

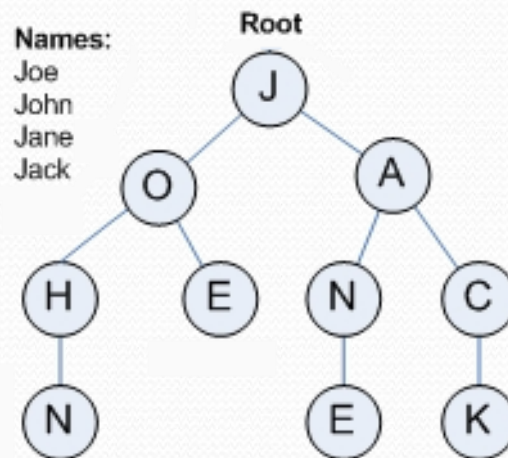
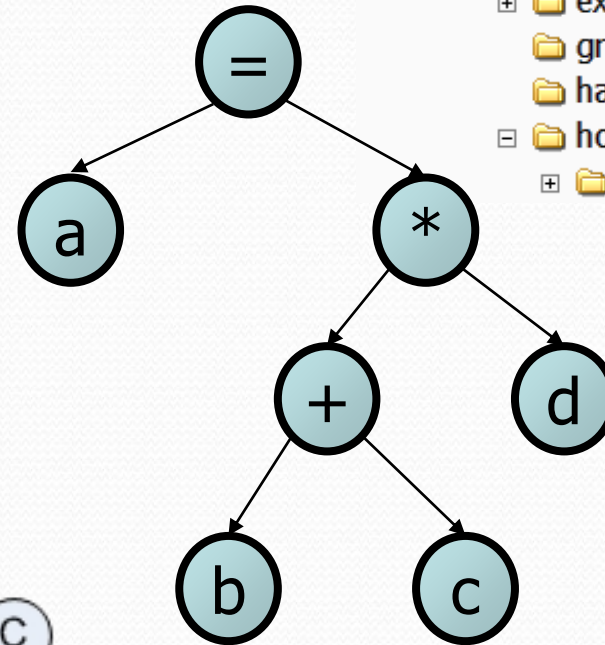
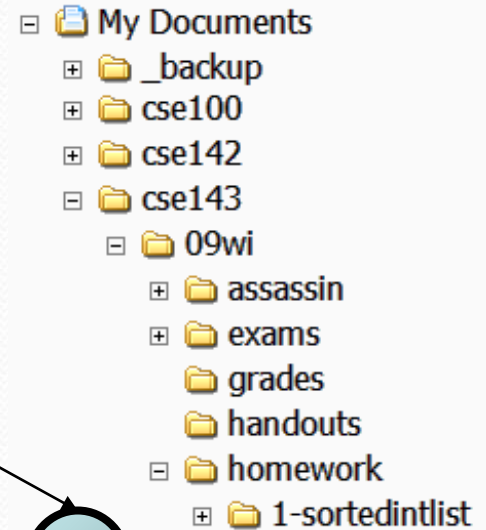
Building Java Programs

