

Building Java Programs

Binary Search Trees

reading: 17.3 – 17.4





- What is the output of this program?

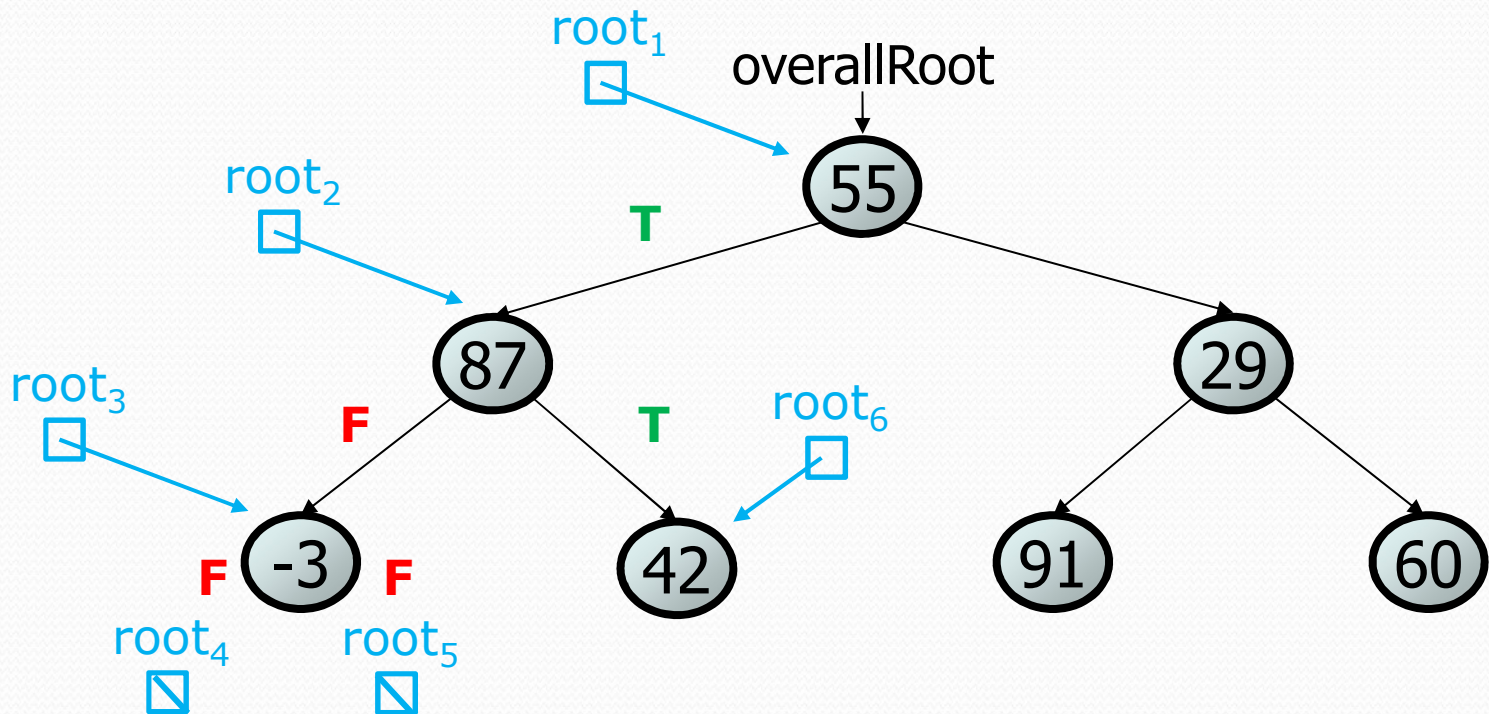
```
public static void main(String[] args) {  
    Point p = new Point(1, 2);  
    change1(p);  
    System.out.println(p);  
    change2(p);  
    System.out.println(p);  
}
```

```
public static void change1(Point p) {  
    p.x = 14;  
}
```

```
public static void change2(Point p) {  
    p = new Point(7, 8);  
}
```

contains

```
private boolean contains(IntTreeNode root,
                        int value) {
    if (root == null) {
        return false;
    } else if (root.data == value) {
        return true;
    } else {
        return contains(root.left, value)
            || contains(root.right, value);
    }
}
```



Case study: contains w/ arrays

- What is the Big-O efficiency to see if a value is contained in an unsorted array?

