

# CS 3358 Section 001 – Assignment 5

Due Date: December 1, 2021

In this assignment, you are asked to implement several functions in a Binary Search Tree (BST) class called `MyBST` in `bst.cpp`. The places you need to fill out in the code are marked by `// TODO`.

- (30 points) Implement the function `FindHelper()`. This function should be a recursive function.
- (40 points) Implement the function `InsertHelper()`. This function should be a recursive function. If the input value turns out to be an existing one, your function should print out the following message without adding the duplicate value into the BST, where `<value>` should be the duplicate value (see Test Case).

`<value> already exists. No new node has been inserted.`

\* If you want to implement the function without passing a pointer by reference, you need to use the following `Insert()` function instead of the given one. Note that it is the 'commented out' function in `bst.cpp`.

```
void MyBST::Insert(int x) {  
    if (root != NULL) {  
        InsertHelper(root, x);  
    } else {  
        root = new TreeNode;  
        root->value = x;  
        root->right = NULL;  
        root->left = NULL;  
    }  
}
```

- (30 points) Implement the functions `Preorder()`, `Postorder()`, and `Inorder()`, which are used in the functions `PreorderTraversal()`, `PostorderTraversal()`, and `InorderTraversal()`, respectively. They should be recursive functions.

## Submission:

You should submit your work via Canvas. You should pack `bst.cpp` into a single `.zip` file to upload to Canvas. You can also include an optional `README` file in the `.zip` file. The `.zip` file should be named as `a5_yourNetID.zip`, such as `a5_d_n155.zip`.

### Test Case:

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 36

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 20

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 57

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 18

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 44

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 76

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 93

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 120

Invalid input value (120) !

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: 44

44 already exists. No new node has been inserted.

Inserting a new node....

Please enter an integer between 0 and 99 as a value to insert, or enter -1 to stop inserting and see the resulting tree: -1

Preorder Traversal: 36 20 18 57 44 76 93

Postorder Traversal: 18 20 44 93 76 57 36

Inorder Traversal: 18 20 36 44 57 76 93

Searching a value....

Please enter an integer between 0 and 99 as a value to search, or enter -1 to stop searching: 57

57 is in this BST.

Searching a value....

Please enter an integer between 0 and 99 as a value to search, or enter -1 to stop searching: 20

20 is in this BST.

Searching a value....

Please enter an integer between 0 and 99 as a value to search, or enter -1 to stop searching: 76  
76 is in this BST.  
Searching a value....  
Please enter an integer between 0 and 99 as a value to search, or enter -1 to stop searching: 55  
55 is not in this BST.  
Searching a value....  
Please enter an integer between 0 and 99 as a value to search, or enter -1 to stop searching: 25  
25 is not in this BST.  
Searching a value....  
Please enter an integer between 0 and 99 as a value to search, or enter -1 to stop searching: -1