Binary Trees

reading: 17.1 – 17.3

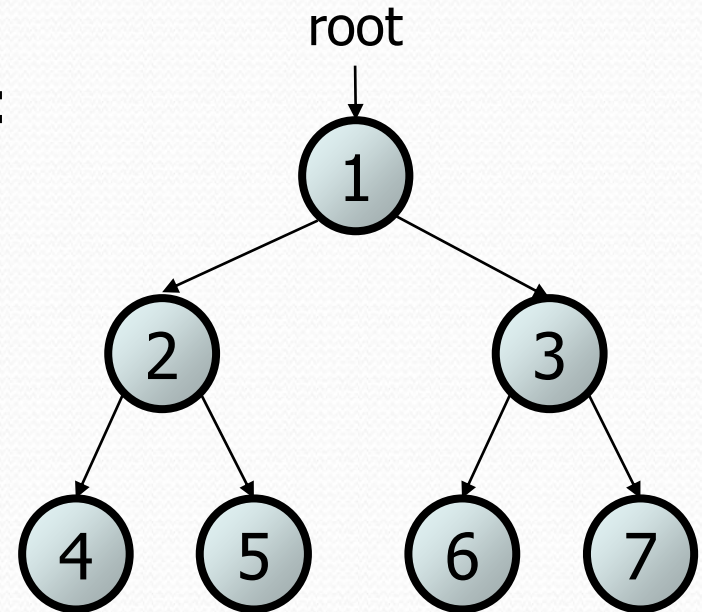
Trees in computer science

- TreeMap and TreeSet implementations
- folders/files on a computer
- family genealogy; organizational charts
- AI: decision trees
- compilers: parse tree
 - $a = (b + c) * d;$
- cell phone T9



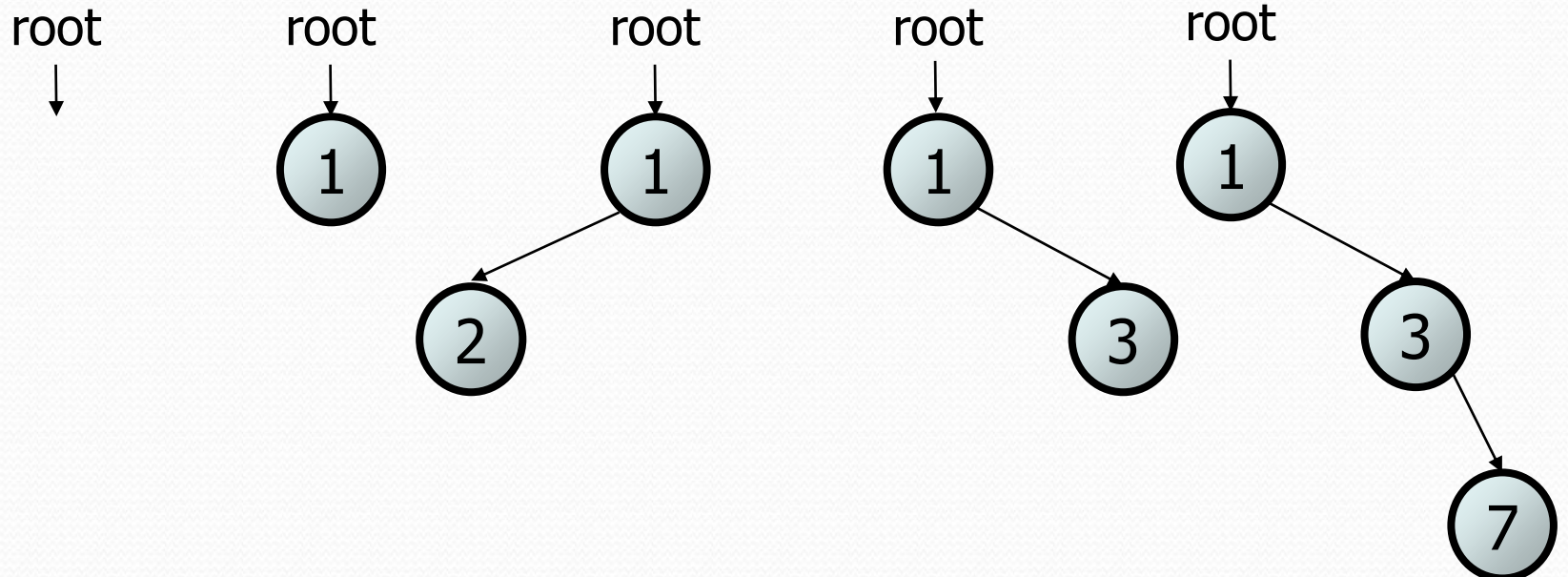
Trees

- **tree**: A directed, acyclic structure of linked nodes.
 - *directed* : Has one-way links between nodes.
 - *acyclic* : No path wraps back around to the same node twice.
- **binary tree**: One where each node has at most two children.
- *Recursive definition*: A tree is either:
 - empty (`null`), or
 - a **root** node that contains:
 - **data**,
 - a **left** subtree, and
 - a **right** subtree.
 - (The left and/or right subtree could be empty.)