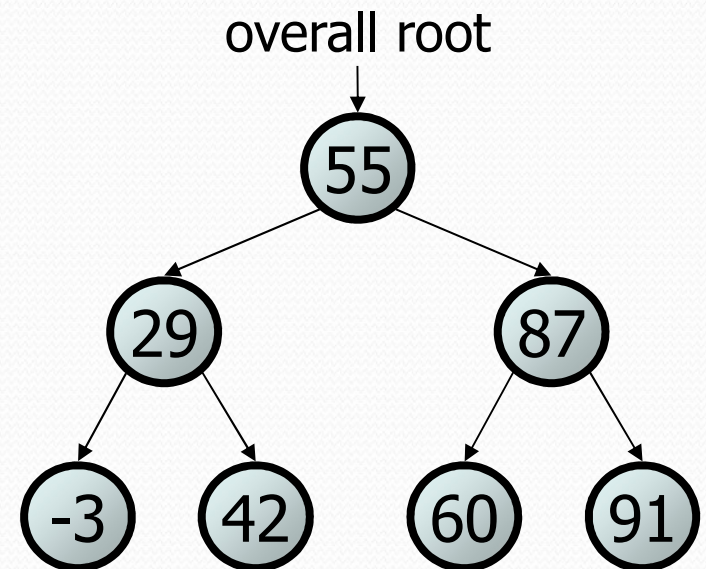
-3	87	42	55	91	29	60
----	----	----	----	----	----	----

- What about if the array is sorted?

