

# CSCI 232:

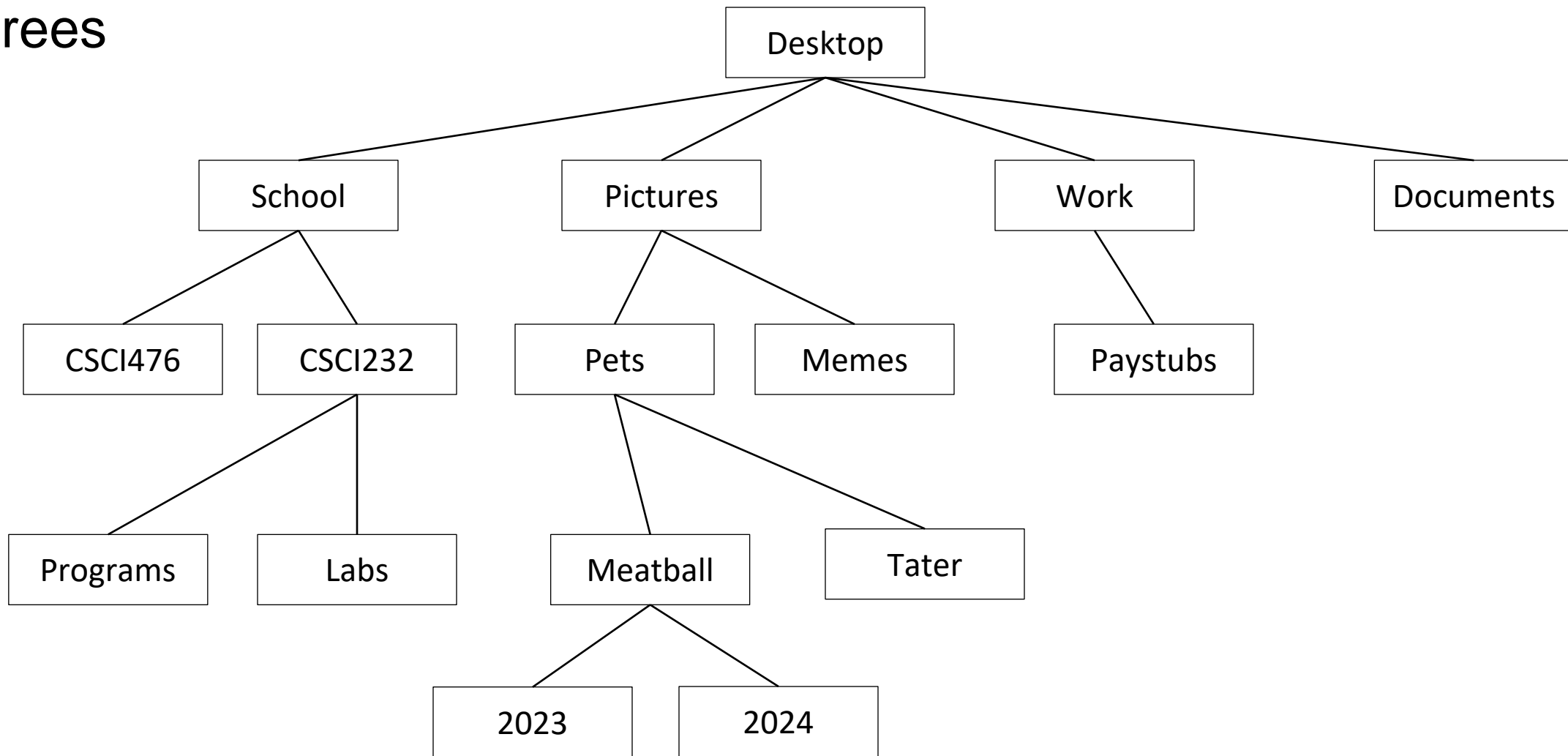
# Data Structures and Algorithms

Trees (Part 1)