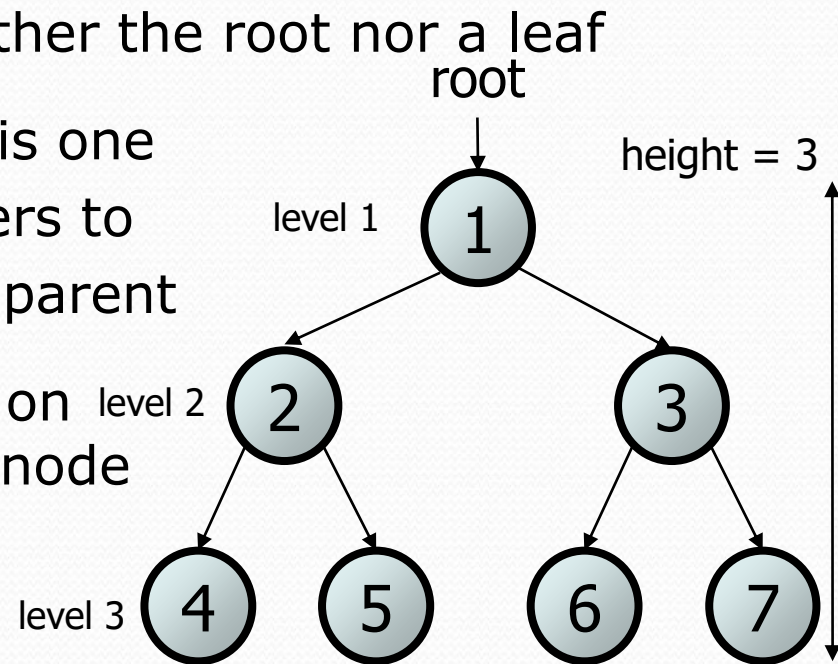
Recursive data structure

- *Recursive definition:* A tree is either:
 - empty (`null`), or
 - a **root** node that contains:
 - **data**,
 - a **left** tree, and
 - a **right** tree