-3	29	42	55	60	87	91
----	----	----	----	----	----	----

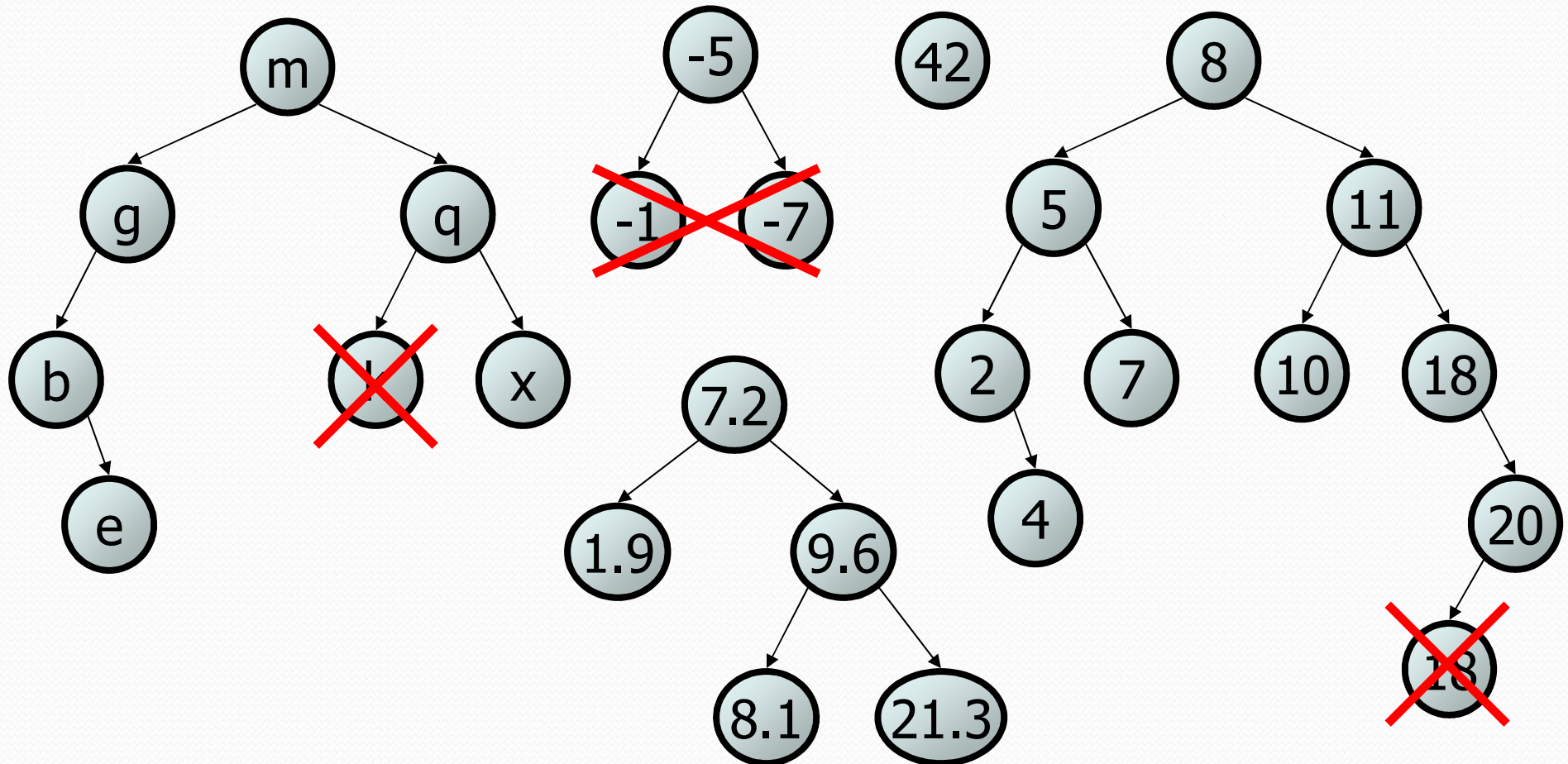
Binary search trees

- **binary search tree** ("BST"): a binary tree where each non-empty node R has the following properties:
 - elements of R's left subtree contain data "less than" R's data,
 - elements of R's right subtree contain data "greater than" R's,
 - R's left and right subtrees are also binary search trees.
- BSTs store their elements in sorted order, which is helpful for searching/sorting tasks.



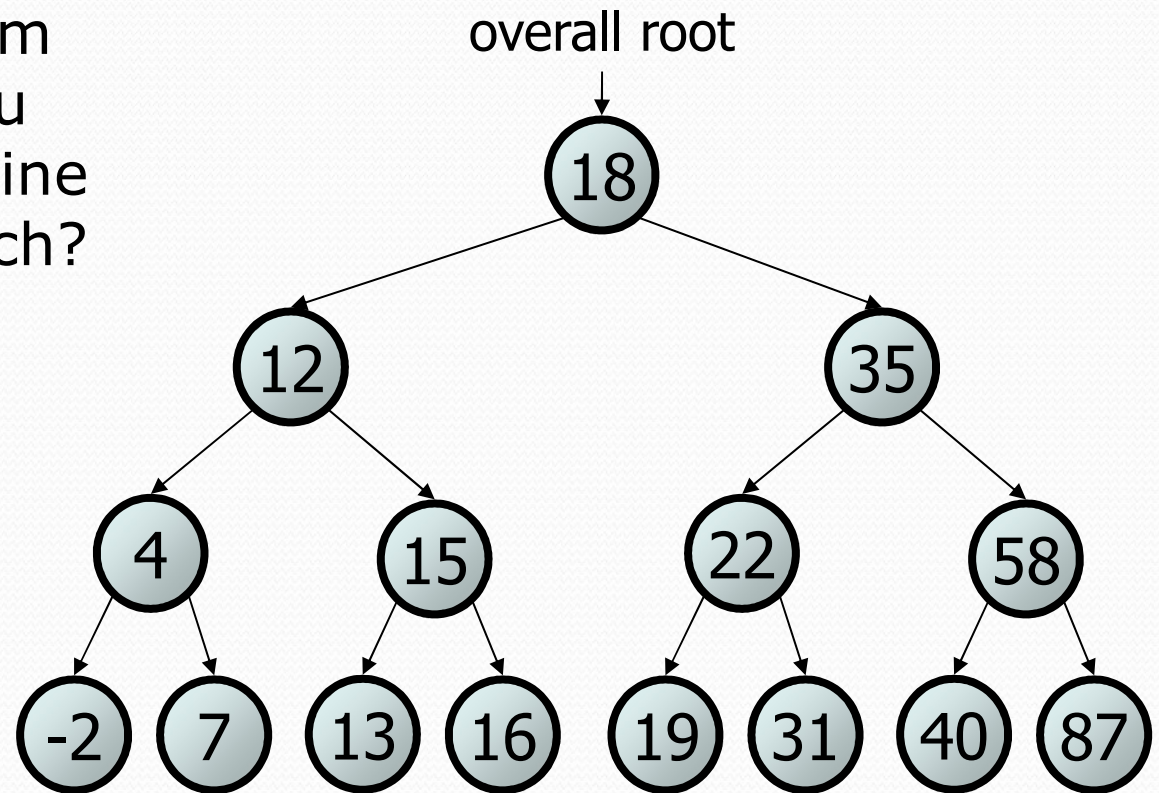
BST examples

- Which of the trees shown are legal binary search trees?



