

```

class Node<K,V> {
    K key; V value;
    Node<K,V> left; right;
    public Node(K key, V value,
               Node<K,V> left, Node<K,V> right) {
        this.key = key;
        this.value = value;
        this.left = left;
        this.right = right;
    }
}

```

children (pointing to left and right child nodes)

```

Node<String, Integer> node1 =
    new Node<>("a", 10,
              new Node<>("c", 80,
                        new Node<>("b", 200, null, null),
                        new Node<>("g", 200, null, null)),
              null);

```

```

Node<String, Integer> node2 =
    new Node<>("a", 10,
              null,
              new Node<>("c", 80,
                        new Node<>("b", 200, null, null),
                        new Node<>("g", 200, null, null)));

```

```

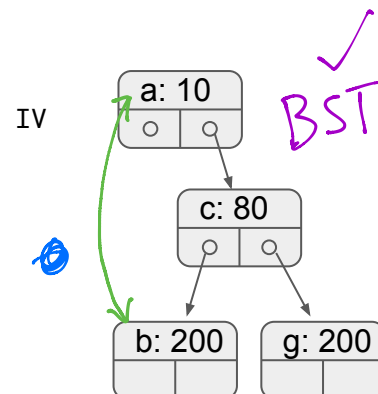
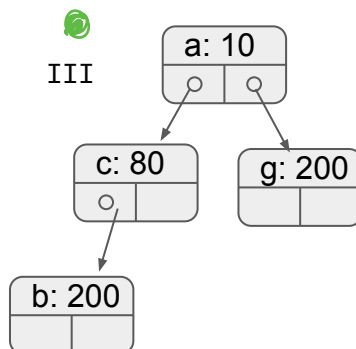
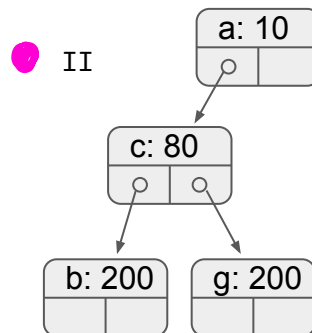
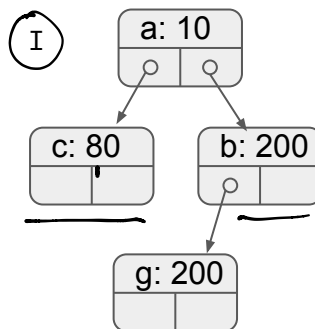
Node<String, Integer> node3 =
    new Node<>("a", 10,
              new Node<>("c", 80,
                        new Node<>("b", 200, null, null),
                        null),
              new Node<>("g", 200, null, null));

```

```

// Fill in the definition for the missing one
Node<String, Integer> node4 =

```



Which **tree** on the right is **NOT** represented by one of node1, node2, node3?

A: I

B: II

C: III

D: IV

E. More than one of them is not represented

```

class Tree<K,V> {
    Node<K,V> root;
    Tree() { this.root = null; }
    Tree(Node<K,V> root) { this.root = root; }

    // private helper
    int countNodes(Node<K,V> node) {

    }

    //public interface
    int countNodes() {

    }

    V get(Node<K,V> node, K key) {

    }

    V get(K key) {

    }
}

```

Definition: A **binary search tree (BST)** is a tree where at **every** node, all keys to the **left** of that node are **smaller** than that key, and all keys to the **right** are larger.

Which **tree** on the front is a **binary search tree**?

A: I

B: II

C: III

D: IV

E: More than one of them is a BST

```
class BST<K,V> {
    Node<K,V> root;
    BST() { this.root = null; }
    BST(Node<K,V> root) { this.root = root; }
    V get(Node<K,V> node, K key) {
        if(node == null) { error }
        if(node.key.equals(key)) { return
        if(node.key > key) { return
        else { return get(node.right, key);
    }
}
```

```
V get(K key) {
```

```
    return this.get(root, key);
```

```
}
```

```
void set(K key) {
```

```
}
```

```
}
```

```
node.value; }
get(node.left, key); }
}
```

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PA7 - out this evening, due Mon, March 4

- closed
- builds on lecture today, mon + PA6

Exam next Wed (in class)

- logistics post cony
- cumulative; main topics $O/\Theta/\Omega$, sorting, hash maps