CS 225

Data Structures

February 9 – BST

G Carl Evans

Traversal vs. Search

Traversal

Search

Search: Breadth First vs. Depth First

Strategy: Breadth First Search (BFS)

Strategy: Depth First Search (DFS)

Dictionary ADT

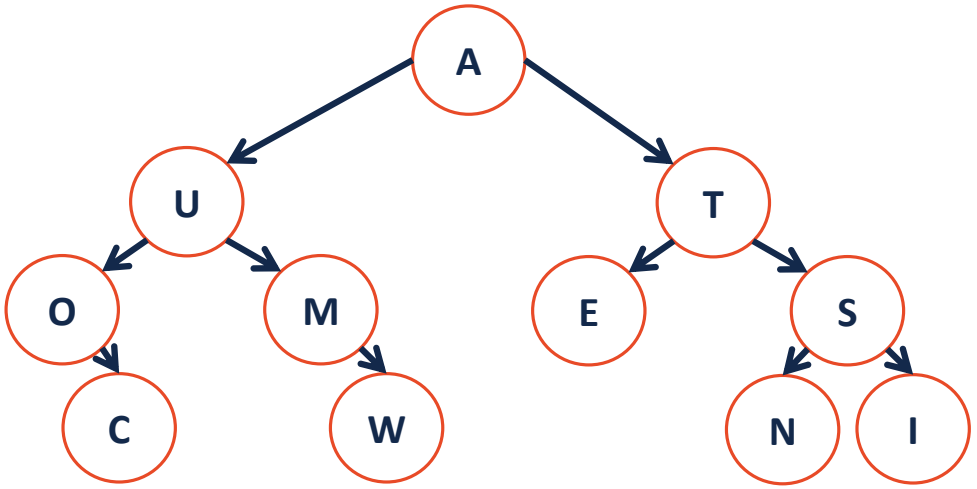
Data is often organized into key/value pairs:

UIN → Advising Record
Course Number → Lecture/Lab Schedule
Node → Incident Edges
Flight Number → Arrival Information
URL → HTML Page
…

Dictionary.h

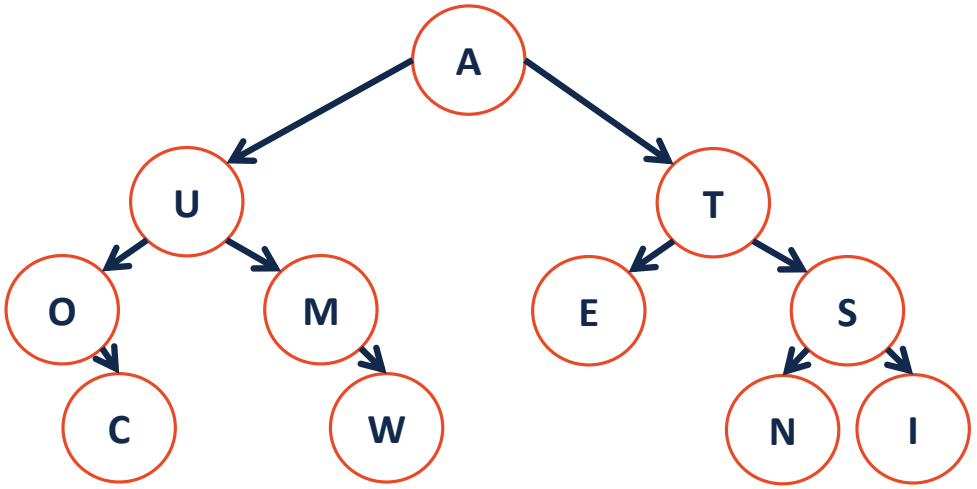
```
 1 #pragma once
 2
 3
 4 class Dictionary {
 5   public:
 6     void insert(const K key, V value);
 7     V remove(const K & key);
 8     V find(const K & key) const;
 9     TreeIterator begin();
10     TreeIterator end();
11
12   private:
13     // ...
14
15
16
17
18
19
20
21
22 };
```