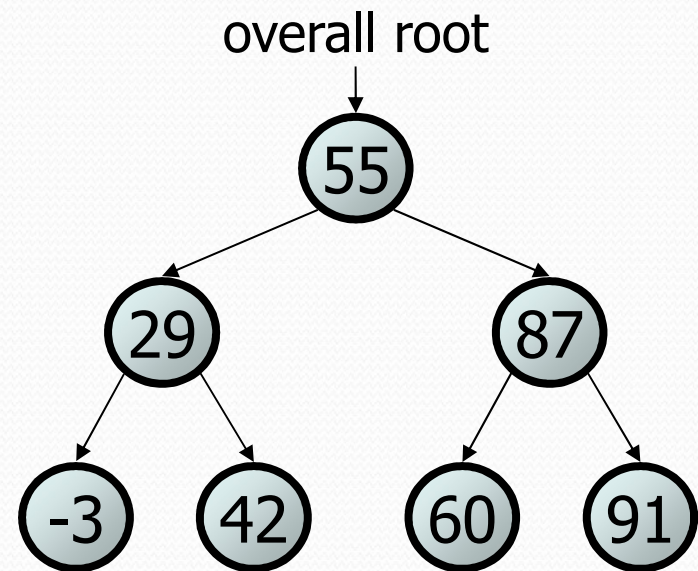
Searching a BST

- Describe an algorithm for searching a binary search tree.
 - Try searching for the value 31, then 6.
- What is the maximum number of nodes you would need to examine to perform any search?



Exercise

- Convert the `IntTree` class into a `SearchTree` class.
 - The elements of the tree will form a legal binary search tree.
- Write a `contains` method that takes advantage of the BST structure.
 - `tree.contains(29) → true`
 - `tree.contains(55) → true`
 - `tree.contains(63) → false`
 - `tree.contains(35) → false`



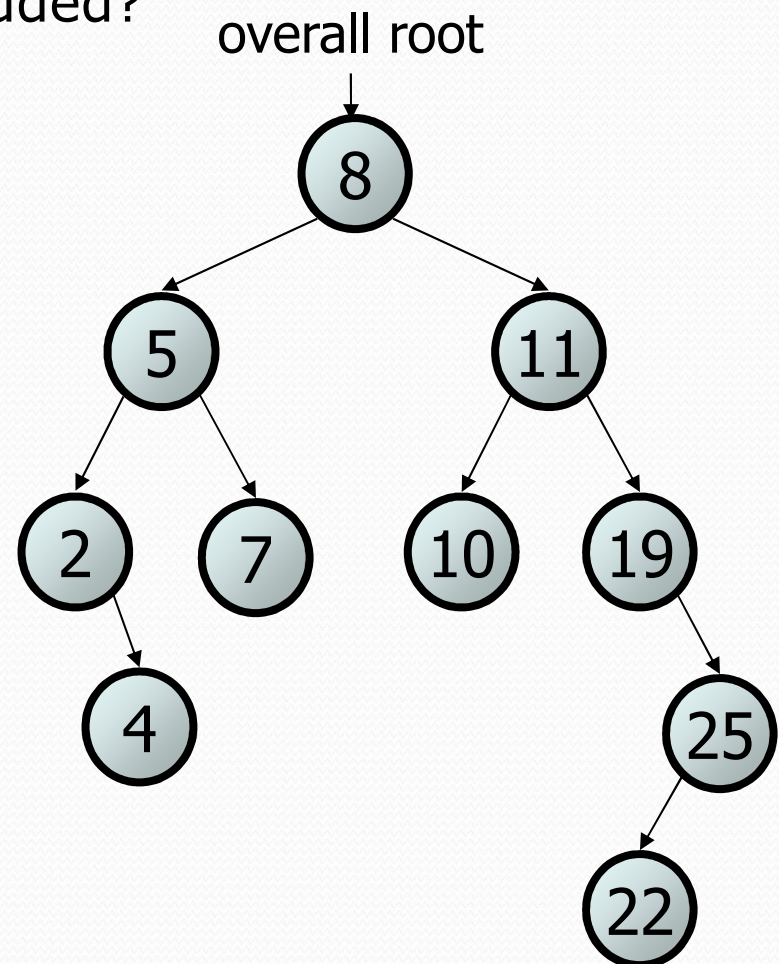
Exercise solution

```
// Returns whether this BST 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 if (node.data > value) {
        return contains(node.left, value);
    } else {    // root.data < value
        return contains(node.right, value);
    }
}
```

