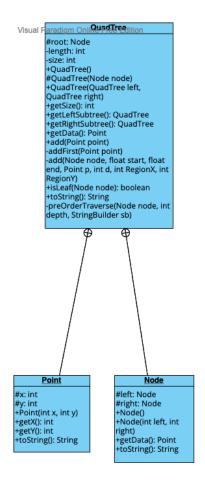
GTU Department of Computer Engineering CSE 222/505 - Spring 2022 Homework 5 Report

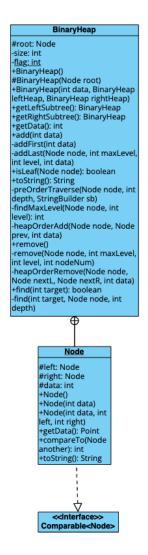
Sena Özbelen 1901042601

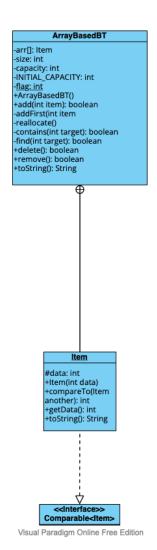
1. System Requirements

- Quad tree should be given to right parameters.
- Points in quad tree should have positive coordinates.
- Binary heap should be given to a complete binary tree.
- Binary heap should be given to integer data.
- Array based binary search tree should be given to a complete binary tree in order.
- Only the last item in the array can be removed.
- Items can be added only to the array on the basis of the BST array order.
- Array based binary search tree should be given to integer data

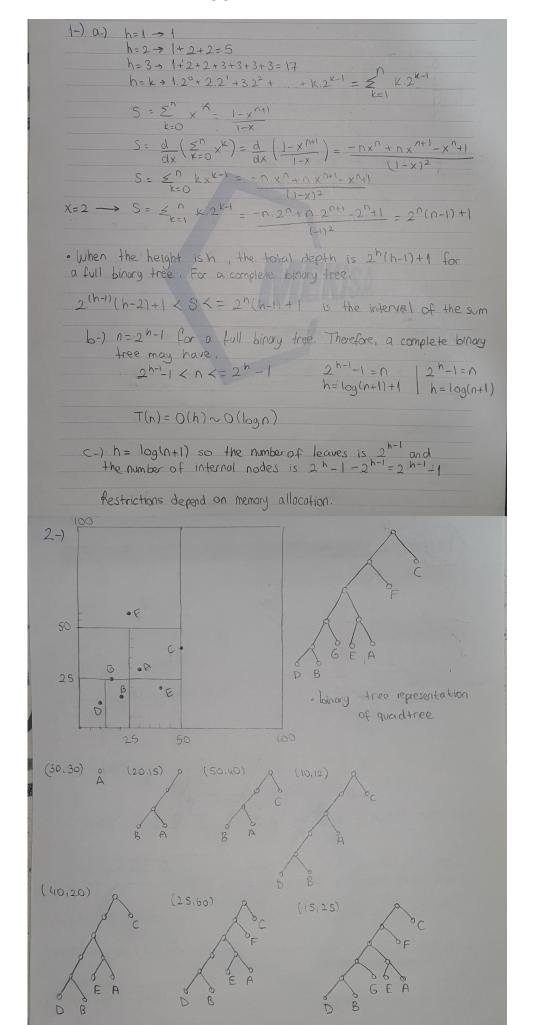
2. Class Diagram







3. Problem Solution Approach



For the third question, we are asked to implement a binary heap using nodes. I used Node inner class to store the data. To add a new element, add method finds the very last node of the heap and adds the element to the end to preserve the structure. Since binary heap's order should be preserved as well, heapOrderAdd method compares the new item to the parents of it one by one and swaps them. To remove the top element, remove method finds the very last node and store the data in the very last node in the root. Then, to preserve the heap order, heapOrderRemove method compares elements and chooses the smallest element and swaps them.

Analysis: Since binary heap always has a complete binary tree structure, using nodes in the implementation is less efficient than using array because every child and parent has an accessible relation so we can traverse among items fast in the array version but in the node version, recursive calls with left, right nodes are required. Also, to find the end of the heap, there should be checking conditions. However, we can easily add the element to the end in the array. Also, while comparing node to another node requires to store the another node every time whilst all items are accessible in the array version without storing.

For the fourth question, we are asked to implement an array-based binary search tree. I used a regular array to keep the data. Since there should be a relation between parents and children, the order should be preserved in the array. That is why only addition to the end and removing from the end are allowed (it is similar to binary heap).

Analysis: Binary search tree cannot always be a complete binary tree since the structure depends on the elements but using arrays requires a complete binary tree structure because there should be a relation between parents and children. We cannot observe such a structure in the BST. Thus, using arrays limits the addition and removing operations.

4. Test Cases

For the second question,

- -Add the given items in the pdf respectively
- -Show the current quad tree after each addition

For the third question,

- -Items = 3, 5, 2, 1, 7, 8, 0
- -Add the items respectively
- -Find the number 7
- -Find the number 10
- -Remove the top element
- -Show the current binary heap after each addition

For the fourth question,

- -Array= $\{4,2,6,1,3,5,7\}$
- -Add each element above. This order preserves the relation in the BST.
- -Remove the last element in the tree which is 7
- -Find the number 3
- -Find the number 10

5. Running Command and Results

```
----- Quad Tree
1.level X: 30 Y: 30
4.level X: 20 Y: 15
4.level X: 30 Y: 30
4.level X: 20 Y: 15
4.level X: 30 Y: 30
2.level X: 50 Y: 40
6.level X: 10 Y: 12
6.level X: 20 Y: 15
4.level X: 30 Y: 30
2.level X: 50 Y: 40
6.level X: 10 Y: 12
6.level X: 20 Y: 15
5.level X: 40 Y: 20
5.level X: 30 Y: 30
2.level X: 50 Y: 40
6.level X: 10 Y: 12
6.level X: 20 Y: 15
5.level X: 40 Y: 20
5.level X: 30 Y: 30
3.level X: 25 Y: 60
2.level X: 50 Y: 40
6.level X: 10 Y: 12
6.level X: 20 Y: 15
5.level X: 15 Y: 25
5.level X: 40 Y: 20
5.level X: 30 Y: 30
3.level X: 25 Y: 60
2.level X: 50 Y: 40
```

 Add 3: 1.level 3	Binary Heap	
Add 5: 1.level 3 2.level 5		
Add 2: 1.level 2 2.level 5 2.level 3		
Add 1: 1.level 1 2.level 2 3.level 5 2.level 3		
Add 7: 1.level 1 2.level 2 3.level 5 3.level 7 2.level 3		
Add 8: 1.level 1 2.level 2 3.level 5 3.level 7 2.level 3		
Add 0: 1.level 0 2.level 2 3.level 5 3.level 7 2.level 1 3.level 8 3.level 3		

Is 7 in the heap: true
Is 10 in the heap: false
Remove the top element: 1.level 1 2.level 2 3.level 5 3.level 7 2.level 3 3.level 8
Array Based BST Add 4: 4
Add 2: 42
Add 6: 426
Add 1: 4261
Add 3: 42613
Add 5: 426135
Add 7: 4261357
Remove the last element: 426135
Is 3 in the tree: true
Is 10 in the tree: false