

# BinaryTrees1

0.1.0

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# Chapter 1

## Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 2

# File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

<a href="#">/home/drseth/CPTR227/20210224BinaryTreeStart/src/main.cpp</a>	
This is a demonstration of simple binary trees . . . . .	7



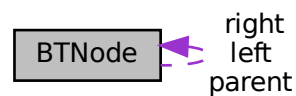


## Chapter 3

# Class Documentation

### 3.1 BTreeNode Class Reference

Collaboration diagram for BTreeNode:



#### Public Member Functions

- [BTreeNode](#) ()

#### Public Attributes

- [BTreeNode](#) \* [left](#)
- [BTreeNode](#) \* [right](#)
- [BTreeNode](#) \* [parent](#)

#### 3.1.1 Detailed Description

Binary Tree Node

This is from Open Data Structures in C++ by Pat Morin

Definition at line 18 of file main.cpp.

### 3.1.2 Constructor & Destructor Documentation

#### 3.1.2.1 `BTNode()`

```
BTNode::BTNode ( ) [inline]
```

`BTNode` constructor

Definition at line 27 of file main.cpp.

```
27     {  
28         left = NULL;  
29         right = NULL;  
30         parent = NULL;  
31     }
```

### 3.1.3 Member Data Documentation

#### 3.1.3.1 `left`

```
BTNode* BTNode::left
```

Definition at line 20 of file main.cpp.

#### 3.1.3.2 `parent`

```
BTNode* BTNode::parent
```

Definition at line 22 of file main.cpp.

#### 3.1.3.3 `right`

```
BTNode* BTNode::right
```

Definition at line 21 of file main.cpp.

The documentation for this class was generated from the following file:

- `/home/drseth/CPTR227/20210224BinaryTreeStart/src/main.cpp`

## Chapter 4

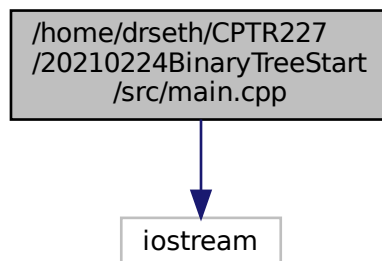
# File Documentation

### 4.1 /home/drseth/CPTR227/20210224BinaryTreeStart/src/main.cpp File Reference

This is a demonstration of simple binary trees.

```
#include <iostream>
```

Include dependency graph for main.cpp:



### Classes

- class `BTNode`

### Functions

- `BTNode * genExampleTree (BTNode *root)`
- int `main` (int, char \*\*)

### 4.1.1 Detailed Description

This is a demonstration of simple binary trees.

This is a demo from CPTR 227 class

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Date

2021 February 24

### 4.1.2 Function Documentation

#### 4.1.2.1 genExampleTree()

```
BTNode* genExampleTree (
    BTNode * root )
```

This generates a simple tree to play with

It is a bit of a hack.

Definition at line 39 of file main.cpp.

```
39                                     {
40     BTNode* one = new BTNode();
41     BTNode* two = new BTNode();
42     BTNode* three = new BTNode();
43     BTNode* four = new BTNode();
44     BTNode* five = new BTNode();
45     BTNode* six = new BTNode();
46     cout << "Created the nodes" << endl;
47     root->left = one;
48     cout << "Added root->left" << endl;
49     one->parent = root;
50     root->right = two;
51     two->parent = root;
52     two->left = three;
53     three->parent = two;
54     two->right = four;
55     four->parent = two;
56     one->left = five;
57     five->parent = one;
58     five->left = six;
59     six->parent = five;
60     return root;
61 }
```

#### 4.1.2.2 main()

```
int main (
    int ,
    char ** )
```

Definition at line 63 of file main.cpp.

```
63     {
64     BTNode* rootNode; // pointer to the root node
65     genExampleTree(rootNode);
66     cout << "Hello, world! Binary Trees\n";
67 }
```

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