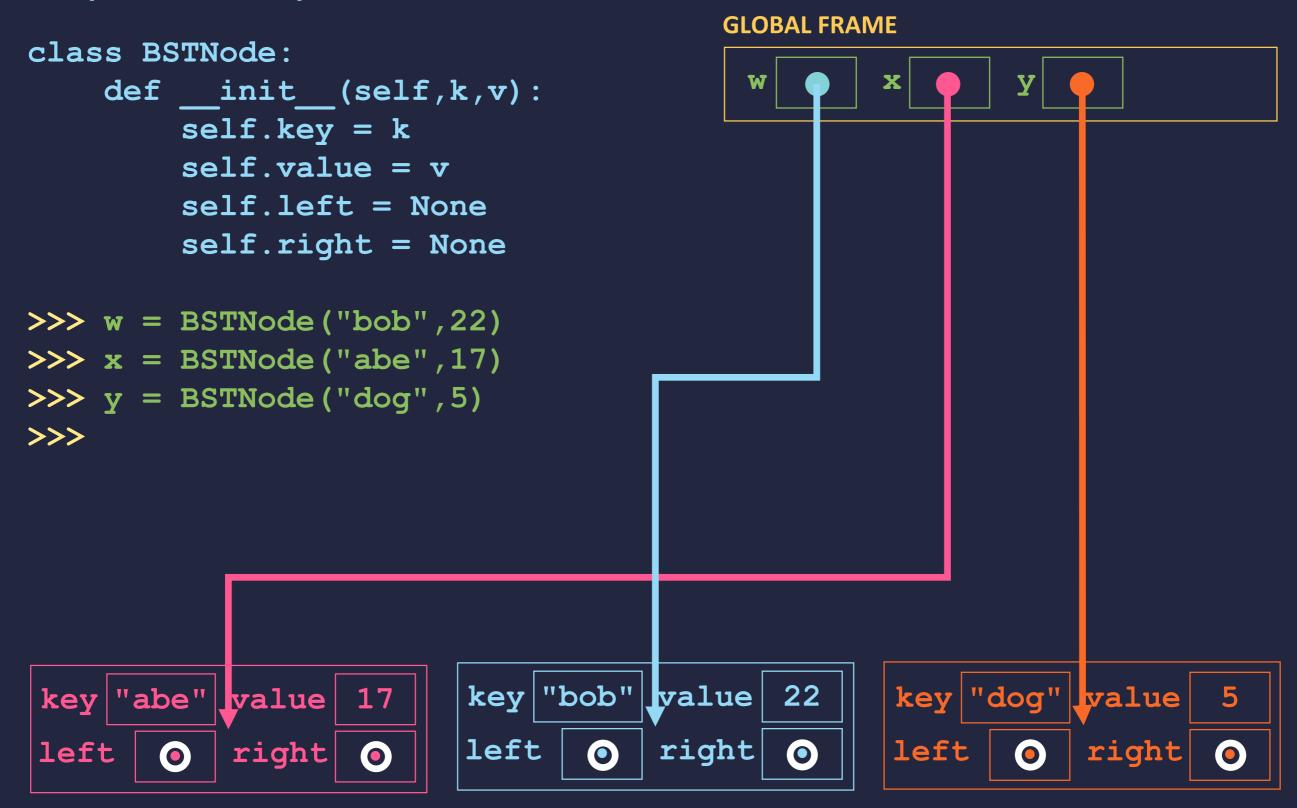
# BINARY SEARCH TREES

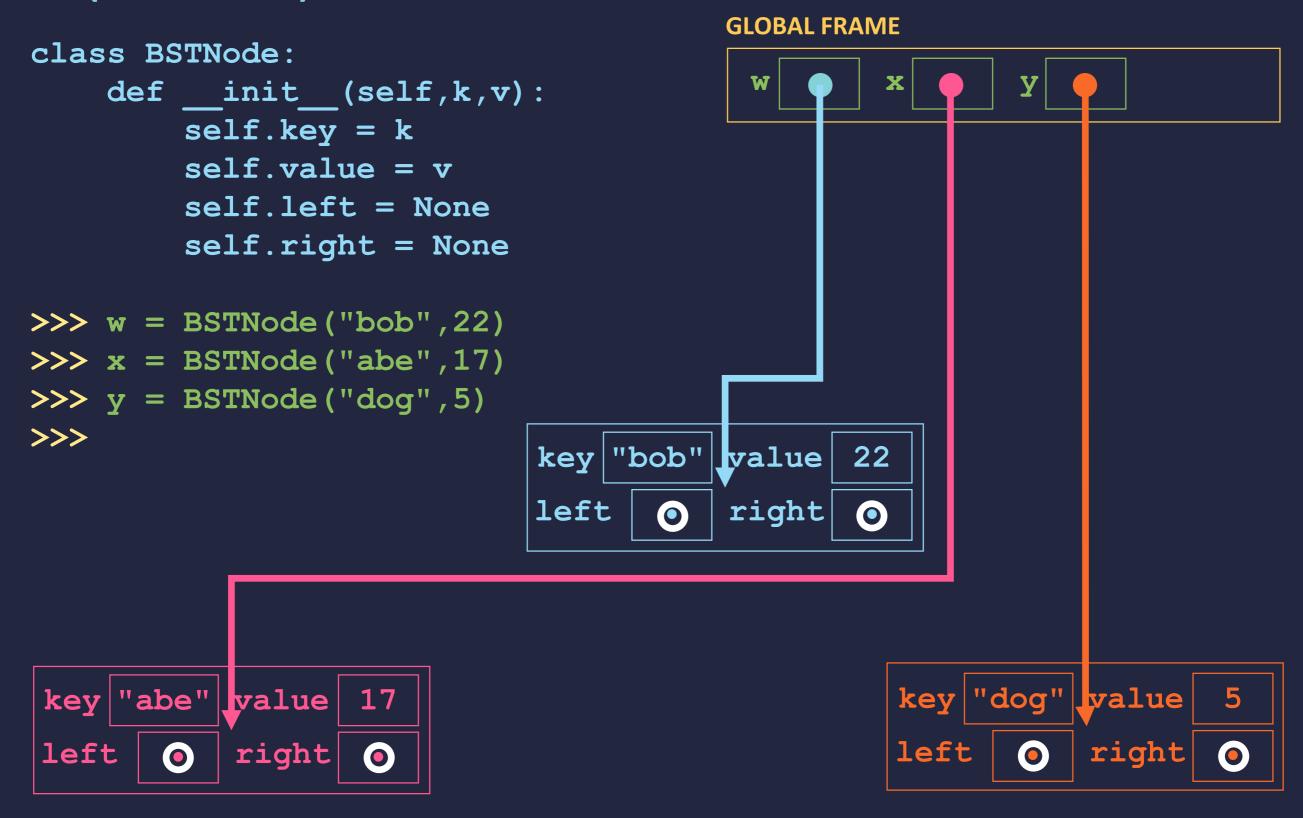
LECTURE 11-1