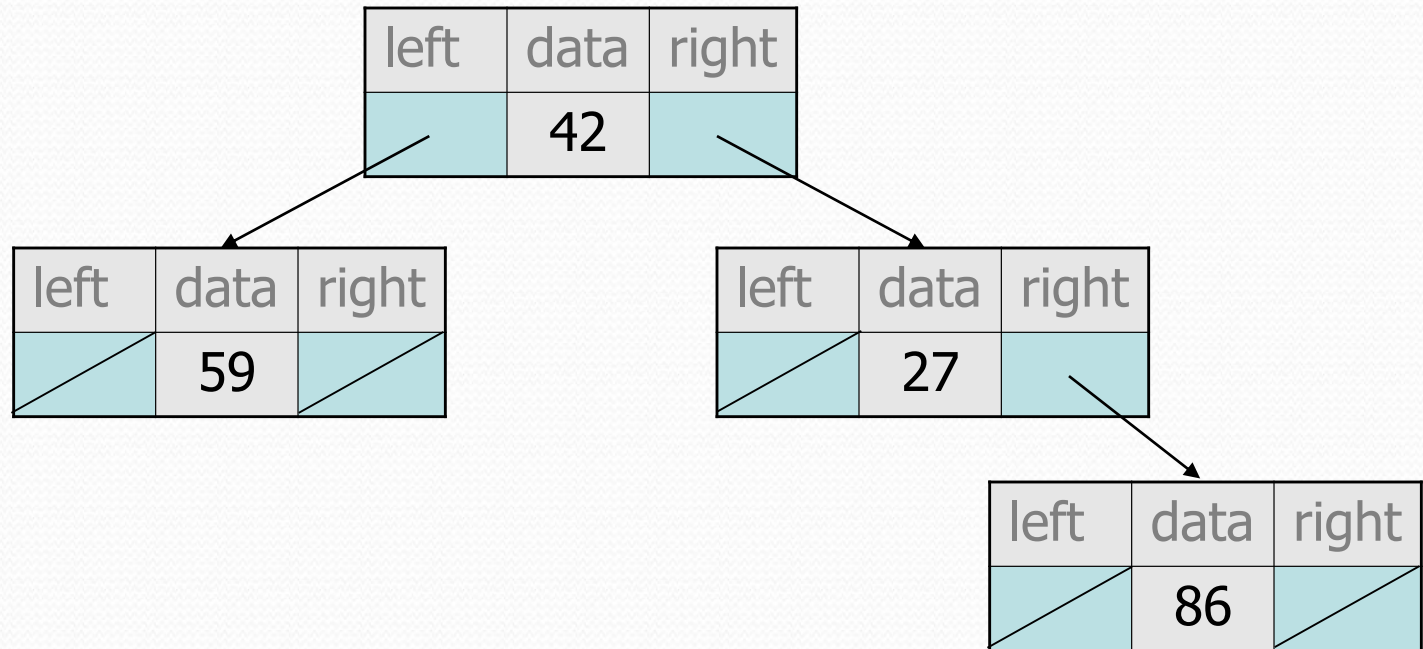
Terminology

- **node**: an object containing a data value and left/right children
 - **root**: topmost node of a tree
 - **leaf**: a node that has no children
 - **branch**: any internal node; neither the root nor a leaf
 - **parent**: a node that refers to this one
 - **child**: a node that this node refers to
 - **sibling**: a node with a common parent
- **subtree**: the smaller tree of nodes on the left or right of the current node
- **height**: length of the longest path from the root to any node
- **level** or **depth**: length of the path from a root to a given node



A tree node for integers

- A basic **tree node object** stores data, refers to left/right
 - Multiple nodes can be linked together into a larger tree



IntTreeNode class

```
// An IntTreeNode object is one node in a binary tree of ints.
public class IntTreeNode {
    public int data;           // data stored at this node
    public IntTreeNode left;  // reference to left subtree
    public IntTreeNode right; // reference to right subtree

    // Constructs a leaf node with the given data.
    public IntTreeNode(int data) {
        this(data, null, null);
    }

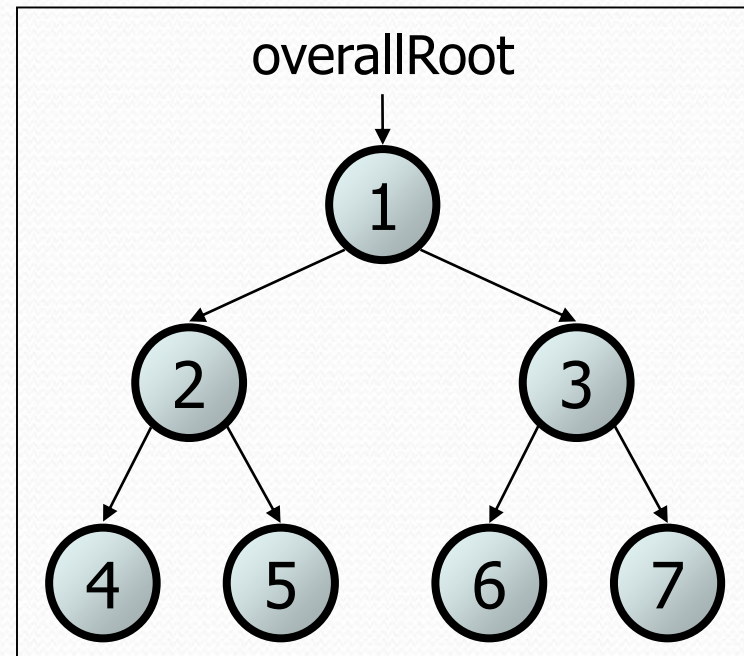
    // Constructs a branch node with the given data and links.
    public IntTreeNode(int data, IntTreeNode left,
                       IntTreeNode right) {
        this.data = data;
        this.left = left;
        this.right = right;
    }
}
```

left	data	right

IntTree class

```
// An IntTree object represents an entire binary tree of ints.  
public class IntTree {  
    private IntTreeNode overallRoot;    // null for an empty tree  
  
    methods  
}
```

