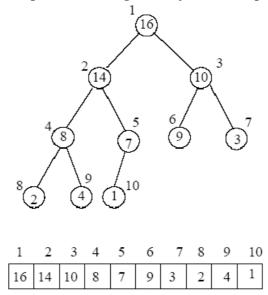
## GIT Department of Computer Engineering CSE 222/505 Spring 2013 Homework 07

Binary Search Trees
Due date: May 6<sup>th</sup> 2013 23:59

In this homework, you will implement the binary search trees using an array representation. As we saw in the lectures, any binary tree can be represented using an array. For example,



Implement the attached binary tree interface using arrays as your internal representation.

Your new class should do everything that a binary search tree can do at the same asymptotic complexity.

- Follow the rules for good software engineering steps(analysis, design, UML diagrams etc.)
- Submit your test cases for each interface method. Test each methods several times with different data.

```
/** Interface to define a search tree
* @author Koffman and Wolfgang
* */
public interface SearchTree < E</pre>
    extends Comparable < E >> {
  /** Inserts item where it belongs in the tree.
      \ensuremath{\mathfrak{Q}} param item The item to be inserted
      Oreturn true If the item is inserted, false if the
      item was already in the tree.
  boolean add(E item);
  /** Determine if an item is in the tree
      @param target Item being sought in tree
      @return true If the item is in the tree, false otherwise
  boolean contains(E target);
  /** Find an object in the tree
      @param target The item being sought
      @return A reference to the object in the tree that compares
      equal as determined by compareTo to the target. If not found
      null is returned.
  E find(E target);
  /** Removes target from tree.
      @param target Item to be removed
      @return A reference to the object in the tree that compares
      equal as determined by compareTo to the target. If not found
      null is returned.
      @post target is not in the tree
  E delete(E target);
  /** Removes target from tree.
      \ensuremath{\mathtt{Qparam}} target Item to be removed
      Oreturn true if the object was in the tree, false otherwise
      @post target is not in the tree
  boolean remove(E target);
  /** Returns the maximum depth of the tree.
      @return maximum depth of the tree.
  int maxDepth();
}
```