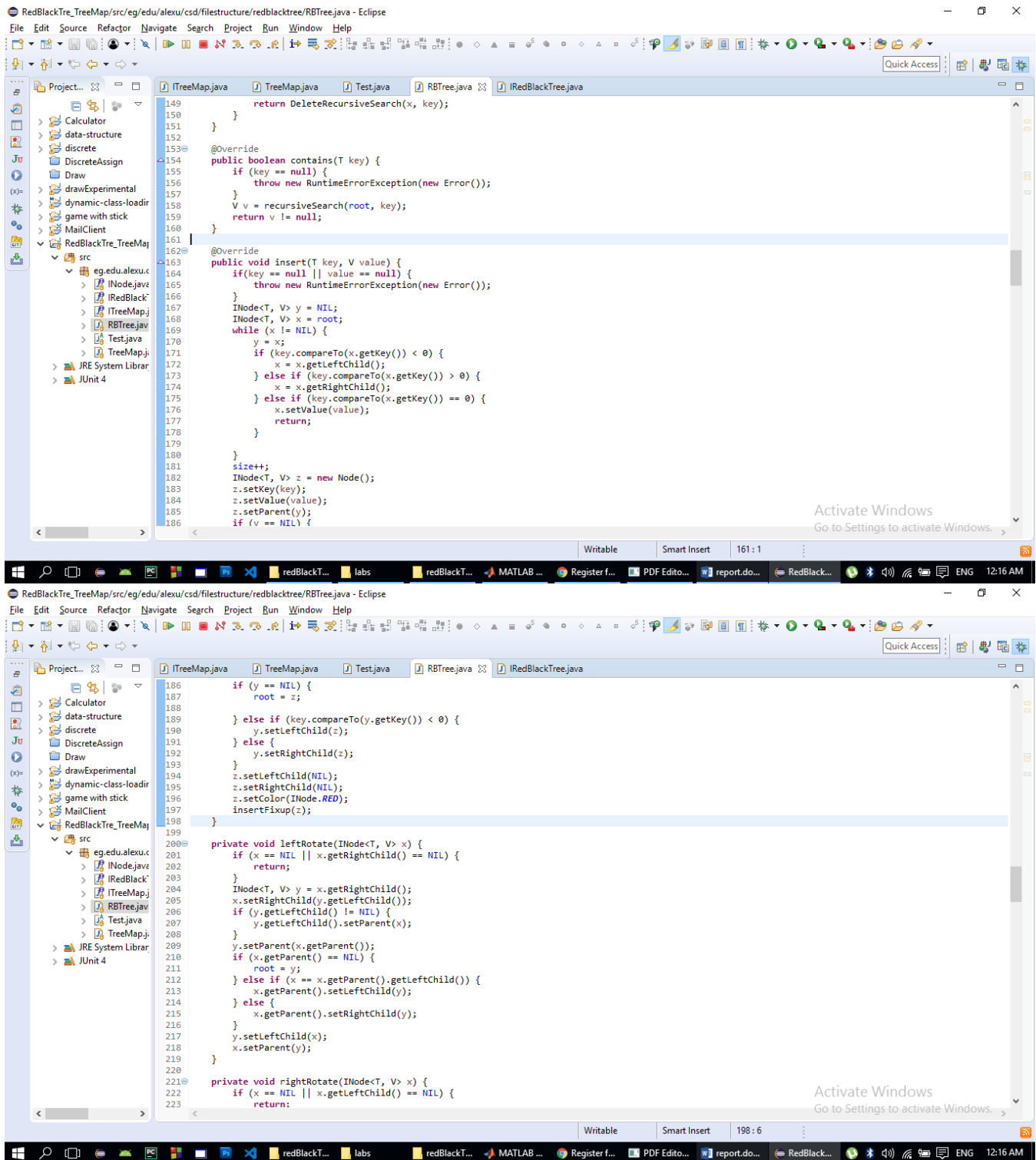
The first screenshot shows the `RBTree.java` file in the Eclipse IDE. The code defines a `RBTree` class that implements `Comparable` and `IRedBlackTree`. It includes a `Node` class with attributes for parent, left child, right child, key, value, and color. The `RBTree` class has methods for setting and getting the parent, left child, and right child, as well as methods for setting and getting the key and value.