- Client code talks to the `IntTree`, not to the node objects inside it.
- Methods of the `IntTree` create and manipulate the nodes, their data and links between them.

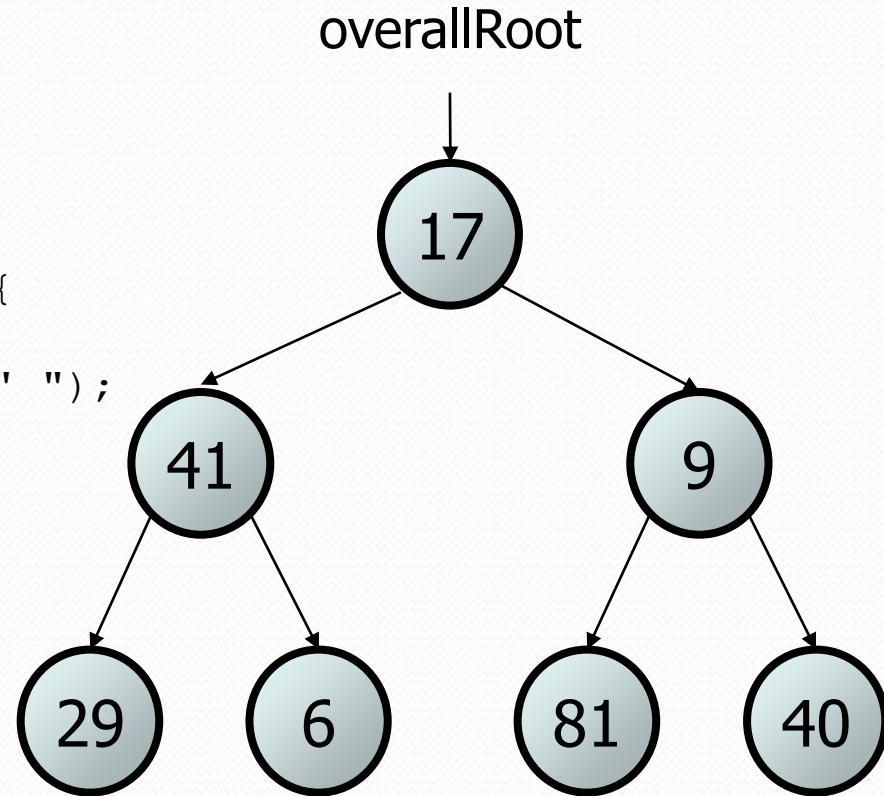


Print IntTree

- We want to write a method that prints out the contents of an IntTree.
- Here is the output we want

```
17 41 29 6 9 81 40
```

```
private void print(IntTreeNode root) {  
    if (root != null) {  
        System.out.print(root.data + " ");  
        print(root.left);  
        print(root.right);  
    }  
}
```