JIM FIX, REED COLLEGE CSCI 121

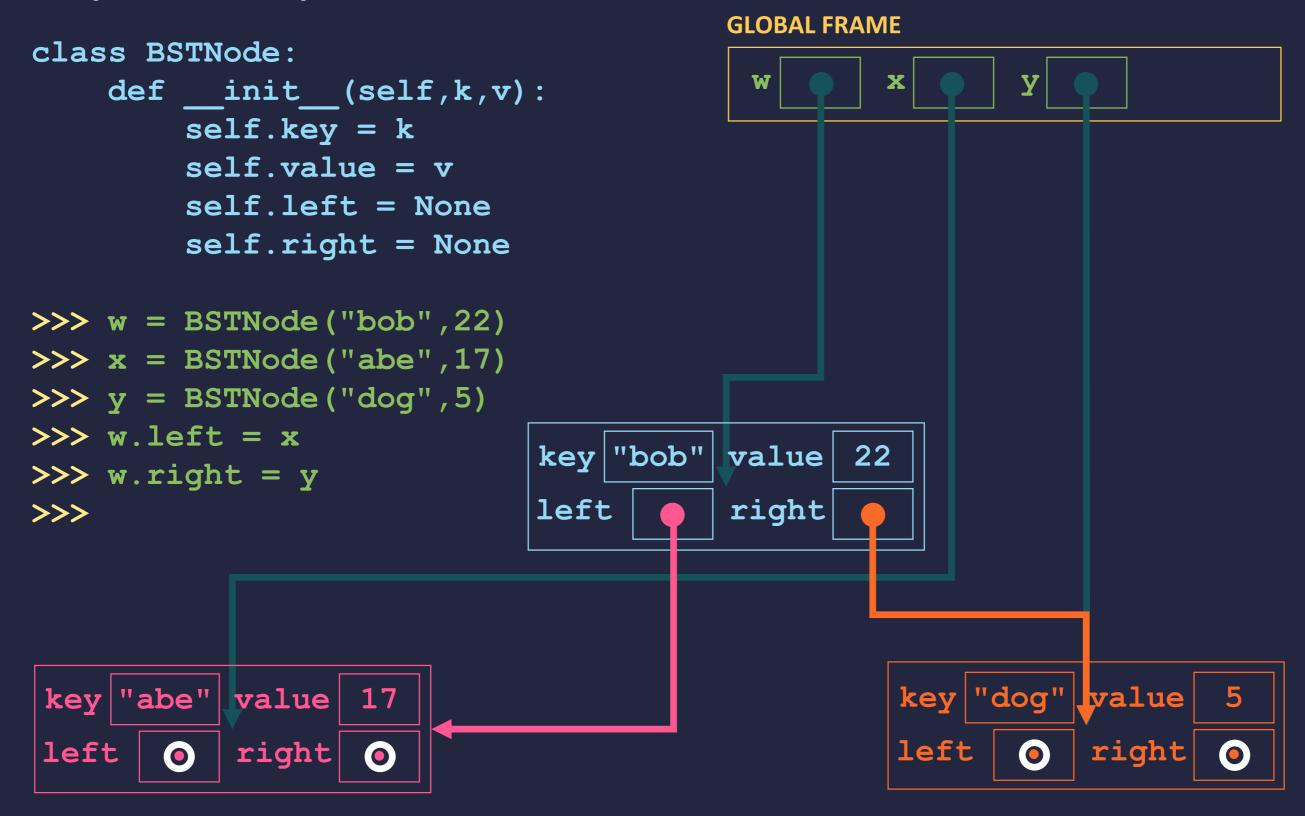
#### **COURSE INFO**

- Project 4:
  - due 4/28.
  - adventure: a text-based role-playing game
  - You can work with a partner if you like.