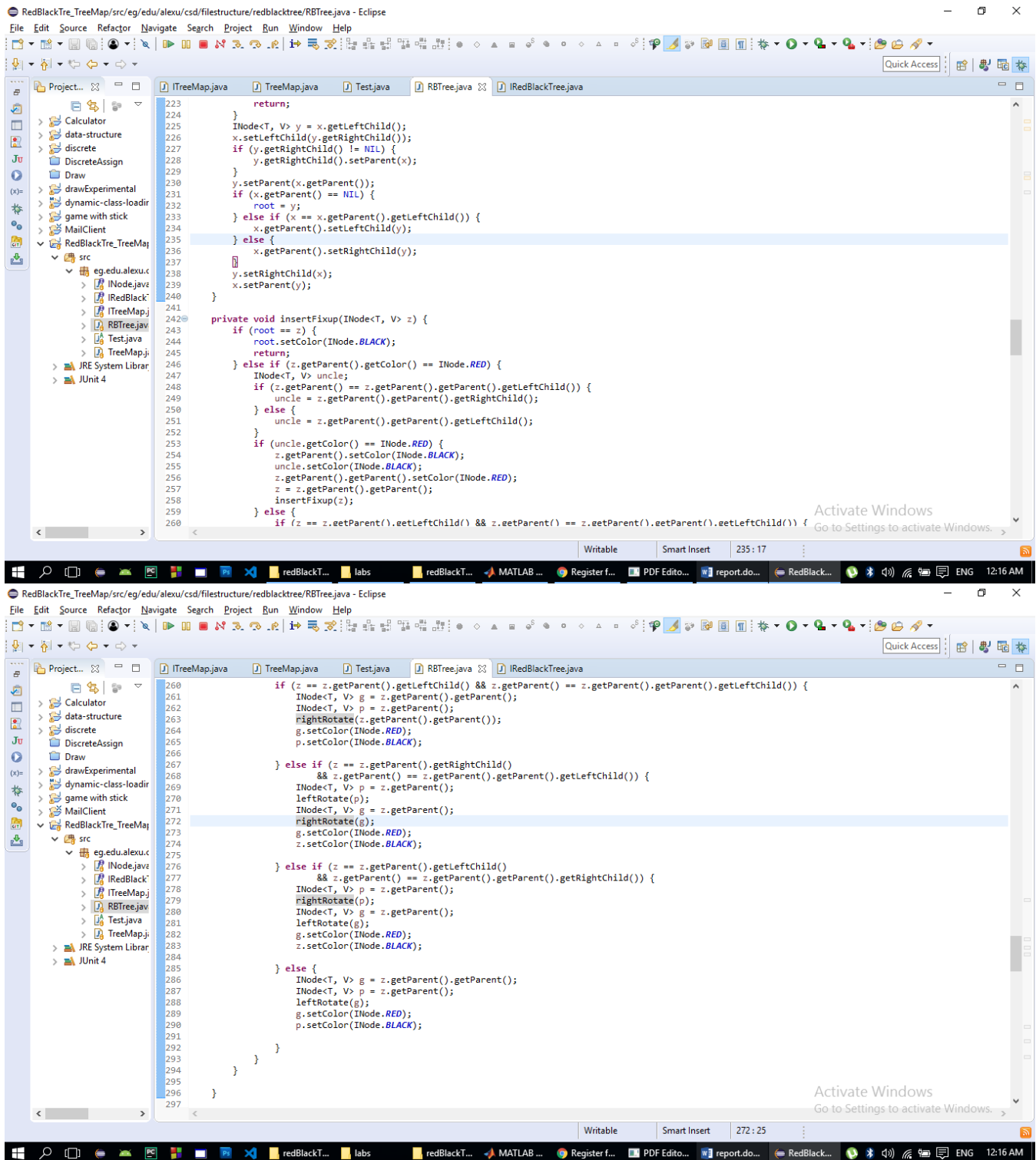
```
1 package eg.edu.alexu.csd.filestructure.redblacktree;
2
3 import javax.management.RuntimeErrorException;
4
5 public class RBTree<T extends Comparable<T>, V> implements IRedBlackTree<T, V> {
6     private INode<T, V> root;
7     private int size = 0;
8     class Node implements INode<T, V> {
9         private INode<T, V> parent;
10        private INode<T, V> l_child;
11        private INode<T, V> r_child;
12        private T key;
13        private V value;
14        private boolean color;
15
16        public Node() {
17            parent = NIL;
18            l_child = NIL;