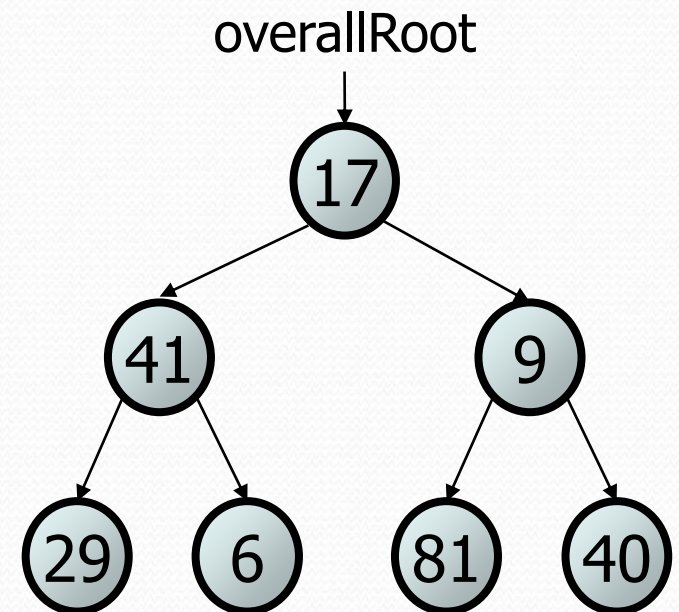


Traversals

- Orderings for traversals
 - pre-order:** process root node, then its left/right subtrees
 - in-order:** process left subtree, then root node, then right
 - post-order:** process left/right subtrees, then root node

```
private void print(IntTreeNode root) {  
    if (root != null) {  
        System.out.print(root.data + " ");  
        print(root.left);  
        print(root.right);  
    }  
}
```

