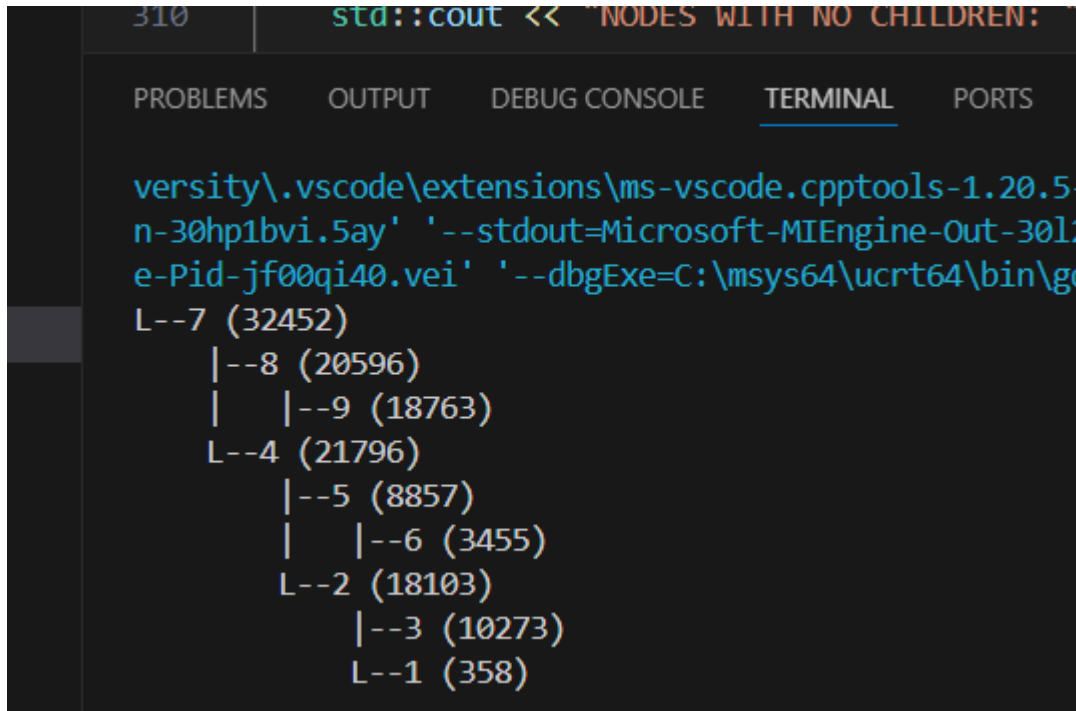
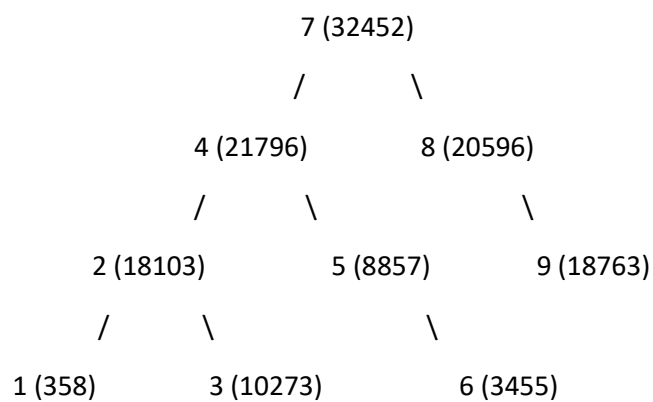


MAIN TREAP (KEY + PRIORITY)



```
std::cout << "NODES WITH NO CHILDREN:"  
  
versity\.vscode\extensions\ms-vscode.cpptools-1.20.5-  
n-30hp1bvi.5ay' '--stdout=Microsoft-MIEngine-Out-3012  
e-Pid-jf00qi40.vei' '--dbgExe=C:\msys64\ucrt64\bin\gc  
L--7 (32452)  
  |--8 (20596)  
  |  |--9 (18763)  
  L--4 (21796)  
    |--5 (8857)  
    |  |--6 (3455)  
    L--2 (18103)  
      |--3 (10273)  
      L--1 (358)
```

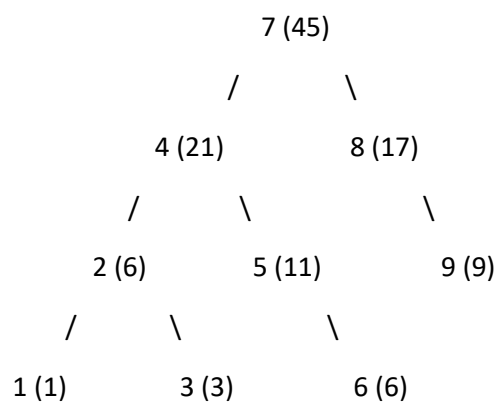
REDESIGNED BY HAND (PRIORITY)