Adding to a BST

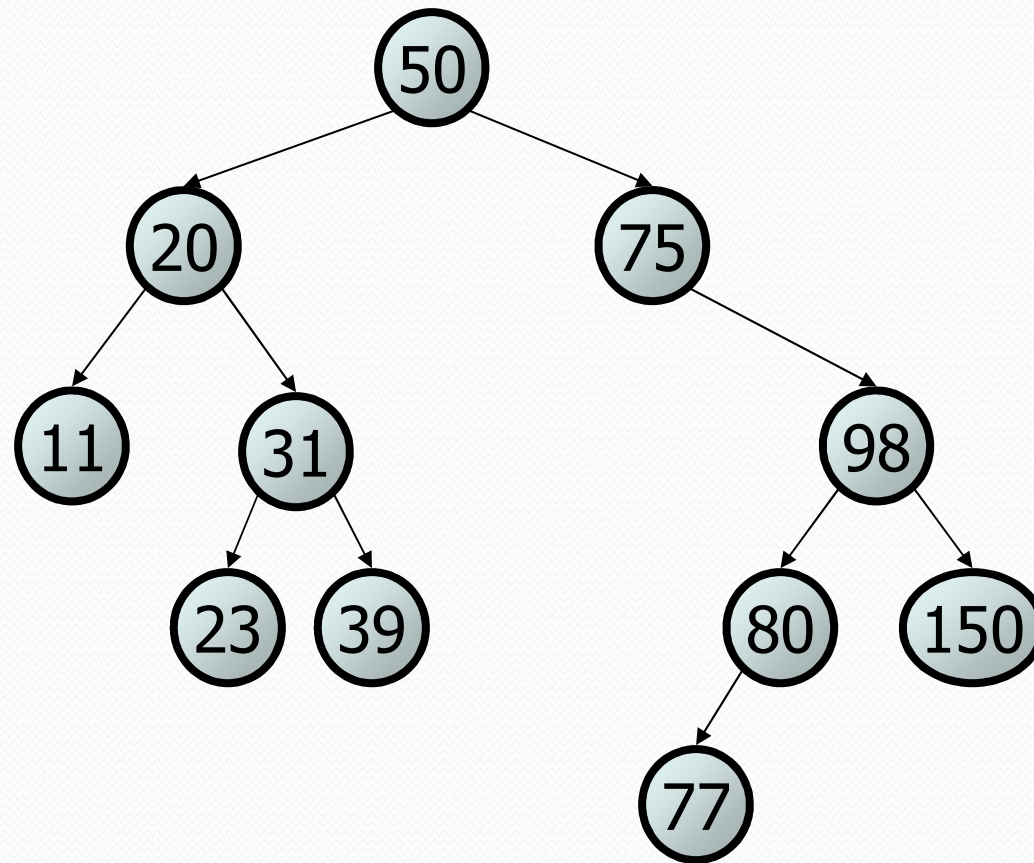
- Suppose we want to add new values to the BST below.
 - Where should the value 14 be added?
 - Where should 3 be added? 7?
 - If the tree is empty, where should a new value be added?
- What is the general algorithm?



Adding exercise

- Draw what a binary search tree would look like if the following values were added to an initially empty tree in this order:

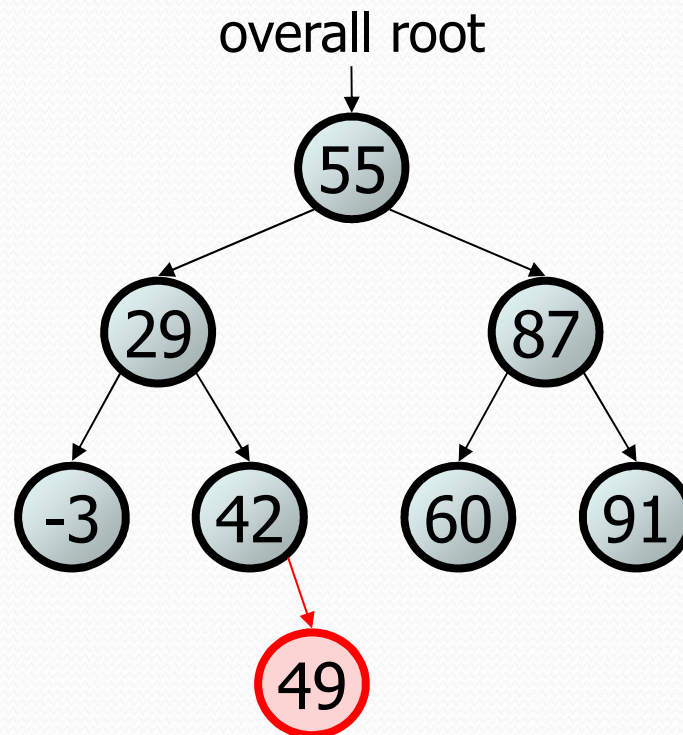
50
20
75
98
80
31
150
39
23
11
77



Exercise

- Add a method `add` to the `SearchTree` class that adds a given integer value to the BST.
 - Add the new value in the proper place to maintain BST ordering.

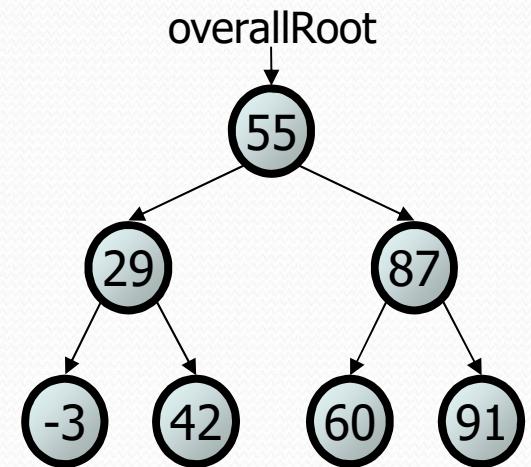
- `tree.add(49);`



An incorrect solution

```
// Adds the given value to this BST in sorted order.
public void add(int value) {
    add(overallRoot, value);
}

private void add(IntTreeNode node, int value) {
    if (node == null) {
        node = new IntTreeNode(value);
    } else if (node.data > value) {
        add(node.left, value);
    } else if (node.data < value) {
        add(node.right, value);
    }
    // else node.data == value, so
    // it's a duplicate (don't add)
}
```



- Why doesn't this solution work?

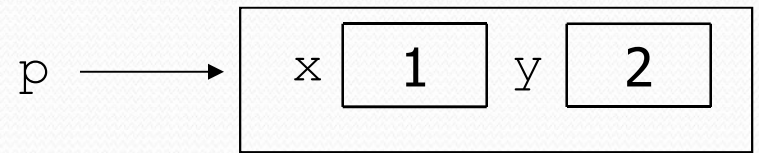
The $x = \text{change}(x)$ pattern

read 17.3

A tangent: Change a point

- What is the state of the object referred to by `p` after this code?

```
public static void main(String[] args) {  
    Point p = new Point(1, 2);  
    change(p);  
    System.out.println(p);  
}
```



```
public static void change(Point thePoint) {  
    thePoint.x = 3;  
    thePoint.y = 4;  
}
```

```
// answer: (3, 4)
```

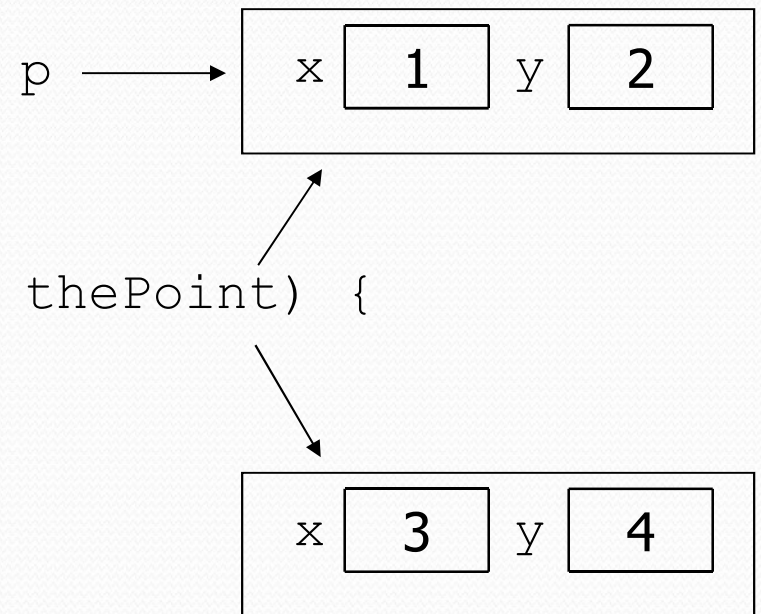

Change point, version 2

- What is the state of the object referred to by `p` after this code?

```
public static void main(String[] args) {  
    Point p = new Point(1, 2);  
    change(p);  
    System.out.println(p);  
}
```

```
public static void change(Point thePoint) {  
    thePoint = new Point(3, 4);  
}
```

```
// answer: (1, 2)
```