- pre-order: 17 41 29 6 9 81 40

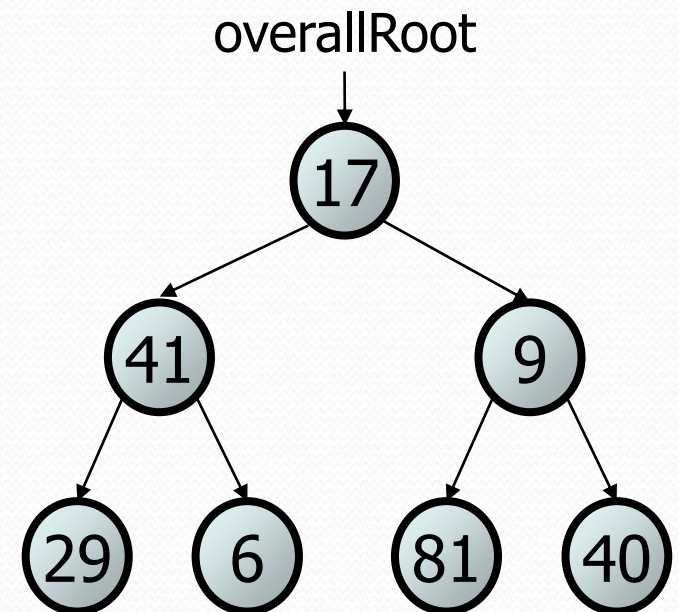


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```
private void print(IntTreeNode root) {  
    if (root != null) {  
        print(root.left);  
        System.out.print(root.data + " ");  
        print(root.right);  
    }  
}
```

- in-order: 29 41 6 17 81 9 40

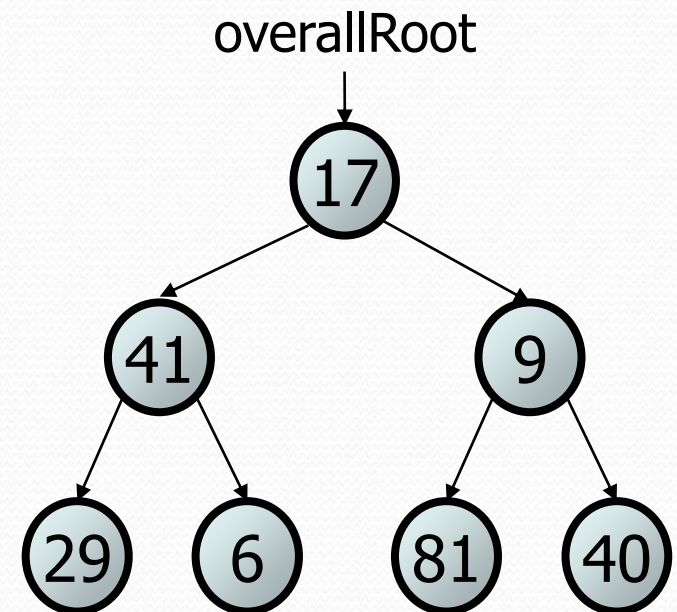


Traversals

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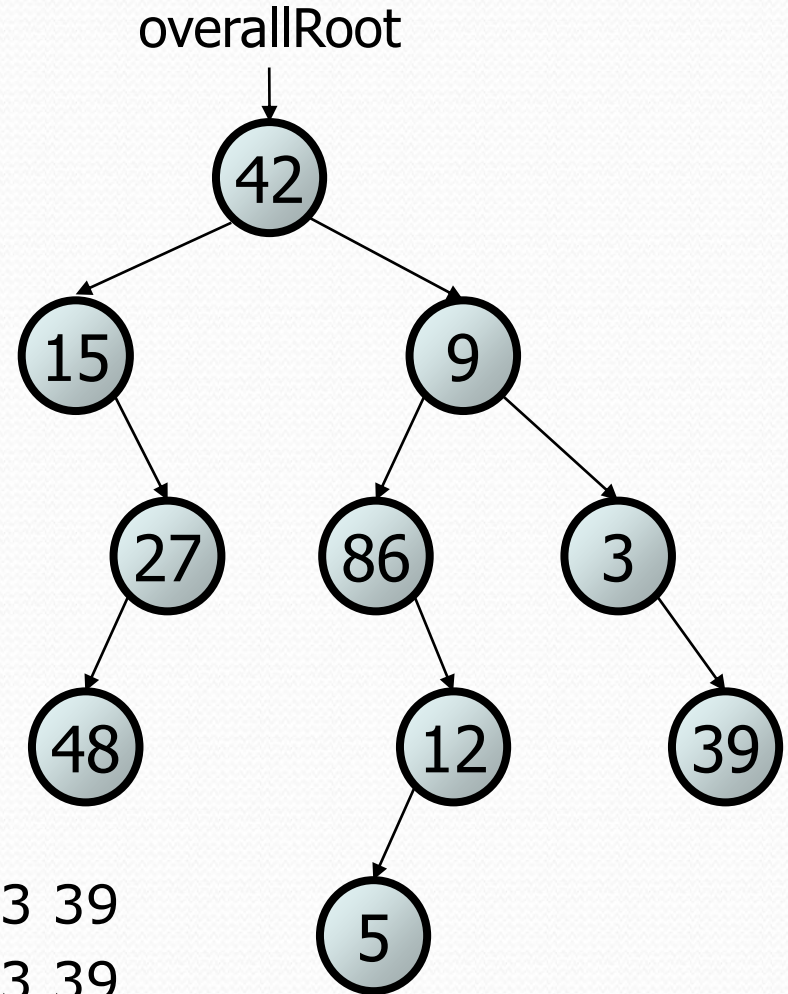
```
private void print(IntTreeNode root) {  
    if (root != null) {  
        print(root.left);  
        print(root.right);  
        System.out.print(root.data + " ");  
    }  
}
```

- post-order: 29 6 41 81 40 9 17



Exercise

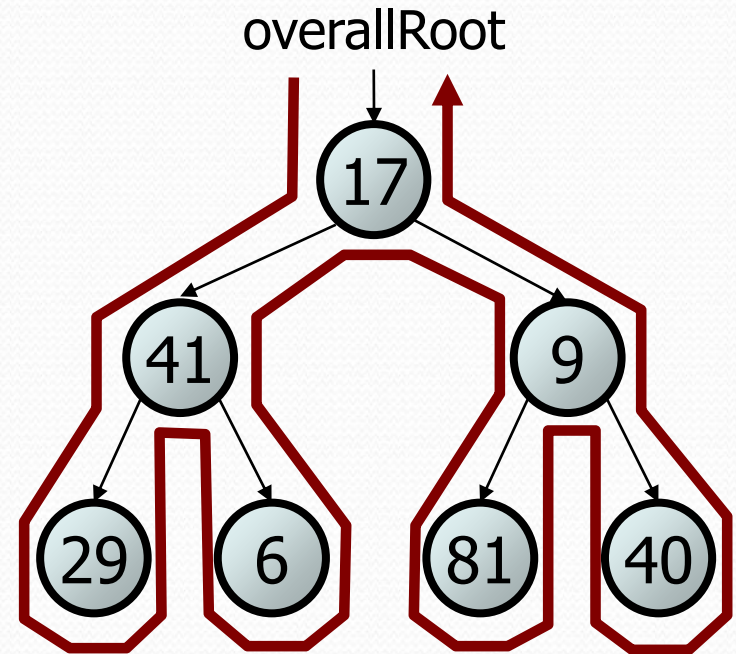
- Give pre-, in-, and post-order traversals for the following tree:



- pre: 42 15 27 48 9 86 12 5 3 39
- in: 15 48 27 42 86 5 12 9 3 39
- post: 48 27 15 5 12 86 39 3 42

Traversal trick

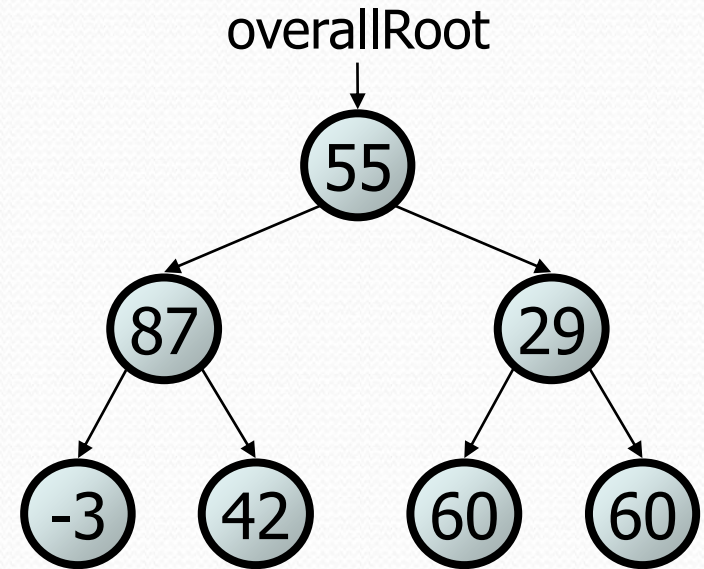
- To quickly generate a traversal:
 - Trace a path around the tree.
 - As you pass a node on the proper side, process it.
 - pre-order: left side
 - in-order: bottom
 - post-order: right side



- pre-order: 17 41 29 6 9 81 40
- in-order: 29 41 6 17 81 9 40
- post-order: 29 6 41 81 40 9 17

Exercise

- Add a method `contains` to the `IntTree` class that searches the tree for a given integer, returning `true` if it is found.
 - If an `IntTree` variable `tree` referred to the tree below, the following calls would have these results:
 - `tree.contains(87) → true`
 - `tree.contains(60) → true`
 - `tree.contains(63) → false`
 - `tree.contains(42) → false`



Exercise solution

```
// Returns whether this tree contains the given integer.
public boolean contains(int value) {
    return contains(overallRoot, value);
}

private boolean contains(IntTreeNode node, int value) {
    if (node == null) {
        return false;    // base case: not found here
    } else if (node.data == value) {
        return true;    // base case: found here
    } else {
        // recursive case: search left/right subtrees
        return contains(node.left, value) ||
            contains(node.right, value);
    }
}
```

Template for tree methods

```
public class IntTree {  
    private IntTreeNode overallRoot;  
    ...  
  
    public type name(parameters) {  
        name(overallRoot, parameters);  
    }  
  
    private type name(IntTreeNode root, parameters) {  
        ...  
    }  
}
```

- Tree methods are often implemented recursively
 - with a public/private pair
 - the private version accepts the root node to process