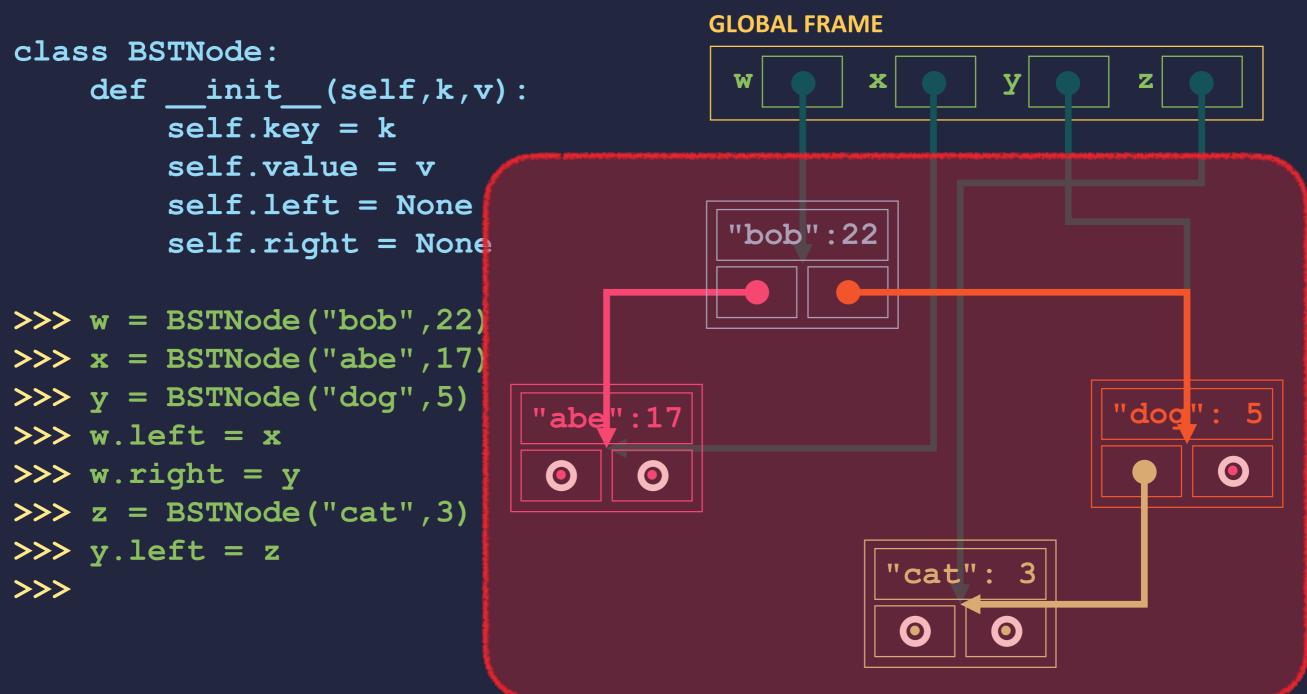
```
GLOBAL FRAME
class BSTNode:
                                       W
    def init (self,k,v):
        self.key = k
        self.value = v
        self.left = None
        self.right = None
>>> w = BSTNode ("abe", 22)
>>> x = BSTNode("bob", 17)
>>> y = BSTNode("dog",5)
>>>
                               "bob" value
                                             22
                                      right
                           left
                                               key "dog" value
key "abe" value
                                                          right
left
           right
                                               left
       •
```



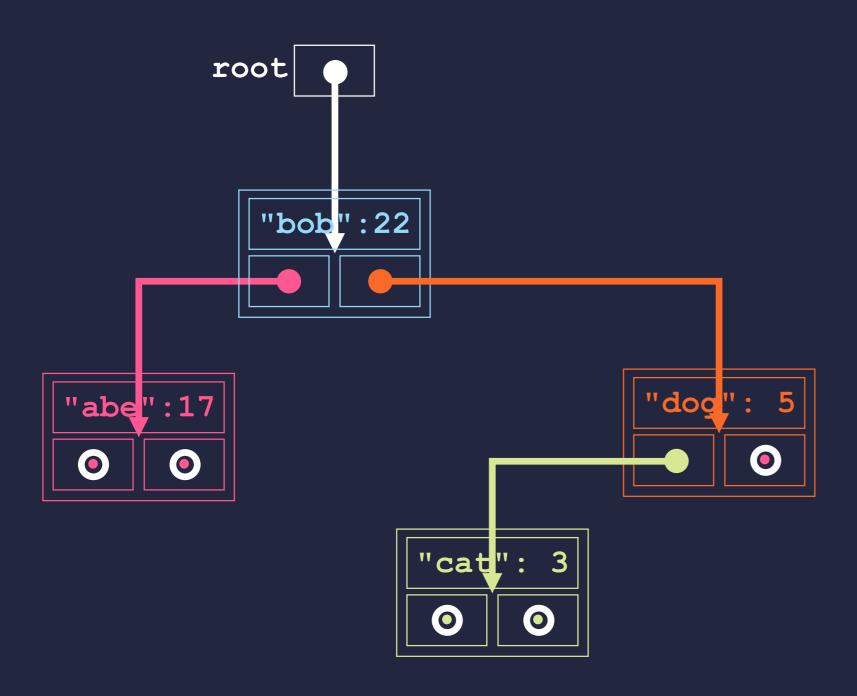
```
GLOBAL FRAME
class BSTNode:
                                        W
    def init (self,k,v):
        self.key = k
        self.value = v
        self.left = None
                                        "bob":22
        self.right = None
>>> w = BSTNode ("bob", 22)
>>> x = BSTNode("abe", 17)
>>> y = BSTNode ("dog", 5)
                                                             "dog": 5
                            "abe":17
>>> w.left = x
>>> w.right = y
>>>
```

```
GLOBAL FRAME
class BSTNode:
                                       W
    def init (self,k,v):
        self.key = k
        self.value = v
        self.left = None
                                       "bob":22
        self.right = None
>>> w = BSTNode("bob", 22)
>>> x = BSTNode("abe", 17)
>>> y = BSTNode("dog",5)
                                                            "dog": 5
                            "abe":17
>>> w.left = x
>>> w.right = y
>>> z = BSTNode("cat",3)
>>>
                                                "cat": 3
```

