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TUTORIAL 4-3: Introducing Generics

I worked alone.

A picture containing graphical user interface

Description automatically generated

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using BinaryTree;

namespace BuildTree

{

class Program

{

static void Main(string[] args)

{

Tree<char> charTree = null;

InsertIntoTree<char>(ref charTree, 'M', 'X', 'A', 'M', 'Z', 'Z', 'N');

string sortedData = charTree.WalkTree();

Console.WriteLine($"Sorted data is {sortedData}");

}

static void InsertIntoTree<TItem>(ref Tree<TItem> tree, params TItem[] data) where TItem : IComparable<TItem>

{

foreach(TItem datum in data)

{

if(tree==null)

{

tree = new Tree<TItem>(datum);

}

else

{

tree.Insert(datum);

}

}

}

}

}