G. H. Raisoni College Of Engineering And Management, Wagholi Pune				
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Assignment no :- 6				
Department	CE [SUMMER 2022 (Online)]			
Term / Section	III/B	Date Of submission		<u>12-12-2021</u>
Subject Name /Code	Data Structures and Algorithms/ UCSL201/UCSP201			
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Experiment No 6



Aim & A book conist of chapters, chapters

Consist of sections and Sections consist

of Subsections. Construct a tree and print

the nodes. Find the time and space

requirements of your method.

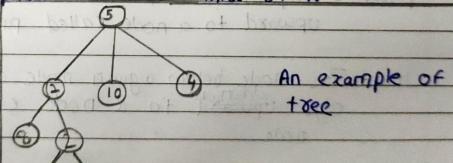
Theory :>
Introduction to trees:

Defo:>

elements Such that the nodes have a point Child relation ship that satisfies the following

called the root that has no parent

has a unique playent node w; each node with parent wis a child of w



a tree that has child nodes and is thus not a leaf node

There are two basic types of trees. In an



Dhowlexed tree that has child nodes and it a tree is a tree in a porely structural stage that is to say, given a node, there is no order for the children of that node.

A tree on which an order is imposed.

For example, by assigning different natural numbers to each Child of each node. is colled an ordered tree and data structures built on them are called ordered tree data structures data structure.

Important terms

path- Path refers to the sequence of nodes along the edges of a tree.

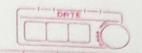
Root-The node at the top of the tree is called book
There is only one root per tree and one
path from the root node to any node.

parent- Any node except the root has one age upward to a node called parent

edge upward to a node connected by its

Leaf - The node which does not trave any Child node is called the leaf node

SHOS SUBTREE - SUBTREE DEPRESENTS THE descendants



of a node when control is on the

Trades in a specific order.

Levels - Level of a node represents the generaling of a node if the root node is at level a then its next Child node is at level 1, its grandchild is at level 2, and so on

keys - key represents a value of a node based on which a search operation is to be carried out for a node.

Advantages of tree

- · Trees reflect Structural relationships in the data
- · Trees are used to represent hierarchies
- . Trees provide an efficient insertion and Searching
- · Tree are very fezible data.

Recursive definition.

Sob sections along with name.

its section

conclusion of this program gives us the knowledges tree data structure.

Program code :-

```
#include <iostream>
#include <cstdlib>
#include <string.h>
using namespace std;
* Node Declaration
*/
struct node
{
  char label[10];
  int ch_count;
  struct node *child[10];
} * root;
* Class Declaration
*/
class BST
{
public:
  void create_tree();
  void display(node *r1);
  BST()
    root = NULL;
  }
};
```

```
void BST::create tree()
{
  int tbooks, tchapters, i, j, k;
  root = new node();
  cout << "Enter name of book : ";</pre>
  cin >> root->label;
  cout << "Enter no. of chapters in book: ";
  cin >> tchapters;
  root->ch_count = tchapters;
  for (i = 0; i < tchapters; i++)
  {
    root->child[i] = new node;
    cout << "Enter Chapter name : ";</pre>
    cin >> root->child[i]->label;
    cout << "Enter no. of sections in Chapter: " << root->child[i]->label<<": ";
    cin >> root->child[i]->ch_count;
    for (j = 0; j < root->child[i]->ch_count; j++)
    {
       root->child[i]->child[j] = new node;
       cout << "Enter Section : " << j + 1 << " Name\n";</pre>
       cin >> root->child[i]->child[j]->label;
       // cout<<"Enter no. of subsections in "<<r1->child[i]->child[j]->label;
       // cin>>r1->child[i]->ch_count;
    }
  }
}
void BST::display(node *r1)
```

```
{
  int i, j, k, tchapters;
  if (r1 != NULL)
  {
     cout << "\n----Book Hierarchy---";</pre>
     cout << "\n Book title : " << r1->label;
     tchapters = r1->ch_count;
     for (i = 0; i < tchapters; i++)
     {
       cout << "\n Chapter : " << i + 1;
       cout << " " << r1->child[i]->label;
       cout << "\n Sections : ";</pre>
       for (j = 0; j < r1->child[i]->ch_count; j++)
       {
         // cin>>r1->child[i]->child[j]->label;
          cout << "\n " << r1-> child[i]-> child[j]-> label;
       }
       cout<<endl;
     }
  }
}
 * Main Contains Menu
 */
int main()
{
```

```
int choice;
  BST bst;
  while (1)
    cout << "-----" << endl;
    cout << "1.Create\n2.Display\n3.Quit" << endl;</pre>
    cout << "Enter your choice : ";</pre>
    cin >> choice;
    switch (choice)
    {
    case 1:
      bst.create_tree();
    case 2:
      bst.display(root);
      break;
    case 3:
      exit(1);
    default:
      cout << "Wrong choice " << endl;</pre>
    }
  }
}
```

Output:-