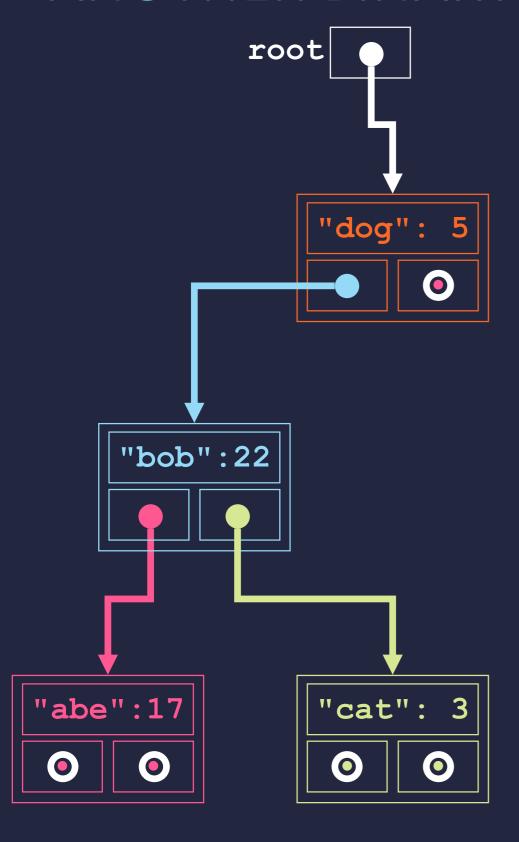
```
GLOBAL FRAME
class BSTNode:
                                       W
    def init (self,k,v):
        self.key = k
        self.value = v
        self.left = None
                                       "bob":22
        self.right = None
>>> w = BSTNode("bob", 22)
>>> x = BSTNode("abe", 17)
>>> y = BSTNode("dog", 5)
                                                            "dog": 5
                            "abe":17
>>> w.left = x
>>> w.right = y
>>> z = BSTNode("cat",3)
>>> y.left = z
                                                "cat": 3
>>>
```