19            r_child = NIL;
20            value = null;
21            key = null;
22            color = INode.BLACK;
23        }
24
25        @Override
26        public void setParent(INode<T, V> parent) {
27            this.parent = parent;
28        }
29
30        @Override
31        public INode<T, V> getParent() {
32            return parent;
33        }
34
35        @Override
36        public void setLeftChild(INode<T, V> leftChild) {
37            this.l_child = leftChild;
38        }
39    }
40
41    @Override
42    public INode<T, V> getLeftChild() {
43        return l_child;
44    }
45
46    @Override
47    public void setRightChild(INode<T, V> rightChild) {
48        this.r_child = rightChild;
49    }
50
51    @Override
52    public INode<T, V> getRightChild() {
53        return r_child;
54    }
55
56    @Override
57    public T getKey() {
58        return key;
59    }
60
61    @Override
62    public void setKey(T key) {
63        this.key = key;
64    }
65
66    @Override
67    public V getValue() {
68        return value;
69    }
70
71    @Override
72    public void setValue(V value) {
73        this.value = value;
74    }
75
76    @Override
```

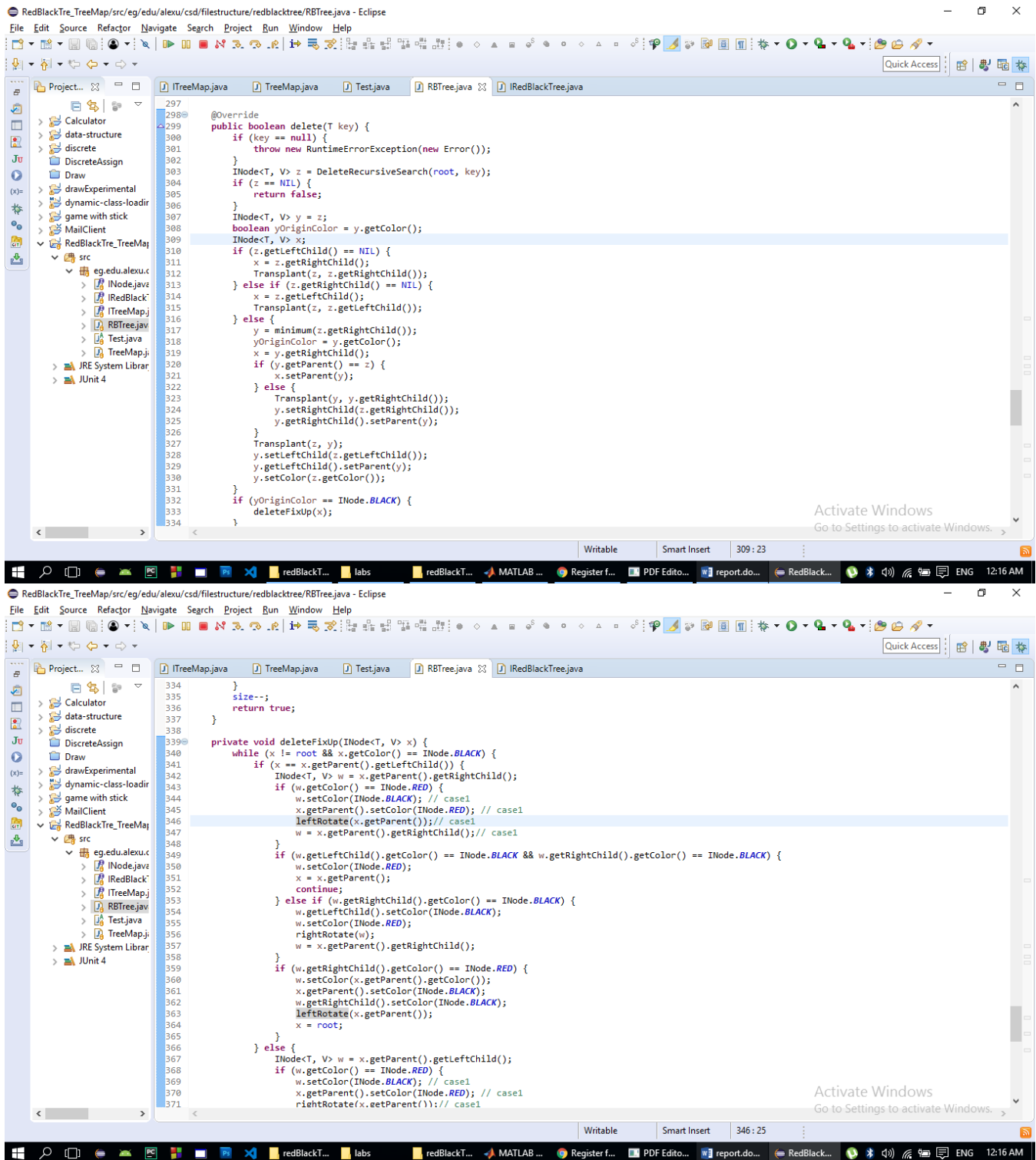
