

## SYNOPSIS DSA PROJECT -

Aim:

A game to construct a balanced AVL Tree .

Objective:

To check understanding AVL Tree.

Background of Code:

We have two main processes, one that runs in the background like a normal AVL Tree code (insertion, left rotation & right rotation) and generates the tree on its own using the given set of numbers in an array format.

The other one is a set of functions asking the user to insert an element from the array into the Tree and perform left or right rotation to balance it. In the end the code compares the two arrays (and displays it in InOrder format) and if the tree formed by the user is same as the tree that our first function got, the user wins, otherwise he/she loses.