Binary Tree as a Search Structure



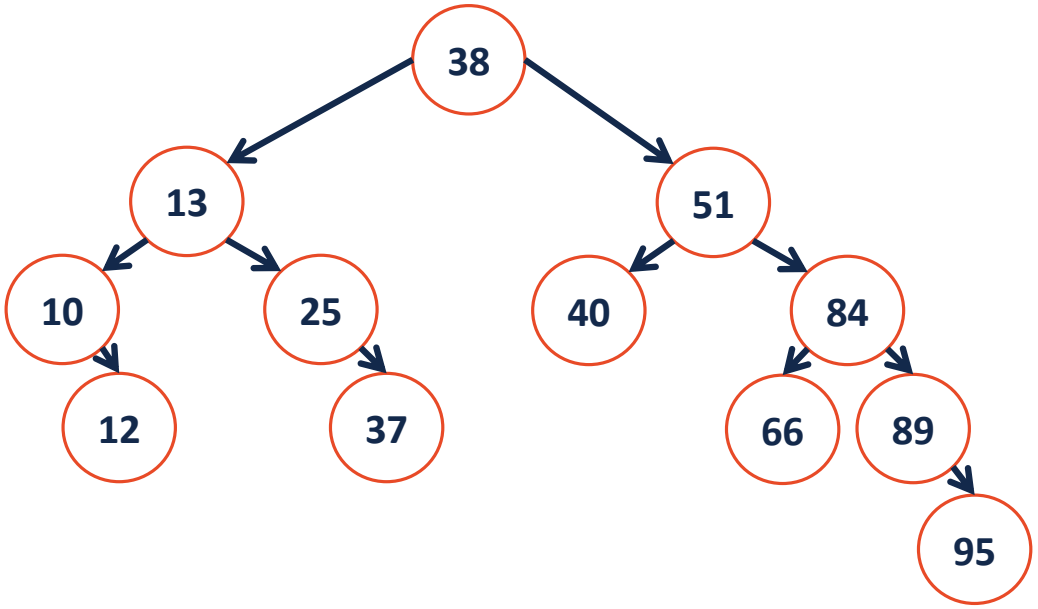
Binary Tree as a Search Structure

Binary Tree Runtimes



Binary _____ Tree (BST)

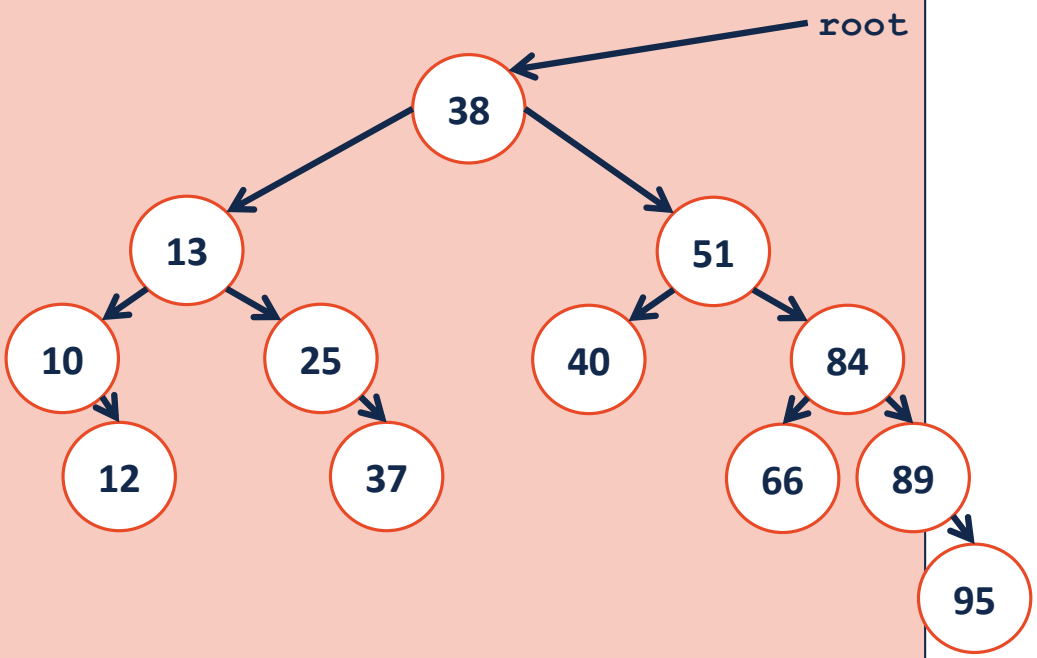
A **BST** is a binary tree **T** such that:

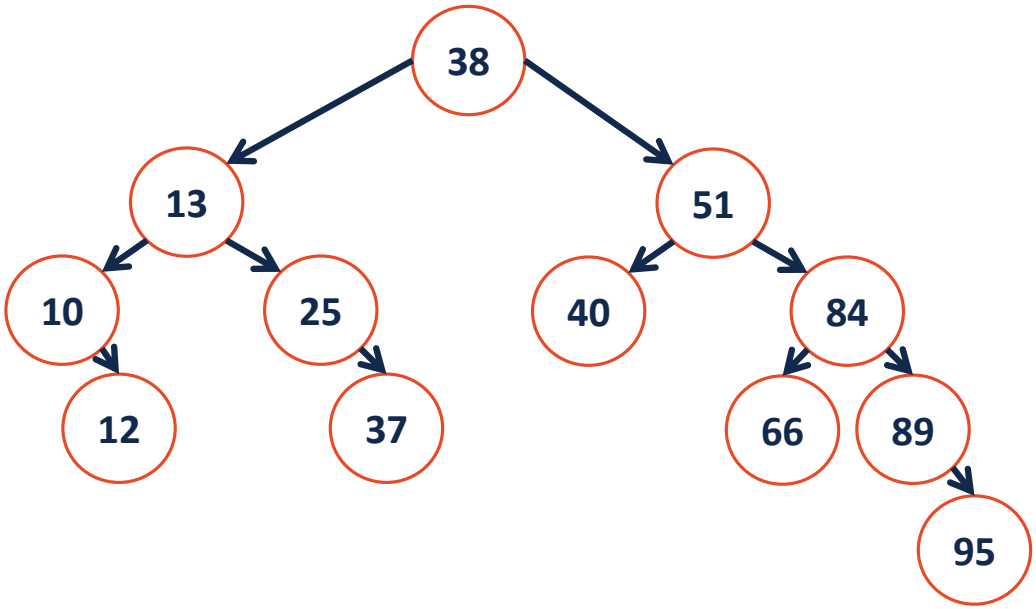


BST.h

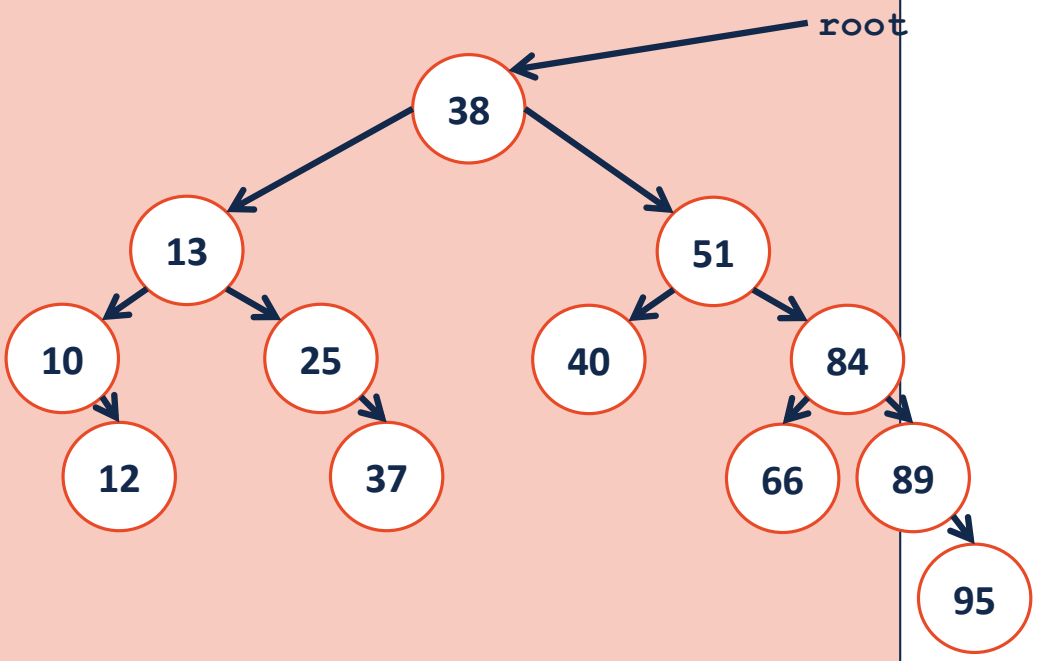
```
 1  #pragma once
 2
 3  template <class K, class V>
 4  class BST {
 5    public:
 6      BST();
 7      void insert(const K key, V value);
 8      V remove(const K & key);
 9      V find(const K & key) const;
10      TreeIterator begin();
11      TreeIterator end();
12
13    private:
14
15
16
17
18
19
20
21
22
    };
```