Reese Pearsall  
Spring 2024

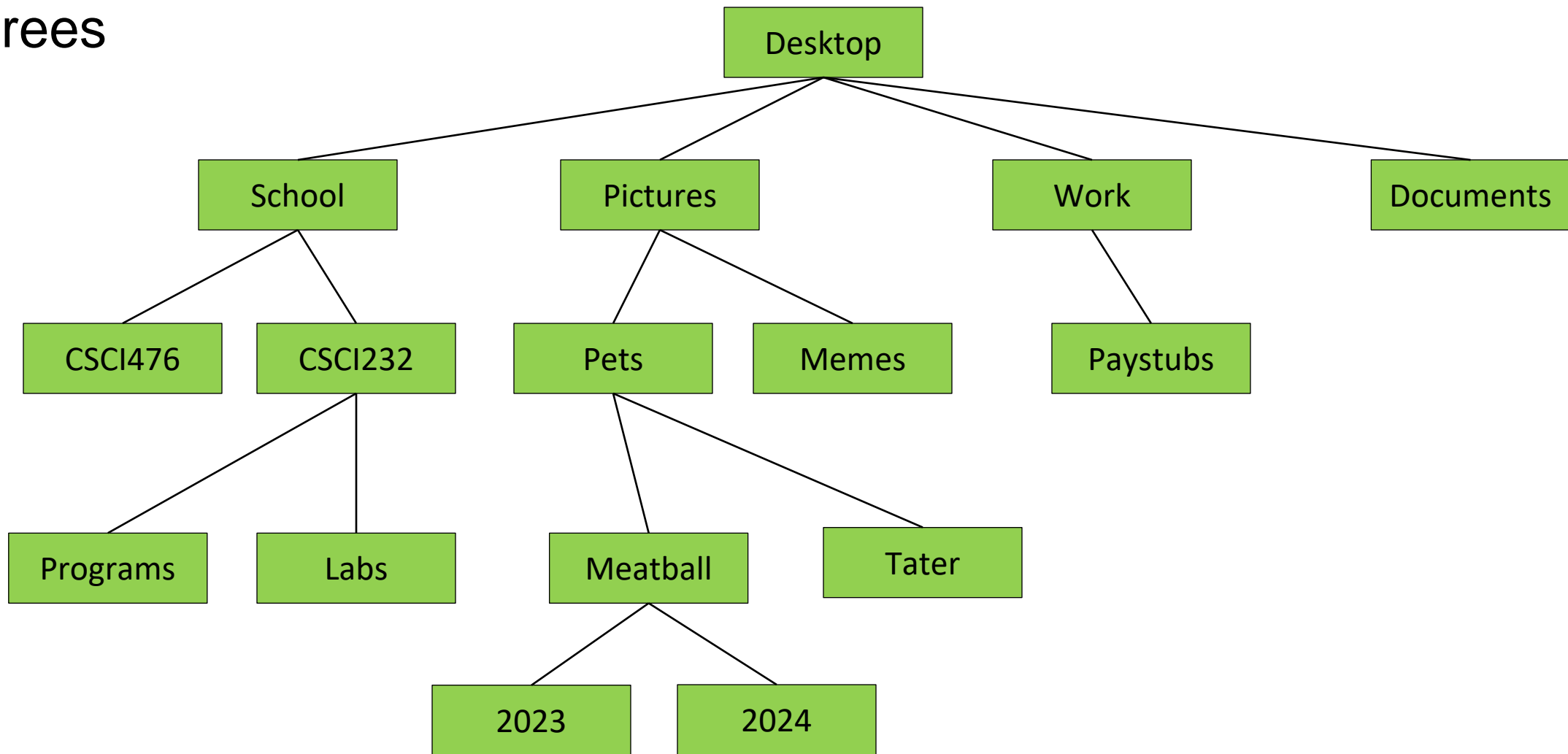
# Announcements

# Trees



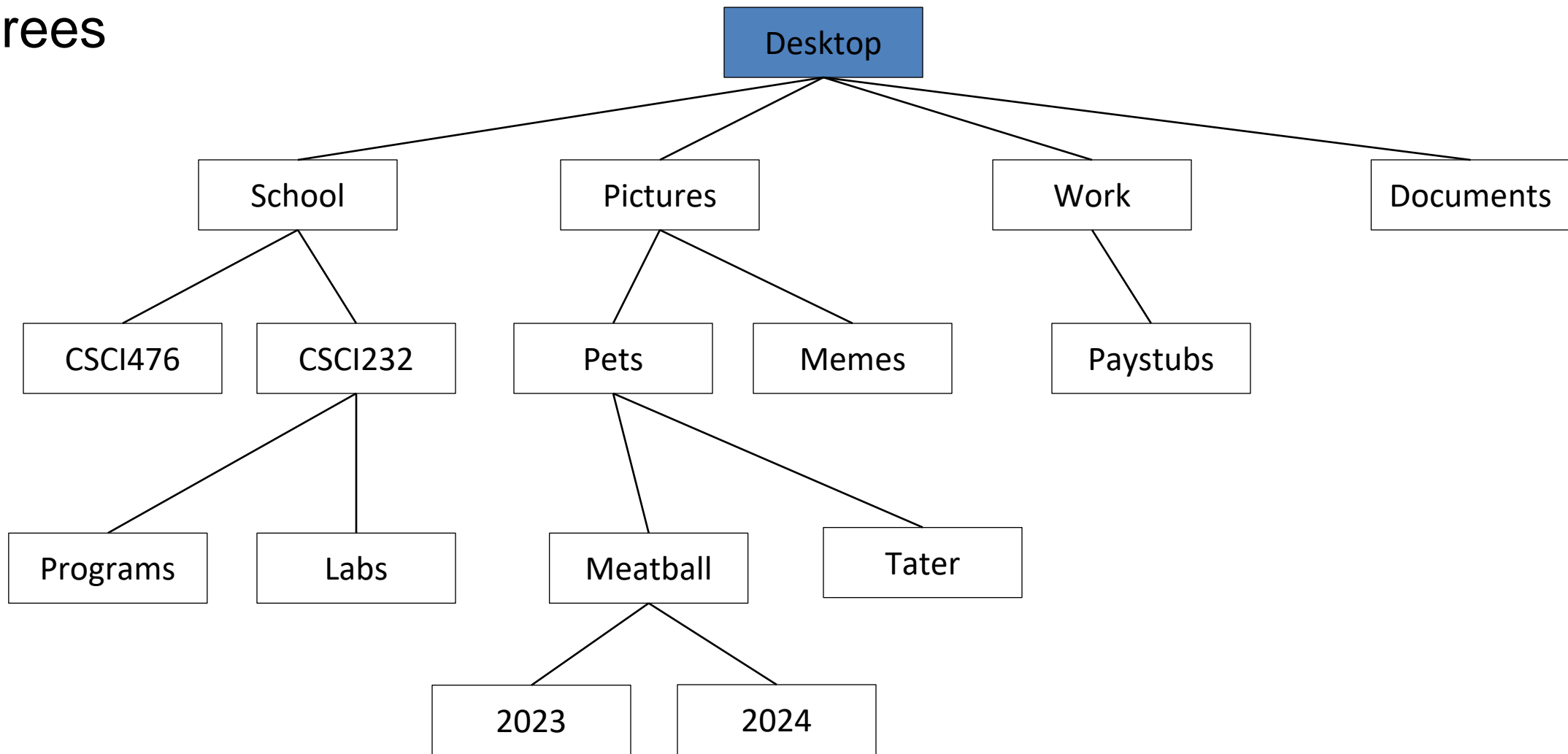
**Trees** are data structures used to store elements hierarchically (not linear like arrays and linked lists)

