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a:

the way I create the range of the given values is to using a integer to determine whether the min is on the left side of the tree. If the min is on the left side, it is easy to find out the min because we only need to track the every head of the left subtree. There is no number less the any head of the left subtree and greater the right side of the same head. If the min is on the right side, the min can be at any node because the min can be less any head of the subtree and greater the left side of the same subtree. Worst case, it is linear due to fact that the min is less than the min of the tree and the max is greater than the max of the tree, and we need to traverse the whole tree.

b:

the height of the tree can be constant because I keep track of the height in the tmap_create and the tmap_insert.

c:

did not do it the bunos points. even if I did, it does not satisfy the requirement

d:

I create a main.c file that calls the methods in the tmap.c files, and some of them work. The nodes are created correctly because I print out the value and the name of that person