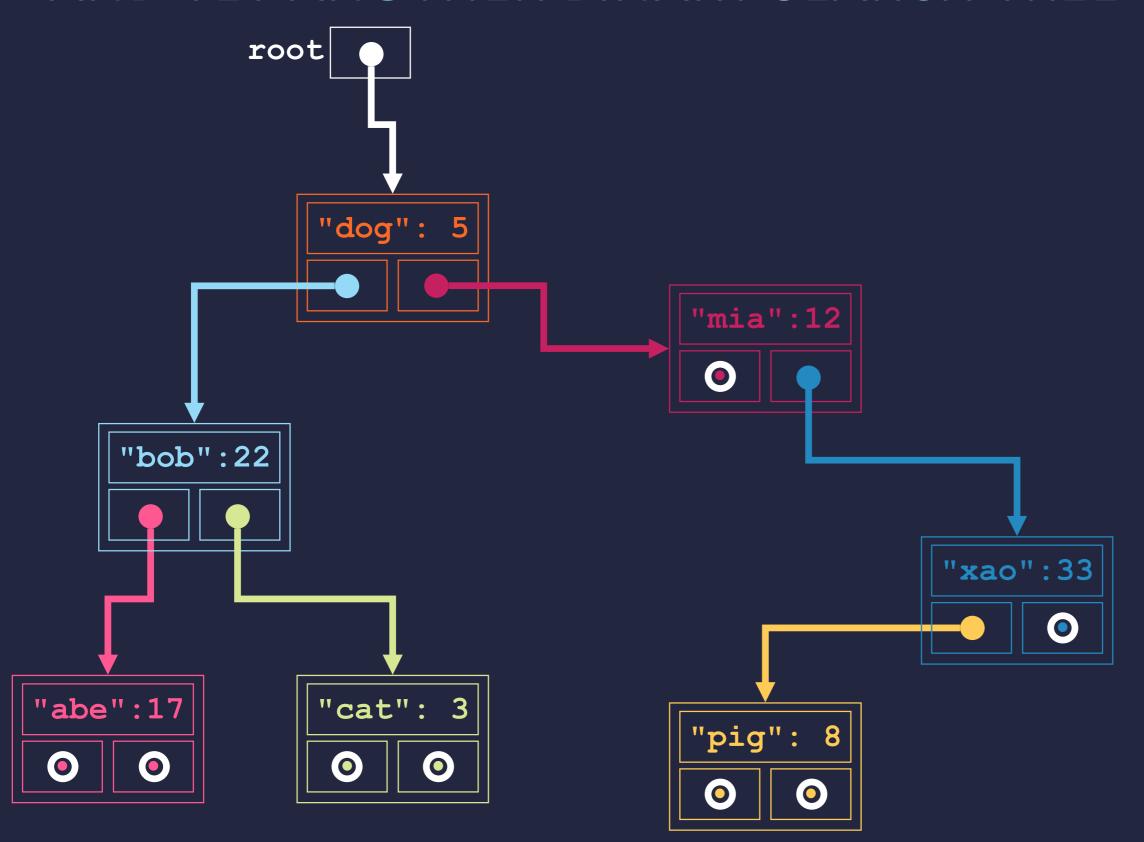
## A BINARY SEARCH TREE



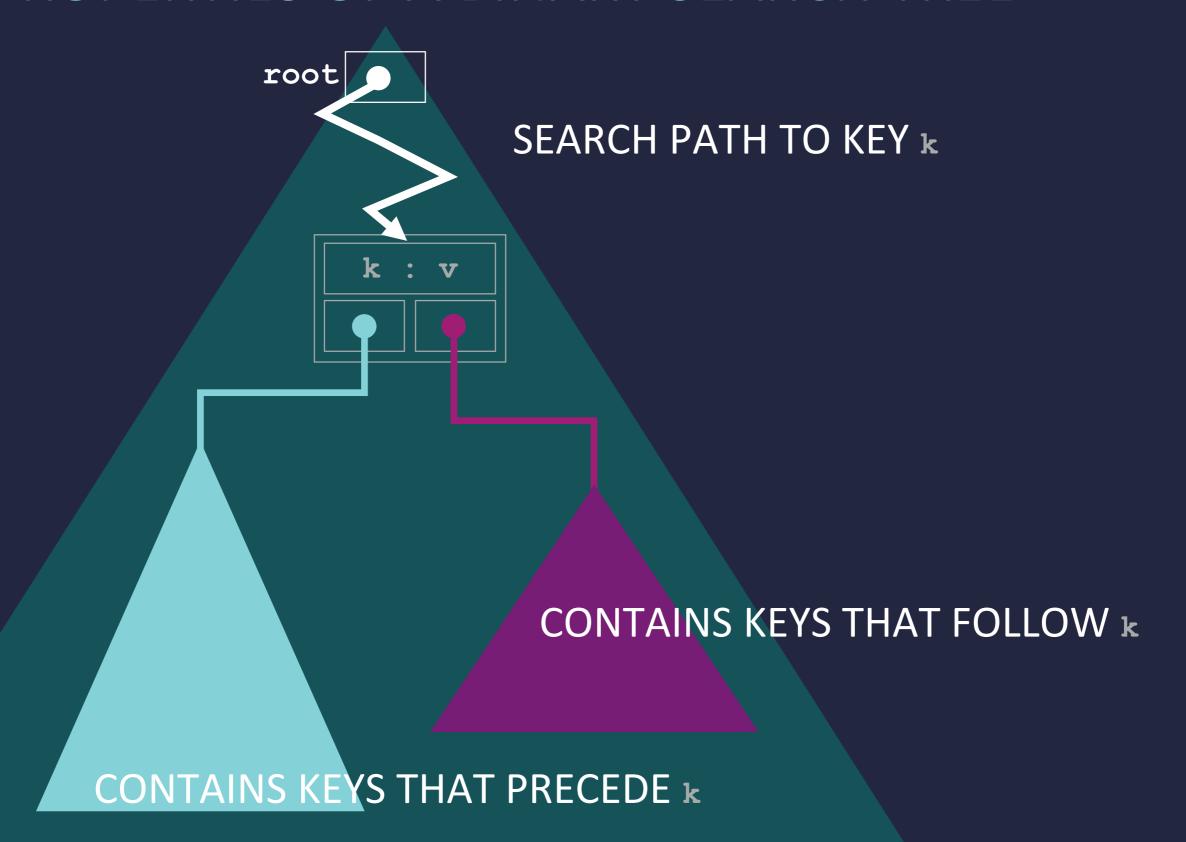
## ANOTHER BINARY SEARCH TREE



#### AND YET ANOTHER BINARY SEARCH TREE

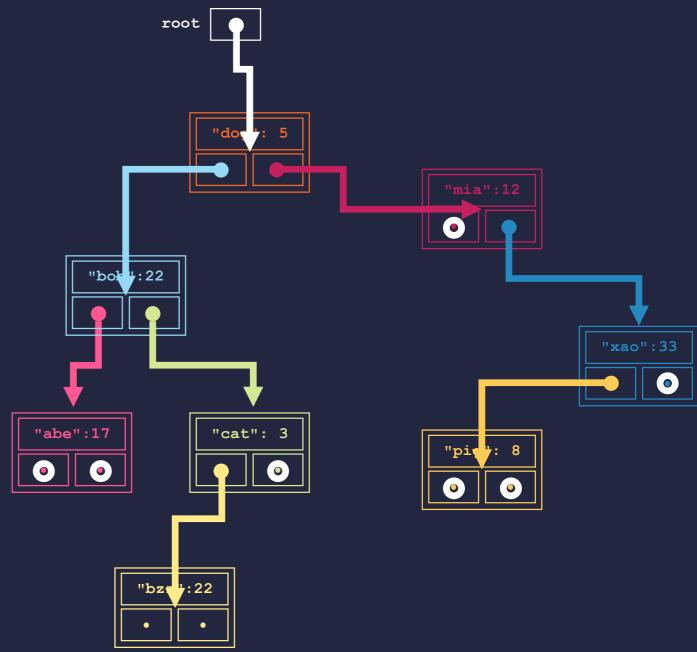


## PROPERTIES OF A BINARY SEARCH TREE



#### SEARCHING FOR AN ENTRY IN A BST

```
class BSTNode:
    def init (self,k,v):
        self.key = k
        self.value = v
        self.left = None
        self.right = None
def search(root,k):
    curr = root
    while curr is not None:
        if k == curr.key:
            return curr.value
        if k < curr.key:</pre>
            curr = curr.left
        if k > curr.key:
            curr = curr.right
    return None
```



#### BINARY SEARCH TREES

- Binary search trees are a way of keeping track of a sorted collection.
- Here, we are using them as an ordered dictionary.
- For our dictionaries, there is at most one entry per key.
- ▶ The link structure sorts the entries; maintains a sorted order.
  - The keys are usually organized alphabetically when strings.
  - The keys are usually sorted smaller/larger if numbers.
- ► (Generally, in binary search trees, keys might appear more than once; have multiple entries.)
- ▶ (Generally, in binary search trees, the nodes might only contain keys without associated values.)

#### A BST CLASS

#### Operations:

- Adding an entry, ordered according to key.
- Searching for an entry by key.
- Removing an entry.
- Visiting/traversing all the entries in sorted order.
- The first three operations rely on a search.
  - This works from the root, moving left or right.
- ► An *in-order traversal* is a recursive method. Example: printing all the entries
  - You print all of the entries left of the root entry.
  - Then you print the root entry.
  - → And then you print all of the entries right of the root entry.

## A TOUR OF THE BST CLASS CODE

▶ Look at BSTree.py