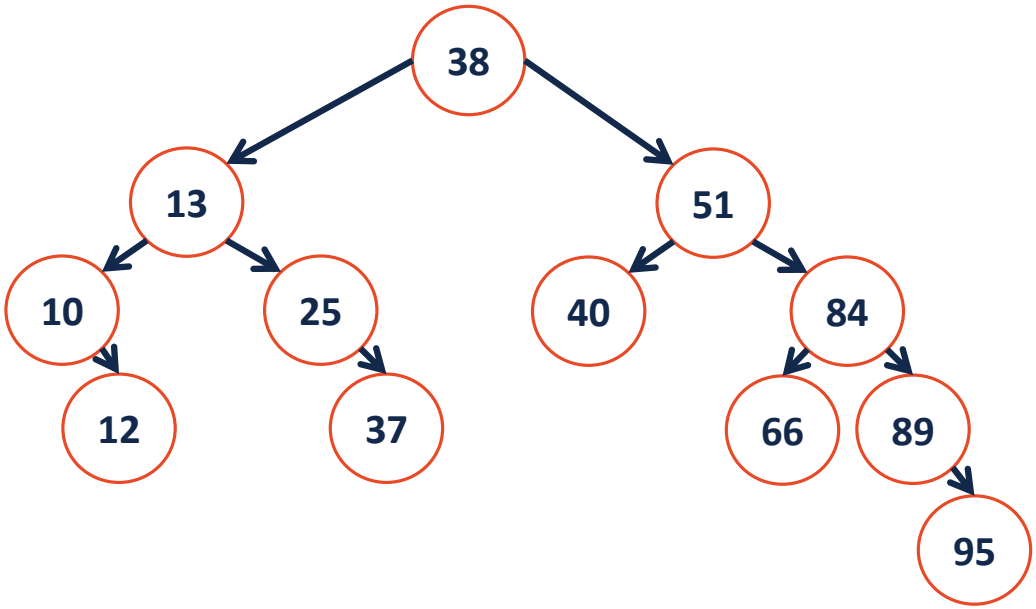
```
1  template<class K, class V>
2  _____________________________ _find(TreeNode *& root, const K & key) {
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26 }
```