Changing references

- If a method *dereferences a variable* (with `.`) and modifies the object it refers to, that change will be seen by the caller.

```
public static void change(Point thePoint) {  
    thePoint.x = 3;           // affects p  
    thePoint.setY(4);       // affects p  
}
```

- If a method *reassigns a variable to refer to a new object*, that change will *not* affect the variable passed in by the caller.

```
public static void change(Point thePoint) {  
    thePoint = new Point(3, 4); // p unchanged  
    thePoint = null;           // p unchanged  
}
```

- What if we want to make the variable passed in become `null`?

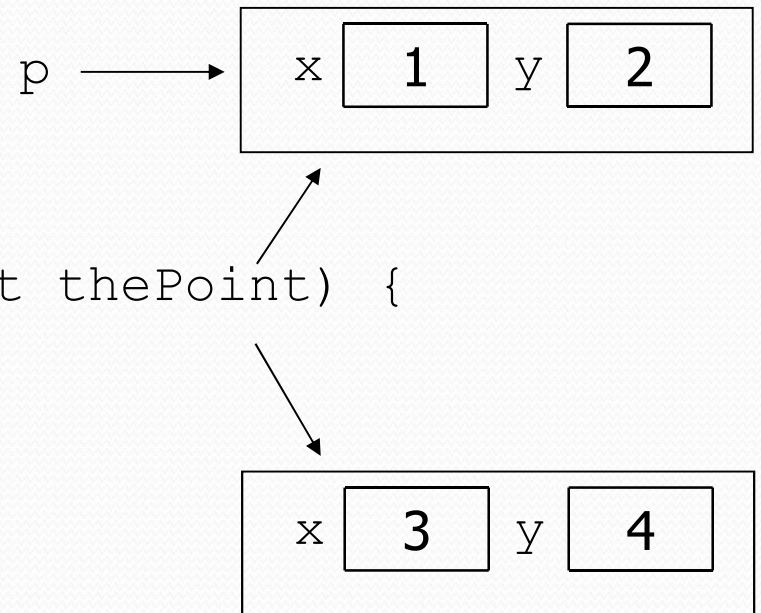
Change point, version 3

- What is the state of the object referred to by `p` after this code?

```
public static void main(String[] args) {  
    Point p = new Point(1, 2);  
    change(p);  
    System.out.println(p);  
}
```

```
public static Point change(Point thePoint) {  
    thePoint = new Point(3, 4);  
    return thePoint;  
}
```

```
// answer: (1, 2)
```



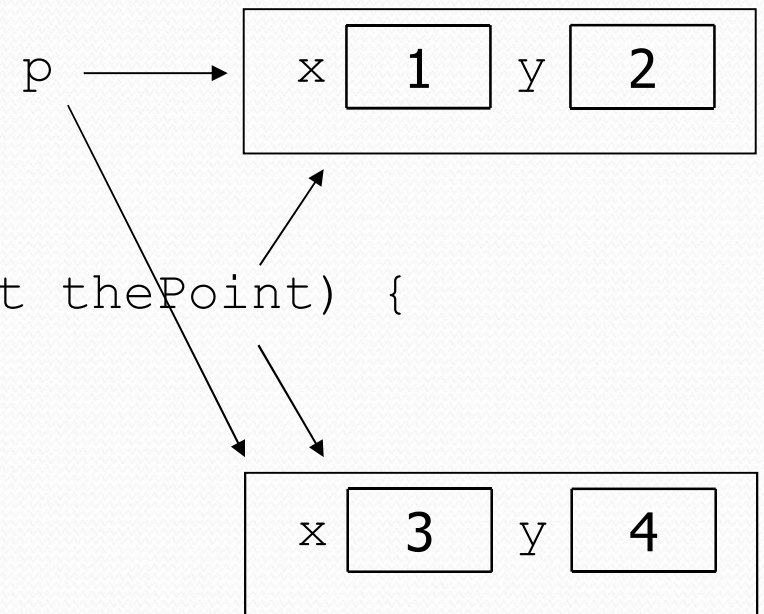
Change point, version 4

- What is the state of the object referred to by `p` after this code?

```
public static void main(String[] args) {  
    Point p = new Point(1, 2);  
    p = change(p);  
    System.out.println(p);  
}
```

```
public static Point change(Point thePoint) {  
    thePoint = new Point(3, 4);  
    return thePoint;  
}
```