The second screenshot shows the `TreeMap.java` file in the Eclipse IDE. The code defines a `TreeMap` class that implements `Map`. It includes methods for setting and getting the key and value, and methods for setting and getting the left and right children.

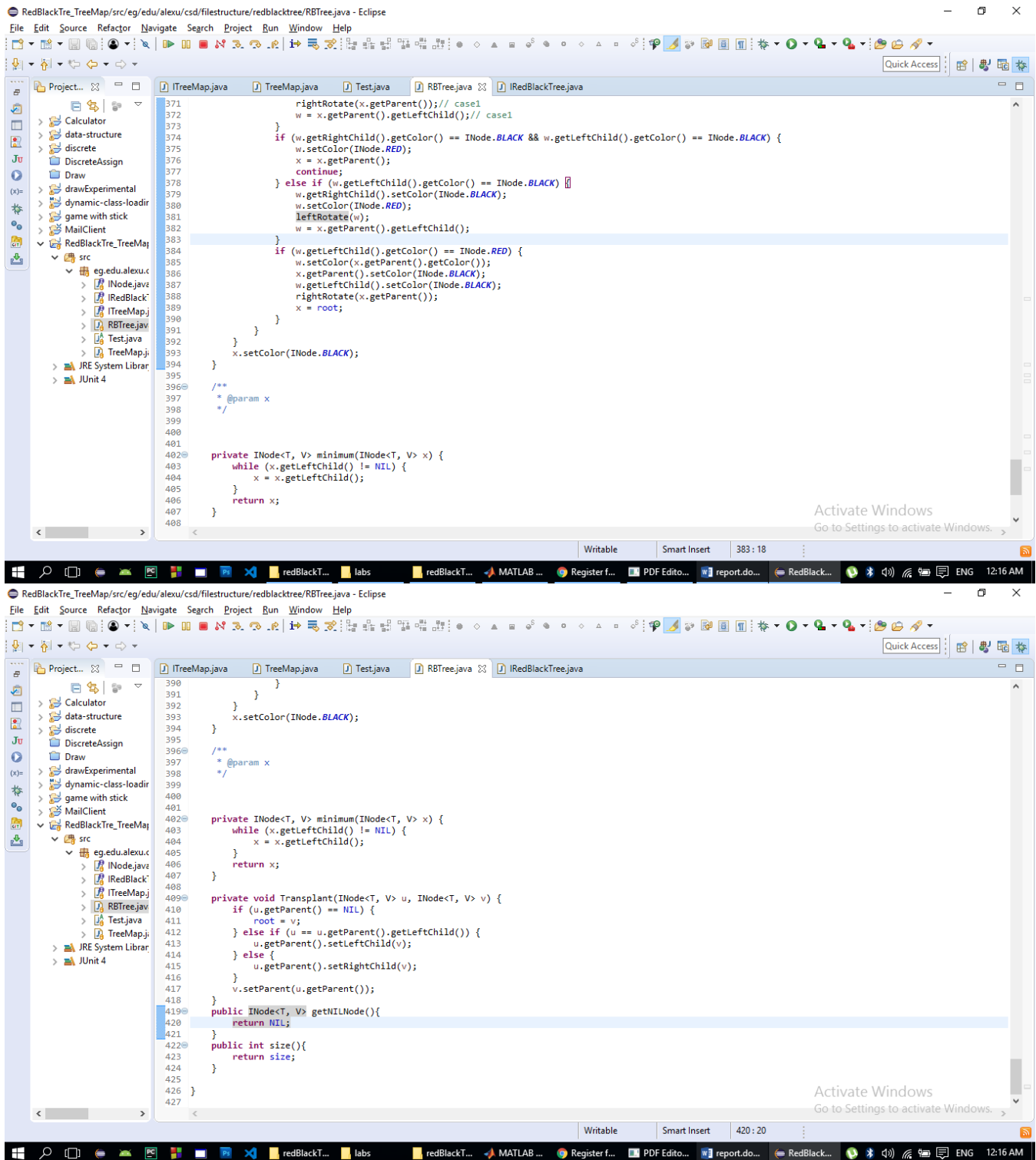
```
38    }
39
40    @Override
41    public INode<T, V> getLeftChild() {
42        return l_child;
43    }
44
45    @Override
46    public void setRightChild(INode<T, V> rightChild) {
47        this.r_child = rightChild;
48    }
49
50    @Override
51    public INode<T, V> getRightChild() {
52        return r_child;
53    }
54
55    @Override