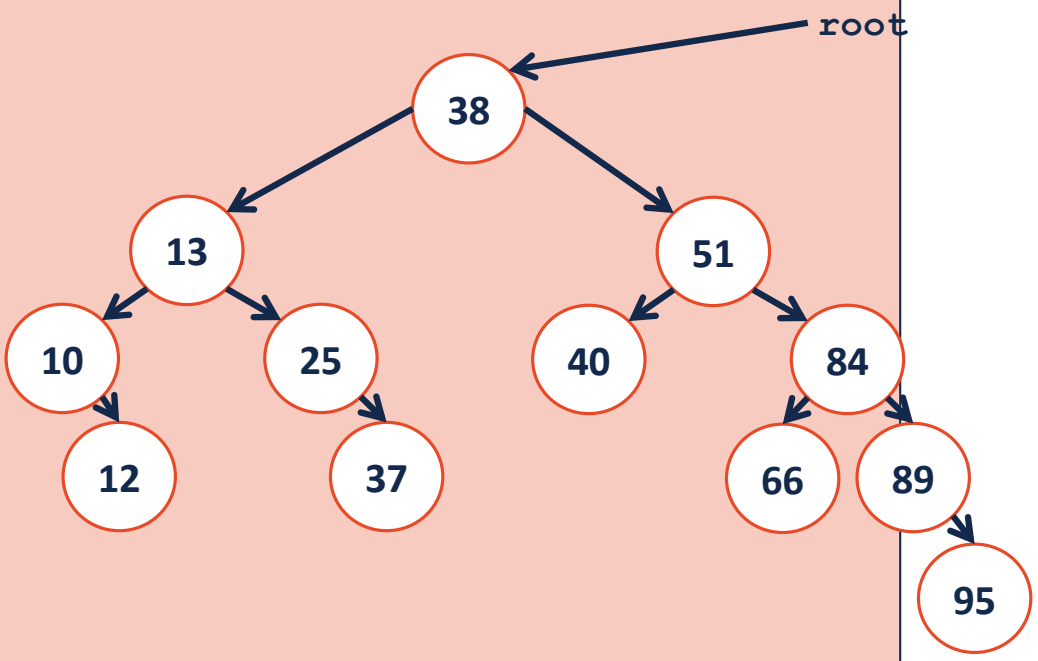

38
13
51
10
25
40
84
12
37
66
89
95

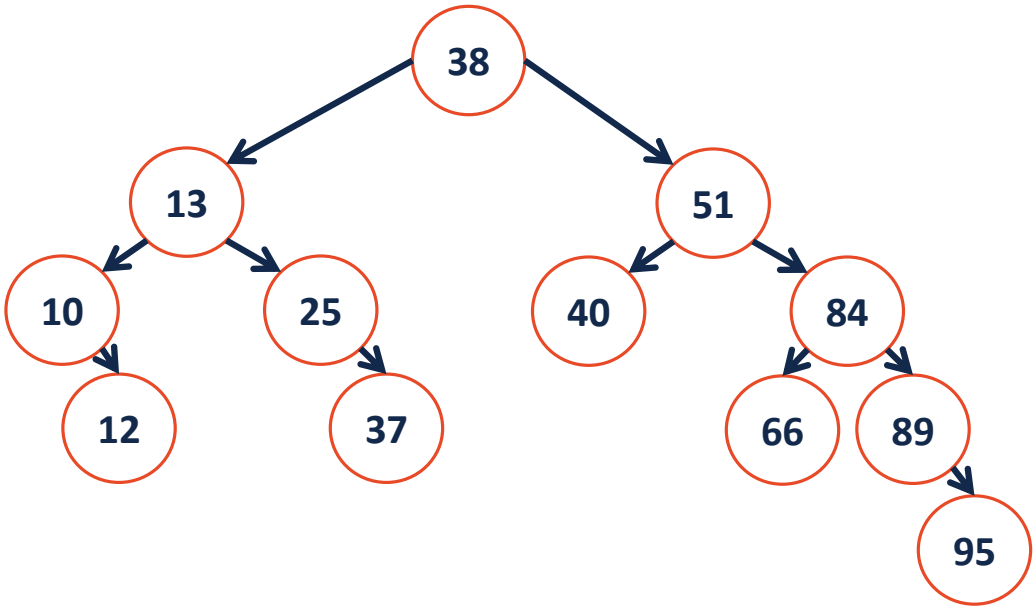
```
1  template<class K, class V>
2  _____________________________ _insert(TreeNode *& root, const K & key) {
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26 }
```



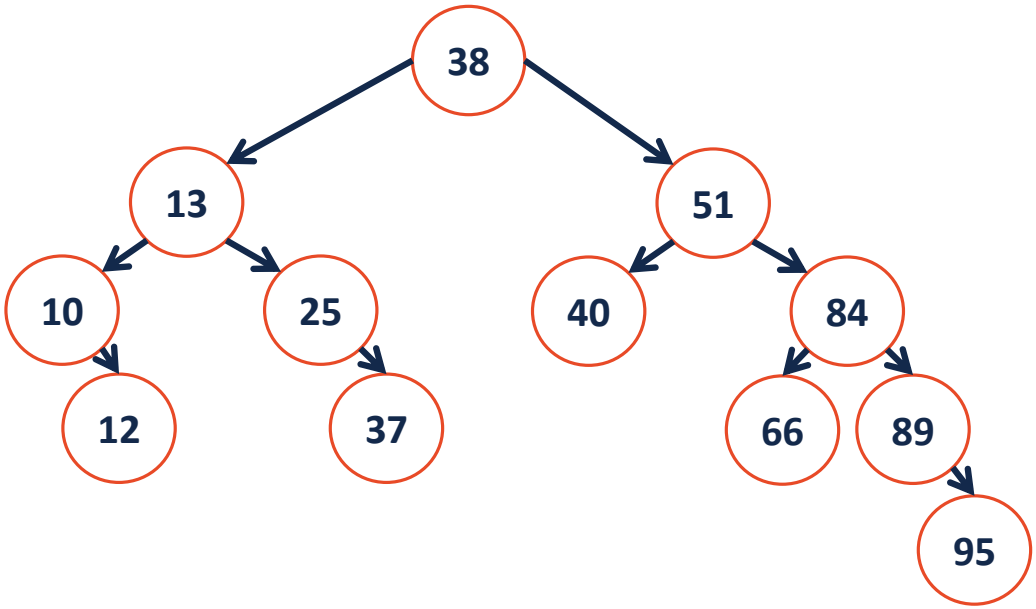

38
13
51
10
25
40
84
12
37
66
89
95

```
1  template<class K, class V>
2  _____________________________ _remove(TreeNode *& root, const K & key) {
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26 }
```

