Multidimensional Attribute Tree

Project Overview

This project implements a multidimensional attribute tree using C++. It focuses on building and managing a hierarchical structure to represent entities with multiple descriptive attributes.

The core features include:

- Adding and removing children nodes

- Navigating and displaying tree structures

- Recursively displaying each node's attributes

The tree is composed of a custom Node structure, each of which contains a `name` string and a list of its children.

Users can interactively add branches or remove them using command-line prompts.

Key Components:

- `Node` class: Stores the entity name and its children.

- `displayTree`: Recursively prints the structure with indentation.

- `addChild`: Allows users to insert child nodes under a given parent.

- `removeChild`: Searches and removes a child node from a specific parent.

This tool is useful in areas like XML/JSON parsing, organizational structures, and hierarchical modeling of data.