1.

```
Key: 7, Node Sum (Including + Below): 45
Key: 4, Node Sum (Including + Below): 21
Key: 2, Node Sum (Including + Below): 6
Key: 1, Node Sum (Including + Below): 1
Key: 3, Node Sum (Including + Below): 3
Key: 5, Node Sum (Including + Below): 11
Key: 6, Node Sum (Including + Below): 6
Key: 8, Node Sum (Including + Below): 17
Key: 9, Node Sum (Including + Below): 9
```

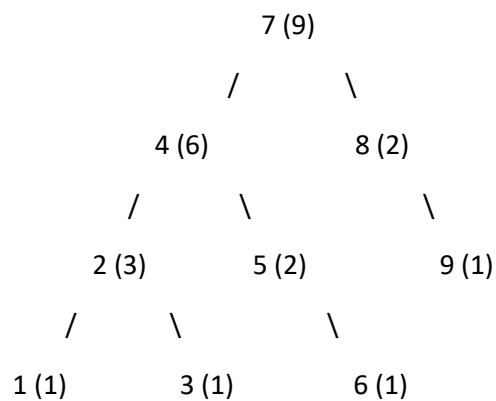
REDESIGNED BY HAND (SUM)



2.

```
Key: 7, Node Count (Including + Below): 9
Key: 4, Node Count (Including + Below): 6
Key: 2, Node Count (Including + Below): 3
Key: 1, Node Count (Including + Below): 1
Key: 3, Node Count (Including + Below): 1
Key: 5, Node Count (Including + Below): 2
Key: 6, Node Count (Including + Below): 1
Key: 8, Node Count (Including + Below): 2
Key: 9, Node Count (Including + Below): 1
```

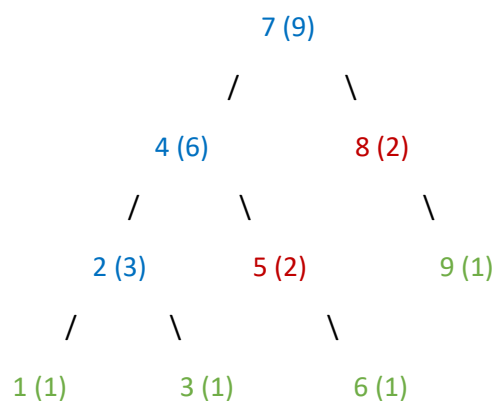
REDESIGNED BY HAND (COUNT)



3, 4, 5.

```
NODES WITH NO CHILDREN: 4
NODES WITH ONE CHILD: 2
NODES WITH TWO CHILDREN: 3
```

REDESIGNED BY HAND (0 = GREEN, 1 = RED, 2 = BLUE)



ENTIRE SCREENSHOT

```

version\.\vscode\extensions\ms-vscode.cpptools-1.20.5-win32-x64\debugAdapters\bin\WindowsDebugLauncher.exe' '--stdin=Microsoft-MIEngine-Interface-30hptbvi.5ay' '--stdout=Microsoft-MIEngine-Out-30l2enb3.zyt' '--stderr=Microsoft-MIEngine-Error-dww30uf0.v2j' '--pid=Microsoft-MIEngine-Pid-jf00qi40.vei' '--dbgExe=C:\msys64\ucrt64\bin\gdb.exe' '--interpreter=mi'
L--7 (32452)
|
|--8 (20596)
| |
| |--9 (18763)
L--4 (21796)
|
|--5 (8857)
| |
| |--6 (3455)
L--2 (18103)
|
|--3 (10273)
L--1 (358)

Key: 7, Node Sum (Including + Below): 45
Key: 4, Node Sum (Including + Below): 21
Key: 2, Node Sum (Including + Below): 6
Key: 1, Node Sum (Including + Below): 1
Key: 3, Node Sum (Including + Below): 3
Key: 5, Node Sum (Including + Below): 11
Key: 6, Node Sum (Including + Below): 6
Key: 8, Node Sum (Including + Below): 17
Key: 9, Node Sum (Including + Below): 9

Key: 7, Node Count (Including + Below): 9
Key: 4, Node Count (Including + Below): 6
Key: 2, Node Count (Including + Below): 3
Key: 1, Node Count (Including + Below): 1
Key: 3, Node Count (Including + Below): 1
Key: 5, Node Count (Including + Below): 2
Key: 6, Node Count (Including + Below): 1
Key: 8, Node Count (Including + Below): 2
Key: 9, Node Count (Including + Below): 1

NODES WITH NO CHILDREN: 4
NODES WITH ONE CHILD: 2
NODES WITH TWO CHILDREN: 3

Key 7 destroyed.
Key 8 destroyed.
Key 9 destroyed.
Key 4 destroyed.
Key 5 destroyed.
Key 6 destroyed.
Key 2 destroyed.
Key 3 destroyed.
Key 1 destroyed.
P5 C:\Users\Griffith University\OneDrive - Griffith University\Desktop\Projects\Object Orientated Programming>

```