# Trees



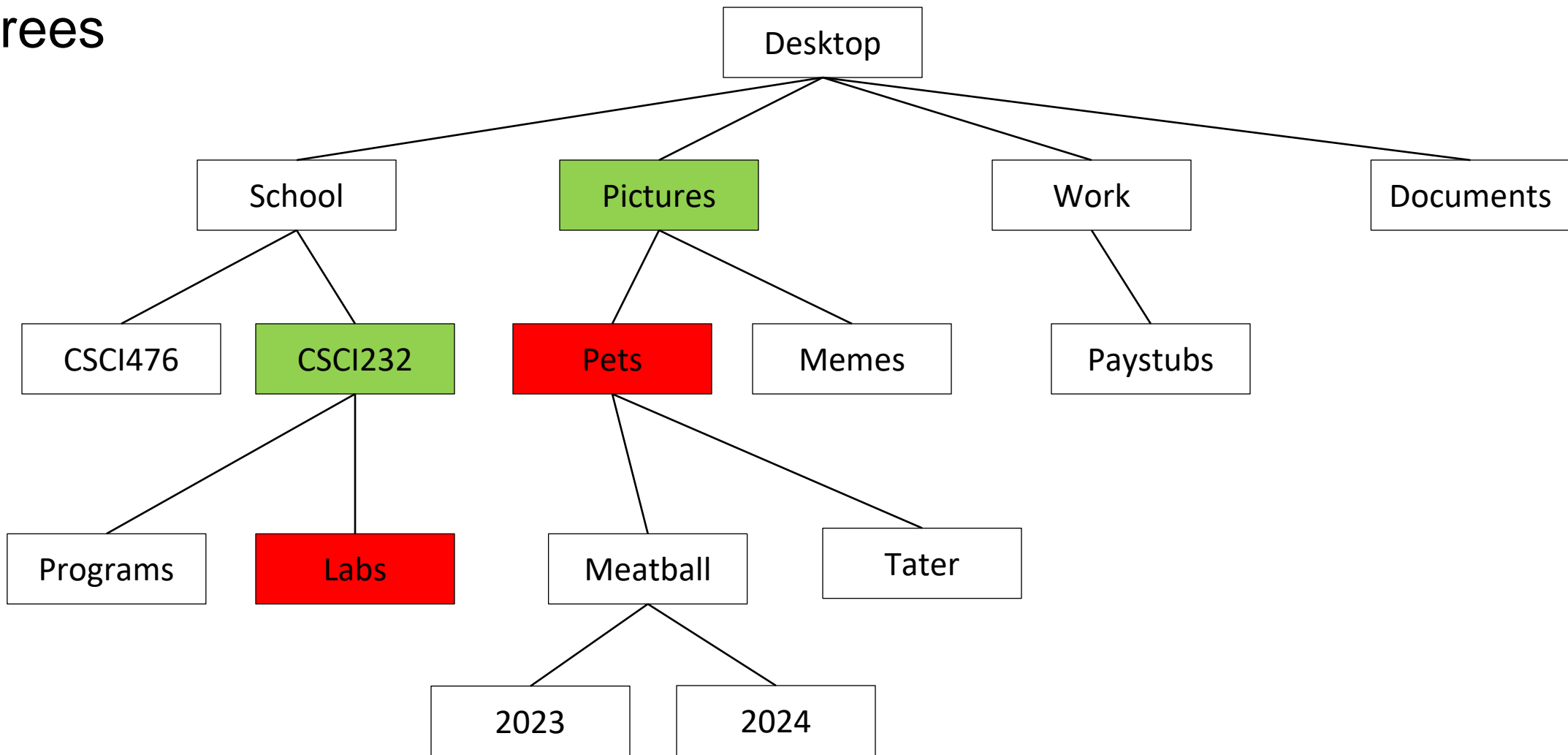
**Nodes:** The **entities** that make up the tree.