// answer: (3, 4)



x = change(x);

- If you want to write a method that can change the object that a variable refers to, you must do three things:
 1. **pass** in the original state of the object to the method
 2. **return** the new (possibly changed) object from the method
 3. **re-assign** the caller's variable to store the returned result

```
p = change(p); // in main
```

```
public static Point change(Point thePoint) {  
    thePoint = new Point(99, -1);  
    return thePoint;  
}
```

- We call this general algorithmic pattern **x = change(x);**
 - also seen with strings: `s = s.toUpperCase();`

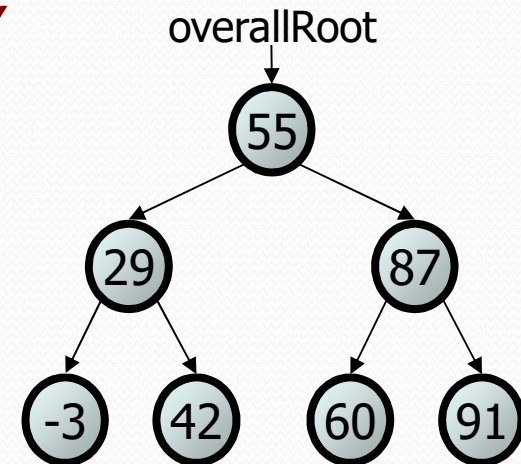
The problem

- Much like with linked lists, if we just modify what a local variable refers to, it won't change the collection.

node → 49

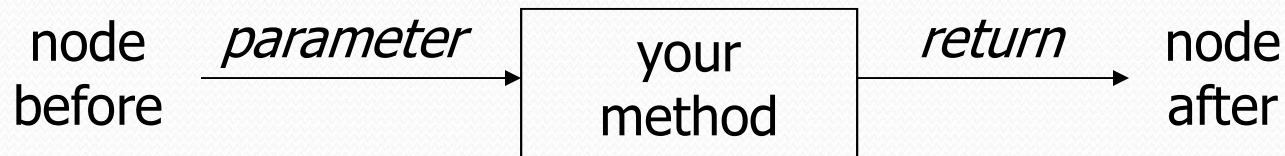
```
private void add(IntTreeNode node, int value) {  
    if (node == null) {  
        node = new IntTreeNode(value);  
    }  
}
```

- In the linked list case, how did we actually modify the list?
 - by changing the `front`
 - by changing a node's `next` field



Applying $x = \text{change}(x)$

- Methods that modify a tree should have the following pattern:
 - input (parameter): old state of the node
 - output (return): new state of the node



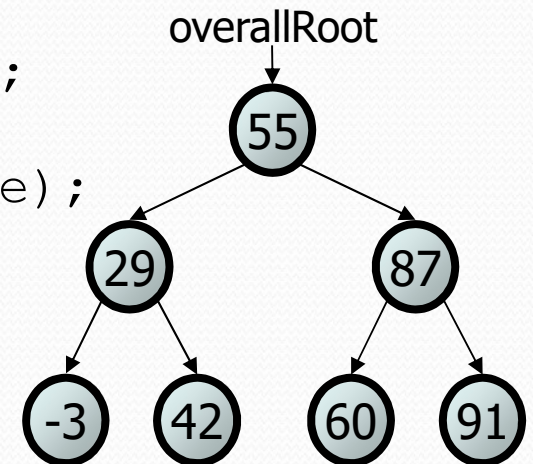
- In order to actually change the tree, you must reassign:

```
node = change(node, parameters);  
node.left = change(node.left, parameters);  
node.right = change(node.right, parameters);  
overallRoot = change(overallRoot, parameters);
```

A correct solution

```
// Adds the given value to this BST in sorted order.  
public void add(int value) {  
    overallRoot = add(overallRoot, value);  
}
```

```
private IntTreeNode add(IntTreeNode node, int value) {  
    if (node == null) {  
        node = new IntTreeNode(value);  
    } else if (node.data > value) {  
        node.left = add(node.left, value);  
    } else if (node.data < value) {  
        node.right = add(node.right, value);  
    } // else a duplicate; do nothing  
  
    return node;  
}
```



- What happens when `node` is a leaf?