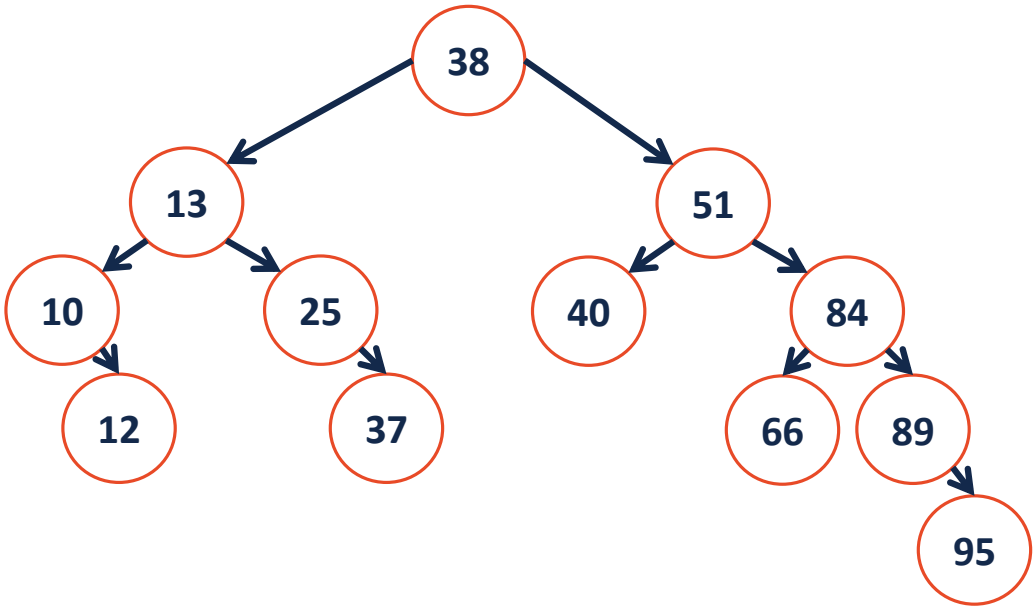




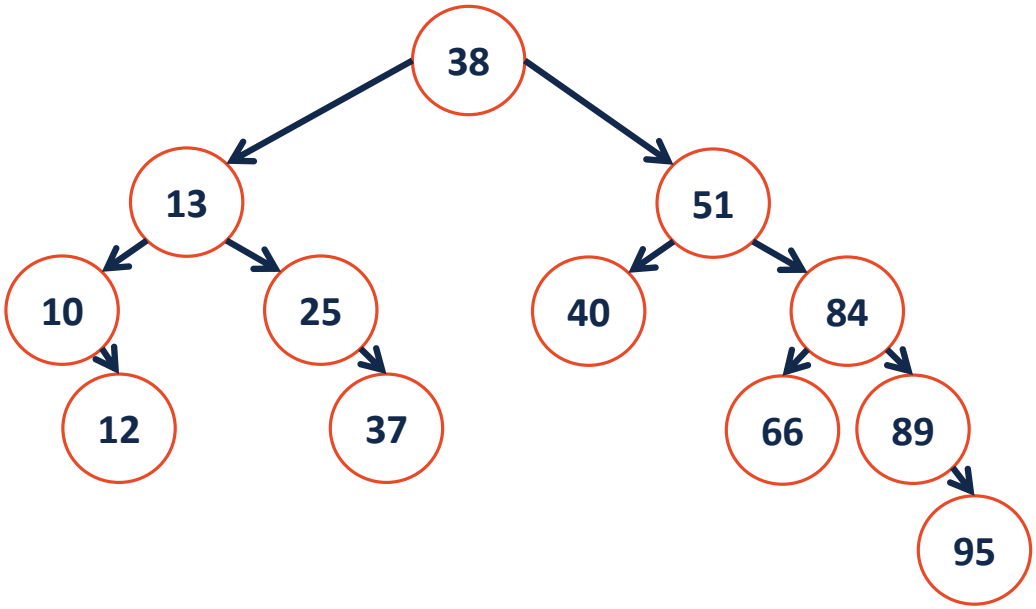

```
remove(40);
```




```
remove(25);
```




```
remove(10);
```




```
remove(13);
```