# Trees



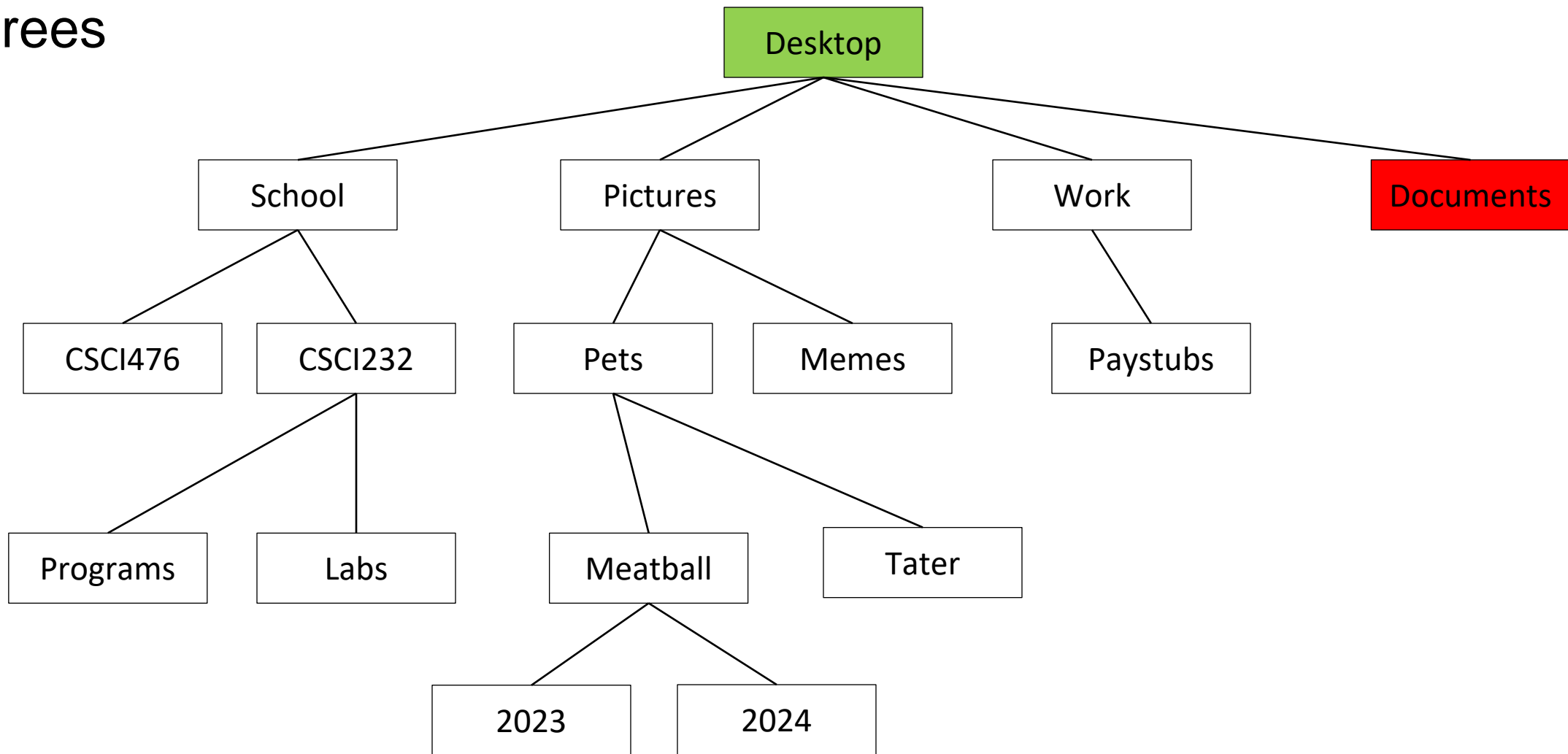
**Root:** The **node** at the top of the hierarchy