56    public T getKey() {
57        return key;
58    }
59
60    @Override
61    public void setKey(T key) {
62        this.key = key;
63    }
64
65    @Override
66    public V getValue() {
67        return value;
68    }
69
70    @Override
71    public void setValue(V value) {
72        this.value = value;
73    }
74
75    @Override
```



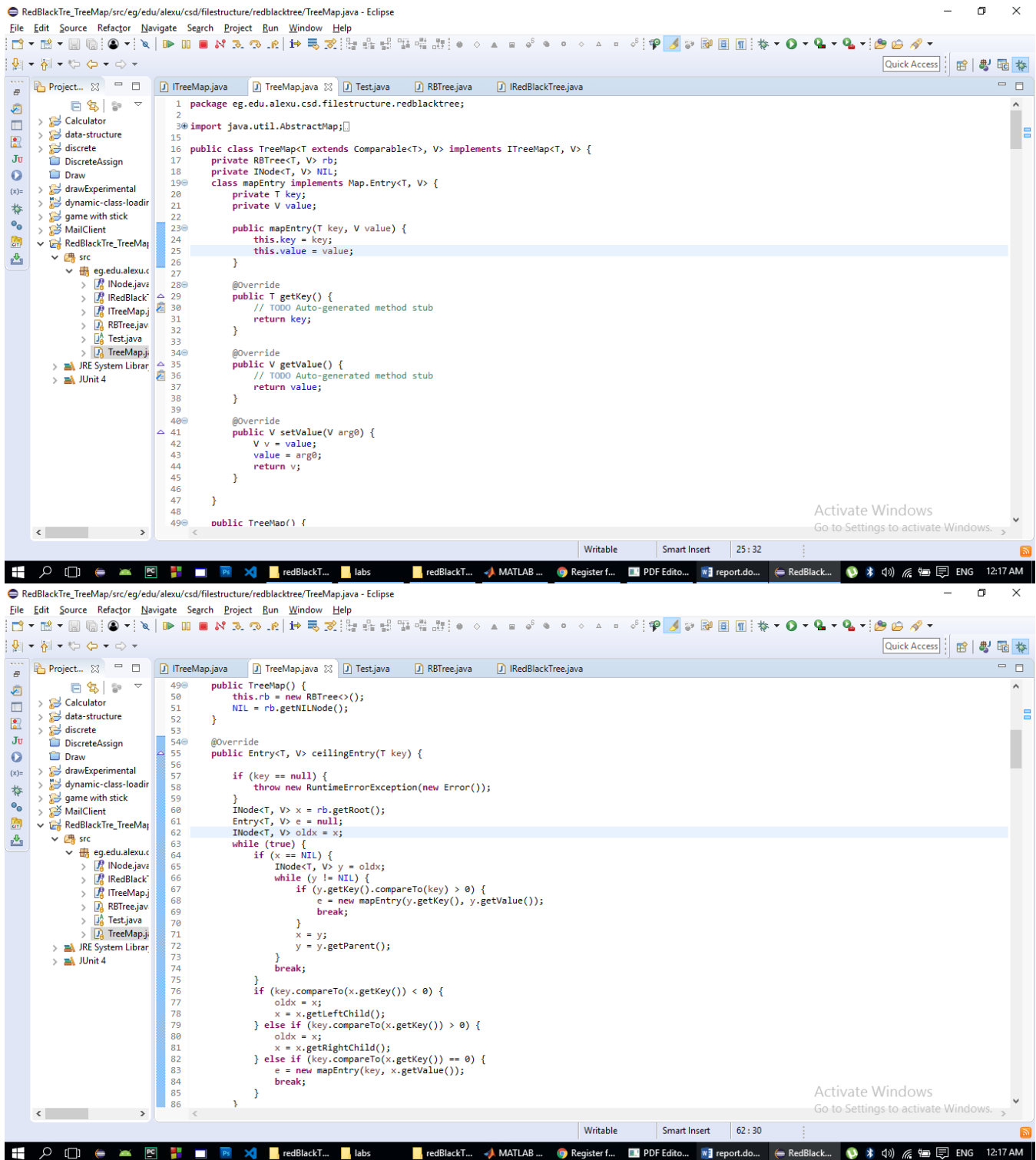


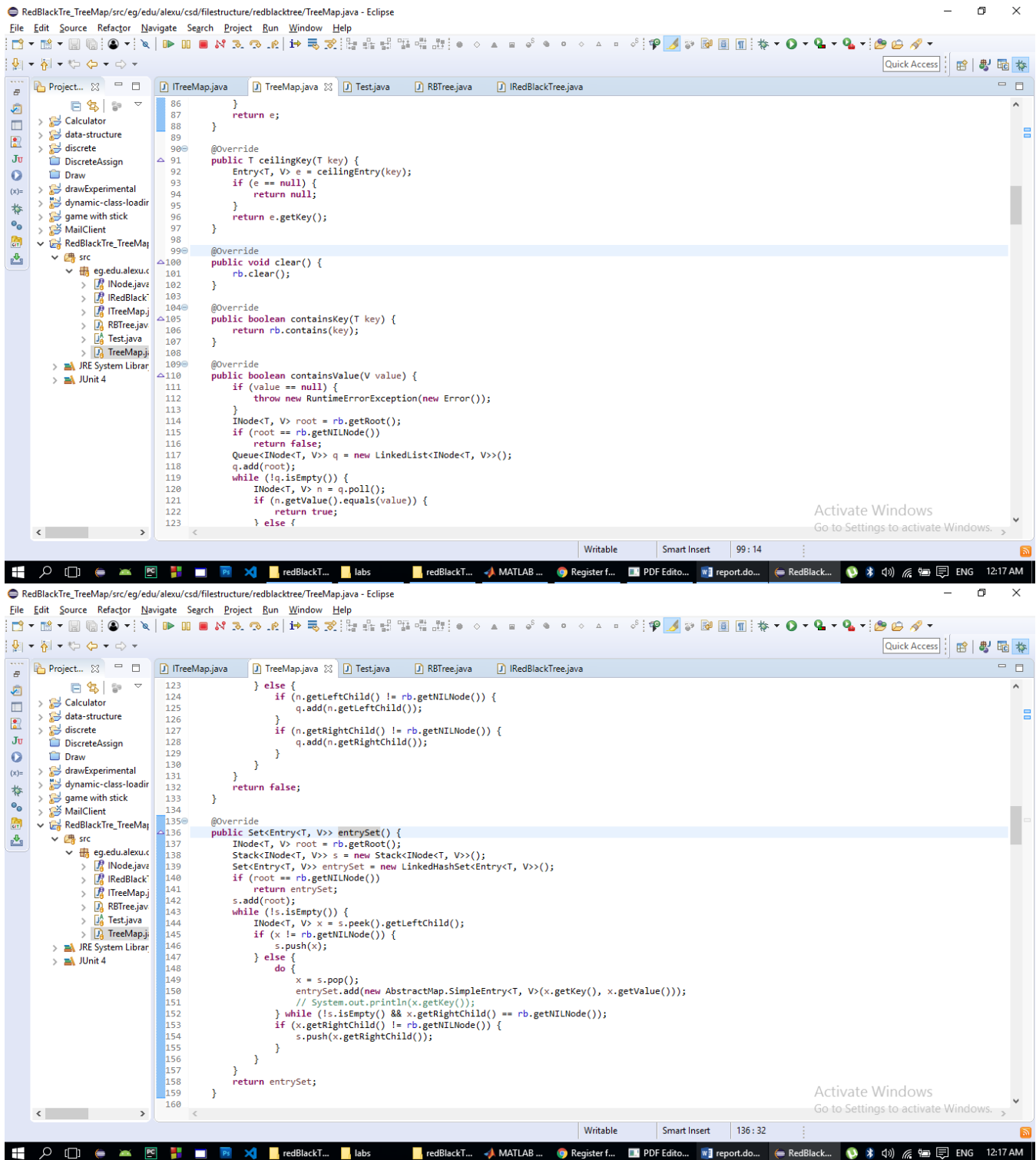


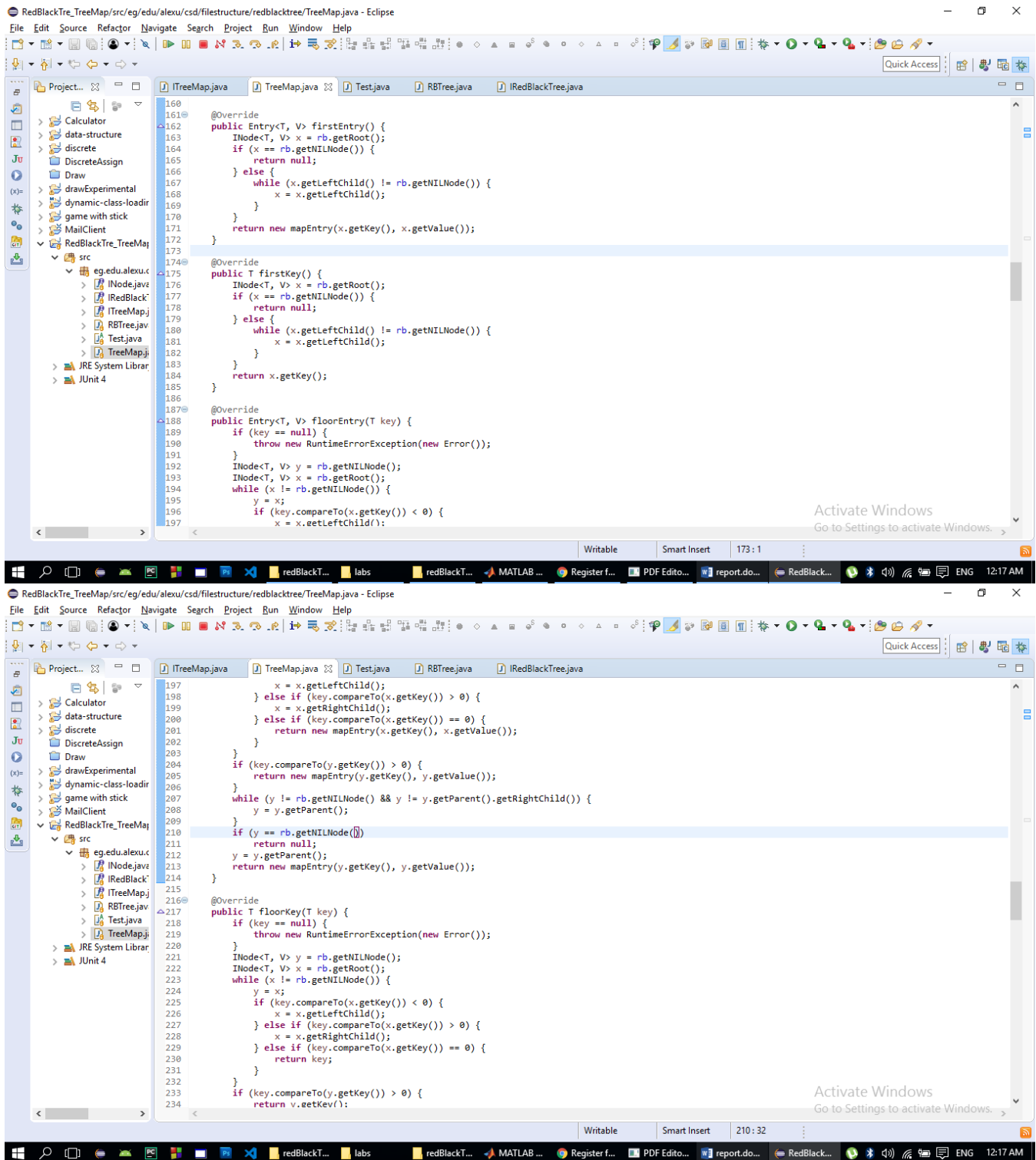


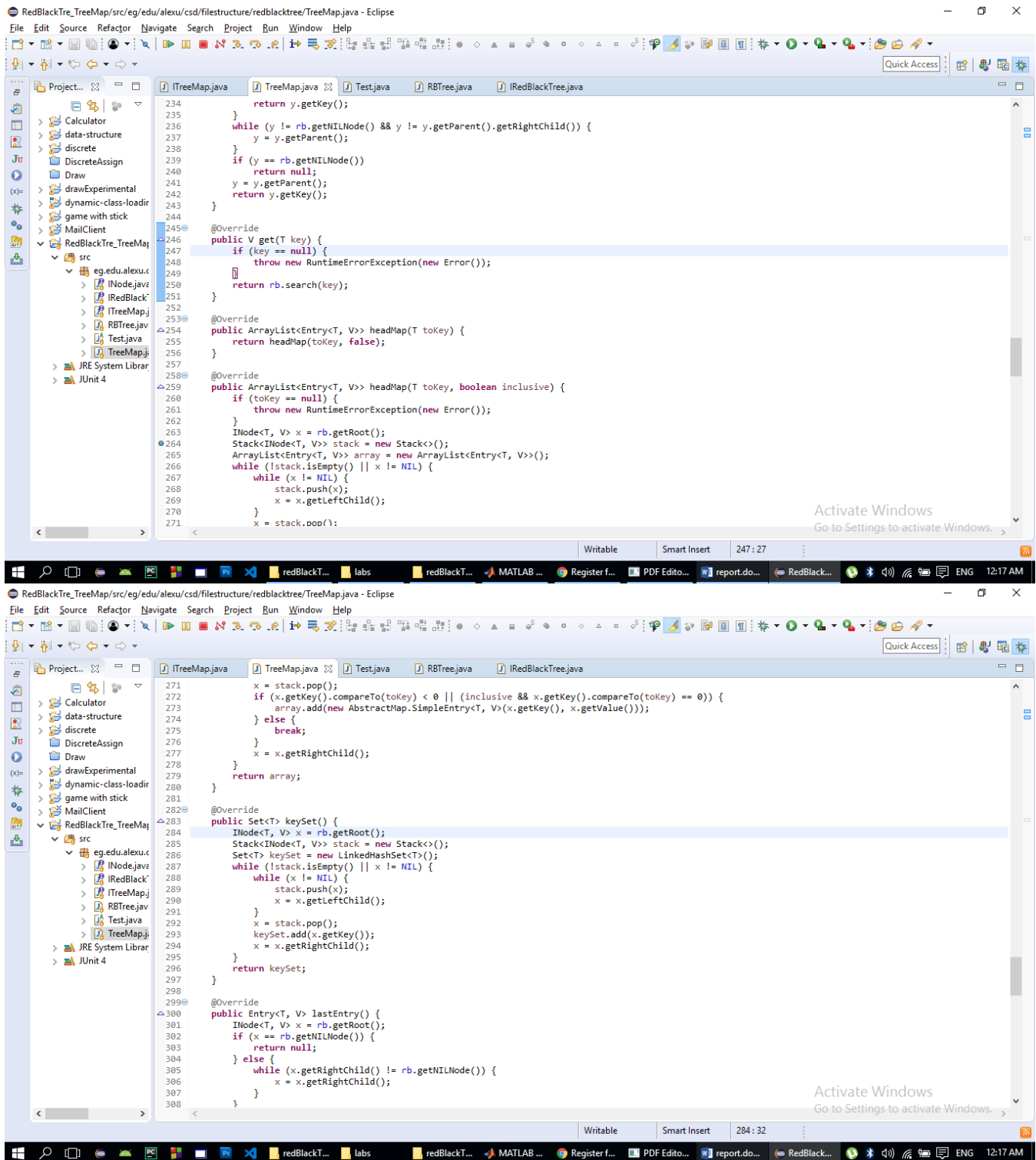


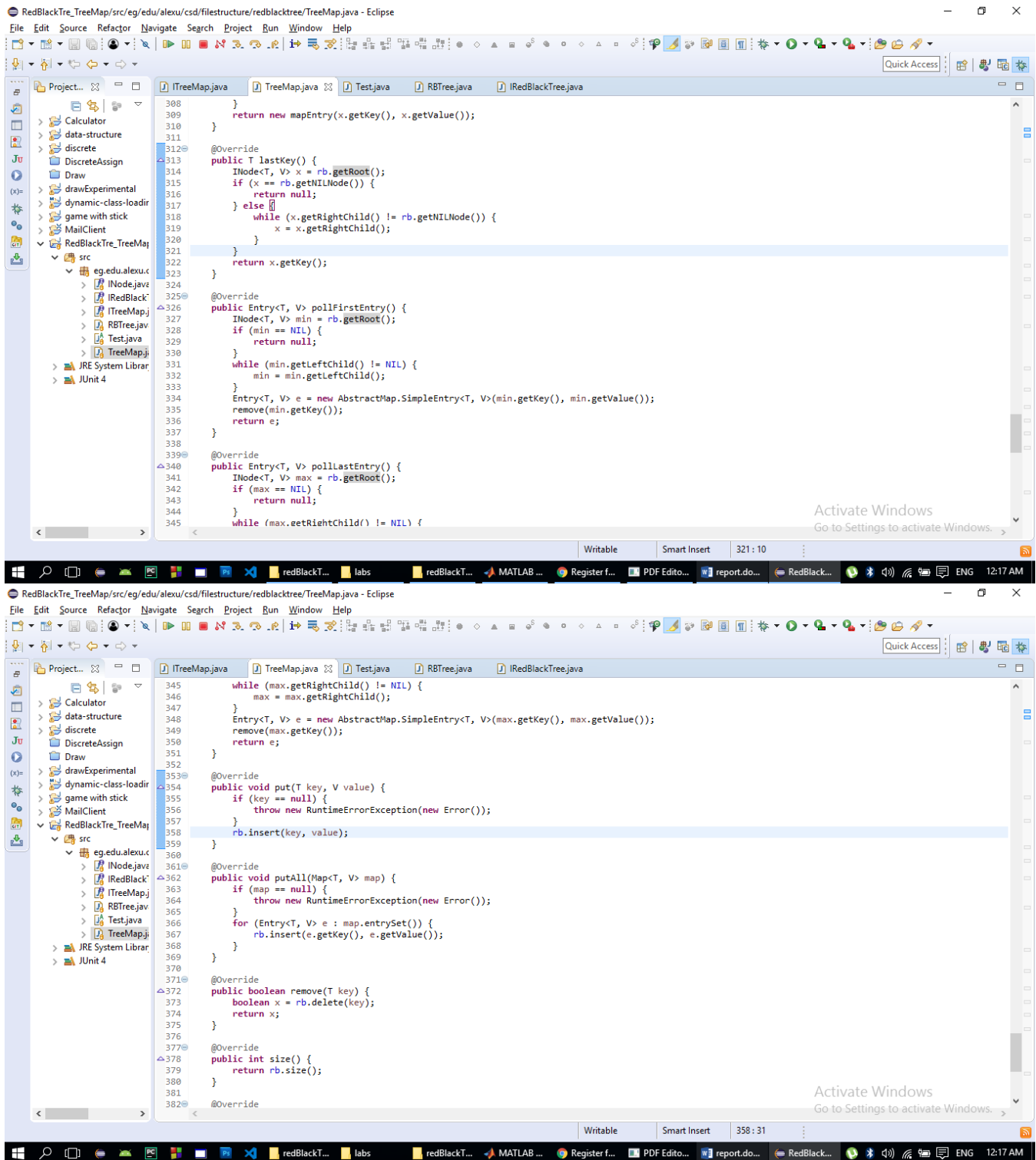


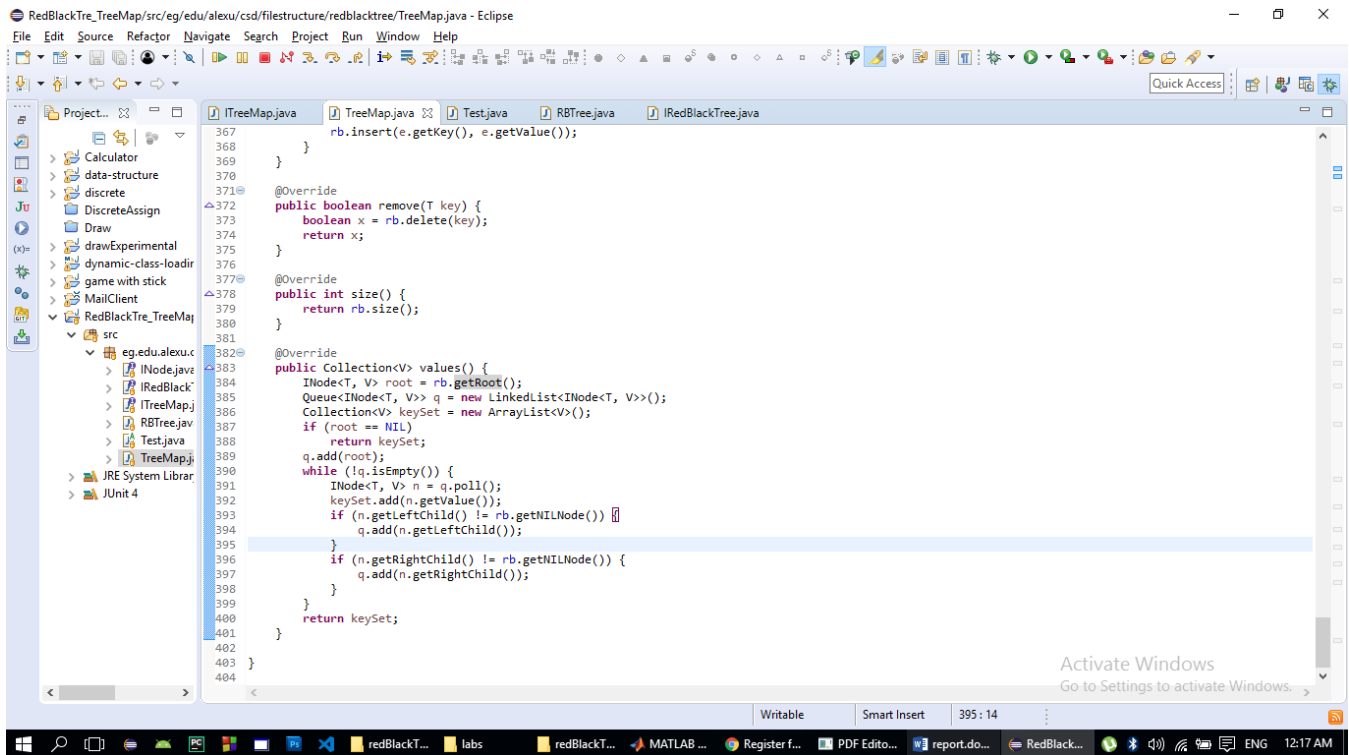












The screenshot shows the Eclipse IDE with the following code in `TreeMap.java`:

```
367     }
368     }
369
370     @Override
371     public boolean remove(T key) {
372         boolean x = rb.delete(key);
373         return x;
374     }
375
376     @Override
377     public int size() {
378         return rb.size();
379     }
380
381     @Override
382     public Collection<V> values() {
383         INode<T, V> root = rb.getRoot();
384         Queue<INode<T, V>> q = new LinkedList<INode<T, V>>();
385         Collection<V> keySet = new ArrayList<V>();
386         if (root == NIL)
387             return keySet;
388         q.add(root);
389         while (!q.isEmpty()) {
390             INode<T, V> n = q.poll();
391             keySet.add(n.getValue());
392             if (n.getLeftChild() != rb.getNILNode())
393                 q.add(n.getLeftChild());
394             if (n.getRightChild() != rb.getNILNode())
395                 q.add(n.getRightChild());
396         }
397         return keySet;
398     }
399
400 }
401
402 }
403
404 }
```

The IDE interface includes a project explorer on the left showing the package structure, a top toolbar with standard development tools, and a bottom status bar with file names and a system clock showing 12:17 AM.