Practical Exercise 7 – Binary Search Trees

Overall Objective

To design and implement applications using binary search trees.

Background

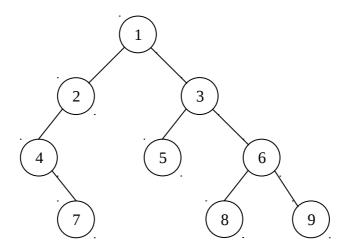
You will need to know:

- 1. basic Java programming knowledge 4. recursion
- 2. classes and interfaces 5. binary search tree concept
- 3. generics

Description

Part 1: Discussion

- 1. For the Binary Tree given below, write the numbers in the order by using the following traversal methods:
 - a. Preorder (CLR)中左右
 - b. Inorder (LCR)左中右
 - C. Postorder (LRC) 左右中



- 2. Suppose you have a binary tree whose data fields are single characters.
 - a. When the data fields of nodes are printed in in-order, the output is ABCDEFGHIJ, and when they are printed in pre-order, the output is BAHCEDGFJI. Draw the binary tree showing the data in each node and the references between nodes. Show the step used to arrive at the result.

Pre-order = Center Left Right (CLR) In-order = Left Center Right (LCR)

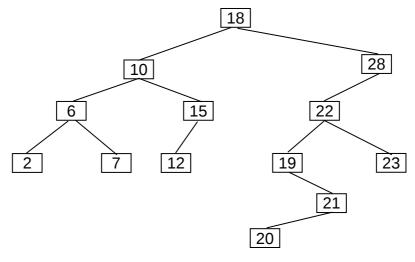
Steps:

- 1. In pre-order is BAHCEDGFJI
- 2. In in-order is ABCDEFGHIJ
- 3. B is the centre root node (From 1)
- 4. A is the left node of B (From 2, 3)
- 5. CDEFGHIJ (in-order) is the right part of B (From 2, 3, 4)
- 6. HCEDGFJI (pre-order) is the right part of B (From 1, 3, 4, 5)
- 7. H is the right node of B (From 6)
- 8. CDEFG (in-order) is the left part of H (From 5, 7)
- 9. CEDGF (pre-order) is the left part of H (From 6, 7, 8)
- 10. C is the left node of H (From 9)
- 11. DEFG(in-order) is the right part of C (From 8, 10)
- 12. EDGF (pre-order) is the right part of C (From 9, 11)
- 13. E is the right node of C (From 12)
- 14. D is the left node of E (From 11, 13)
- 15. FG (in-order) is the right part of E (From 11, 13)
- 16. GF (pre-order) is the right part of E (From 12, 15)
- 17. G is the right node of E (From 15)
- 18. F is the left node of G (From 15, 17)
- 19. IJ (in-order) is the right part of H (From 5, 7)
- 20. JI (pre-order) is the right part of H (From 6, 19)
- 21. J is the right node of H (From 20)
- 22. I is the left node of J (From 19, 21)

Answer:

See 3, 7, 10, 13, 14, 17, 18, 21, 22 to construct the full binary tree.

- b. When the data fields of nodes are printed in in-order, the output is ABCDEFGHIJ, and when they are printed in post-order, the output is BEDGFHCJIA. Draw the binary tree showing the data in each node and the references between the nodes. Show the steps used to arrive at the result.
- 3. Below is a Binary Search Tree (BST). What is the tree obtained after each of the following operations (each on the initial tree)?



```
insert(31);
                                    remove(15);
a.
                                e.
   insert(4);
                                    remove(28);
b.
                                f.
   insert(16);
                                    remove(6);
c.
                                g.
    remove(23);
                                    remove(18);
d.
                                h.
```

For removal of node with 2 children, just memorize a rule,

Take its left rightmost child to replace its position.

In chinese, 拿左邊的最右邊的來取代即將被移除的 node.

Part 2: Programming Exercise

Refer to lecture slide/main textbook (Ch27, Liang 9th edi.), define interface, abstract class and concrete class for Binary Search Tree (BST) as follows:

- 1. Define Tree interface that extends java.lang.Iterable (refer to slide 35).
- 2. Define AbstractTree abstract class that implements Tree interface (refer to slide 35).
- 3. Define BinaryTree concrete class that extends AbstractTree abstract class (refer to slide 36).
 - Define an inner class TreeNode
 - Define an inner class InorderIterator that implements java.util.Iterator

4. Find the leaves

Add a method in BinaryTree class to return the number of the leaves as follows:

/** Returns the number of leaf nodes */
public int getNumberOfLeaves()

5. Write the test program that puts 20 random integers between -100 and 100 into a BST. The program should print out all the integers in the BST and test the getNumberOfLeaves() method above.

[Note that in Java, there is a method Math.random(), which returns a double value between 0.0 and 1.0. And there is another method Random.nextInt(int n), which returns a random value in the range of 0 (inclusive) and n (exclusive).]

6. In addition to the test program you have constructed for Question 5, write and test a method that sums all the integers in the BST.