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Practical No : 3(B)

Batch : S1

Roll No : 20

Branch : AI & DS

```
/*
```

```
#A book consists of chapters, chapters consist of sections and sections consist of subsections.
```

```
#Construct a tree and print the nodes. Find the time and space requirements of your method.
```

```
*/
```

```
#include <iostream>
```

```
#include <cstdlib>
```

```
#include <string.h>
```

```
using namespace std;
```

```
/* Node Declaration */
```

```
struct node
```

```
{
```

```
    char label[10];
```

```
    int ch_count;
```

```
    struct node *child[10];
```

```
}*root;
```

```
/* Class Declaration */
```

```
class GT
```

```
{
```

```
    public:
```

```
        void create_tree();
```

```
        void display(node *r1);
```

```

    GT()
    {
        root = NULL;
    }
};

void GT::create_tree()
{
    int tchapters, i, j, k;
    root = new node;
    cout << "Enter name of book: ";
    cin >> root->label;
    cout << "Enter number of chapters in book: ";
    cin >> tchapters;
    root->ch_count = tchapters;

    for(i = 0; i < tchapters; i++)
    {
        root->child[i] = new node;
        cout << "Enter Chapter " << i+1 << " name: ";
        cin >> root->child[i]->label;
        cout << "Enter number of sections in Chapter " << root->child[i]->label << ": ";
        cin >> root->child[i]->ch_count;

        for(j = 0; j < root->child[i]->ch_count; j++)
        {
            root->child[i]->child[j] = new node;
            cout << "Enter Section " << j+1 << " name: ";
            cin >> root->child[i]->child[j]->label;
            // You can further ask for subsections if necessary
        }
    }
}

```

```
    }  
}
```

```
void GT::display(node *r1)
```

```
{  
    int i, j, tchapters;  
    if(r1 != NULL)  
    {  
        cout << "\n-----Book Hierarchy---";  
        cout << "\nBook title: " << r1->label;  
        tchapters = r1->ch_count;  
  
        for(i = 0; i < tchapters; i++)  
        {  
            cout << "\n Chapter " << i+1 << ": " << r1->child[i]->label;  
            cout << "\n Sections:";  
            for(j = 0; j < r1->child[i]->ch_count; j++)  
            {  
                cout << "\n   " << r1->child[i]->child[j]->label;  
            }  
        }  
    }  
}
```

```
/* Main Contains Menu */
```

```
int main()  
{  
    int choice;  
    GT gt;  
  
    while (1)
```

```

{
    cout << "-----" << endl;
    cout << "Book Tree Creation" << endl;
    cout << "-----" << endl;
    cout << "1. Create" << endl;
    cout << "2. Display" << endl;
    cout << "3. Quit" << endl;
    cout << "Enter your choice: ";
    cin >> choice;

    switch(choice)
    {
    case 1:
        gt.create_tree();
        break; // Add break here to avoid falling through
    case 2:
        gt.display(root);
        break;
    case 3:
        exit(1);
    default:
        cout << "Wrong choice" << endl;
    }
}
}

```

Output :

```
(base) computer@computer-ThinkCentre-neo-50s-Gen-3:~$ cd ..
```

```
(base) computer@computer-ThinkCentre-neo-50s-Gen-3:/home$ cd computer/
```

```
(base) computer@computer-ThinkCentre-neo-50s-Gen-3:~$ g++ Program3.cpp
```

```
(base) computer@computer-ThinkCentre-neo-50s-Gen-3:~$ ./a.out
```

Book Tree Creation

1. Create

2. Display

3. Quit

Enter your choice: 1

Enter name of book: Programming Basics

Enter number of chapters in book: 2

Enter Chapter 1 name: Introduction

Enter number of sections in Chapter Introduction: 2

Enter Section 1 name: History

Enter Section 2 name: Overview

Enter Chapter 2 name: Advanced Topics

Enter number of sections in Chapter Advanced Topics: 1

Enter Section 1 name: Algorithms

Book Tree Creation

1. Create

2. Display

3. Quit

Enter your choice: 2

-----Book Hierarchy---

Book title: Programming Basics

Chapter 1: Introduction

Sections:

History

Overview

Chapter 2: Advanced Topics

Sections:

Algorithms

Book Tree Creation

1. Create

2. Display

3. Quit

Enter your choice: 3

(base) computer@computer-ThinkCentre-neo-50s-Gen-3:~\$