Due: **Wednesday, July 11, 2007** at the beginning of class.

**Problem 1. Accessing AVL and Splay trees**

Weiss, problems 4.19, 4.27.

**Problem 2. Building the smallest AVL tree**

Weiss, problems 4.35. For this problem, your tree should contain data 1 through $N$, where $N$ is the number of nodes you needed.

**Problem 3. Drawing trees**

Weiss, problem 4.38. Assume that the coordinate system used is a regular Cartesian one, where the positive $x$ and $y$ axes point right and up, respectively. (This means your tree should grow into the lower-right quadrant, in part b.)