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PRACTICAL NO:6

6. Threaded Binary Tree -- CO1, CO2, CO3, CO5

Implement In-order Threaded Binary Tree and traverse it in In-order and Pre-order.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*PROGRAM\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

root->right = root->left = root;

root->leftThread = true;

root->key = MAX\_VALUE;

/\*

\* C++ Program to Implement Threaded Binary Tree

\*/

#include <iostream>

#include <cstdlib>

#define MAX\_VALUE 65536

using namespace std;

/\* Class Node \*/

class Node

{

public:

int key;

Node \*left, \*right;

bool leftThread, rightThread;

};

/\* Class ThreadedBinarySearchTree \*/

class ThreadedBinarySearchTree

{

private:

Node \*root;

public:

/\* Constructor \*/

ThreadedBinarySearchTree()

{

root = new Node();

root->right = root->left = root;

root->leftThread = true;

root->key = MAX\_VALUE;

}

/\* Function to clear tree \*/

void makeEmpty()

{

root = new Node();

}

/\* Function to insert a key \*/

void insert(int key)

{

Node \*p = root;

for (;;)

{

if (p->key < key)

{

if (p->rightThread)

break;

p = p->right;

}

else if (p->key > key)

{

if (p->leftThread)

break;

p = p->left;

}

else

{

/\* redundant key \*/

return;

}

}

Node \*tmp = new Node();

tmp->key = key;

tmp->rightThread = tmp->leftThread = true;

if (p->key < key)

{

/\* insert to right side \*/

tmp->right = p->right;

tmp->left = p;

p->right = tmp;

p->rightThread = false;

}

else

{

tmp->right = p;

tmp->left = p->left;

p->left = tmp;

p->leftThread = false;

}

}

/\* Function to search for an element \*/

bool search(int key)

{

Node \*tmp = root->left;

for (;;)

{

if (tmp->key < key)

{

if (tmp->rightThread)

return false;

tmp = tmp->right;

}

else if (tmp->key > key)

{

if (tmp->leftThread)

return false;

tmp = tmp->left;

}

else

{

return true;

}

}

}

/\* Fuction to delete an element \*/

void Delete(int key)

{

Node \*dest = root->left, \*p = root;

for (;;)

{

if (dest->key < key)

{

/\* not found \*/

if (dest->rightThread)

return;

p = dest;

dest = dest->right;

}

else if (dest->key > key)

{

/\* not found \*/

if (dest->leftThread)

return;

p = dest;

dest = dest->left;

}

else

{

/\* found \*/

break;

}

}

Node \*target = dest;

if (!dest->rightThread && !dest->leftThread)

{

/\* dest has two children\*/

p = dest;

/\* find largest node at left child \*/

target = dest->left;

while (!target->rightThread)

{

p = target;

target = target->right;

}

/\* using replace mode\*/

dest->key = target->key;

}

if (p->key >= target->key)

{

if (target->rightThread && target->leftThread)

{

p->left = target->left;

p->leftThread = true;

}

else if (target->rightThread)

{

Node \*largest = target->left;

while (!largest->rightThread)

{

largest = largest->right;

}

largest->right = p;

p->left = target->left;

}

else

{

Node \*smallest = target->right;

while (!smallest->leftThread)

{

smallest = smallest->left;

}

smallest->left = target->left;

p->left = target->right;

}

}

else

{

if (target->rightThread && target->leftThread)

{

p->right = target->right;

p->rightThread = true;

}

else if (target->rightThread)

{

Node \*largest = target->left;

while (!largest->rightThread)

{

largest = largest->right;

}

largest->right = target->right;

p->right = target->left;

}

else

{

Node \*smallest = target->right;

while (!smallest->leftThread)

{

smallest = smallest->left;

}

smallest->left = p;

p->right = target->right;

}

}

}

/\* Function to print tree \*/

void printTree()

{

Node \*tmp = root, \*p;

for (;;)

{

p = tmp;

tmp = tmp->right;

if (!p->rightThread)

{

while (!tmp->leftThread)

{

tmp = tmp->left;

}

}

if (tmp == root)

break;

cout<<tmp->key<<" ";

}

cout<<endl;

}

};

/\* Main Contains Menu \*/

int main()

{

ThreadedBinarySearchTree tbst;

cout<<"ThreadedBinarySearchTree Test\n";

char ch;

int choice, val;

/\* Perform tree operations \*/

do

{

cout<<"\nThreadedBinarySearchTree Operations\n";

cout<<"1. Insert "<<endl;

cout<<"2. Delete"<<endl;

cout<<"3. Search"<<endl;

cout<<"4. Clear"<<endl;

cout<<"Enter Your Choice: ";

cin>>choice;

switch (choice)

{

case 1 :

cout<<"Enter integer element to insert: ";

cin>>val;

tbst.insert(val);

break;

case 2 :

cout<<"Enter integer element to delete: ";

cin>>val;

tbst.Delete(val);

break;

case 3 :

cout<<"Enter integer element to search: ";

cin>>val;

if (tbst.search(val) == true)

cout<<"Element "<<val<<" found in the tree"<<endl;

else

cout<<"Element "<<val<<" not found in the tree"<<endl;

break;

case 4 :

cout<<"\nTree Cleared\n";

tbst.makeEmpty();

break;

default :

cout<<"Wrong Entry \n ";

break;

}

/\* Display tree \*/

cout<<"\nTree = ";

tbst.printTree();

cout<<"\nDo you want to continue (Type y or n): ";

cin>>ch;

}

while (ch == 'Y'|| ch == 'y');

return 0;

}