# Trees



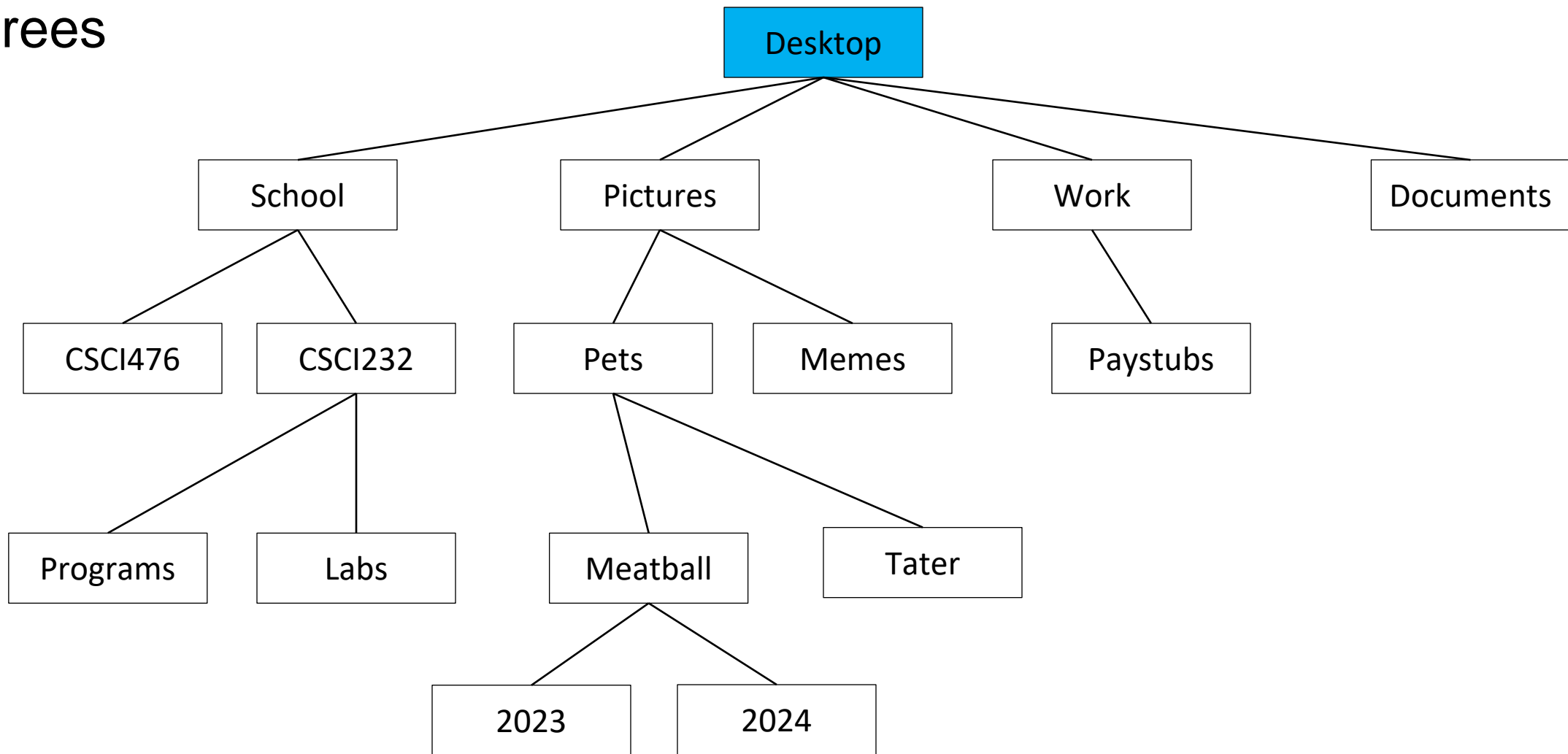
**Parent:** For a given **node**, its **parent** is the node that directly precedes it in the hierarchy

# Trees



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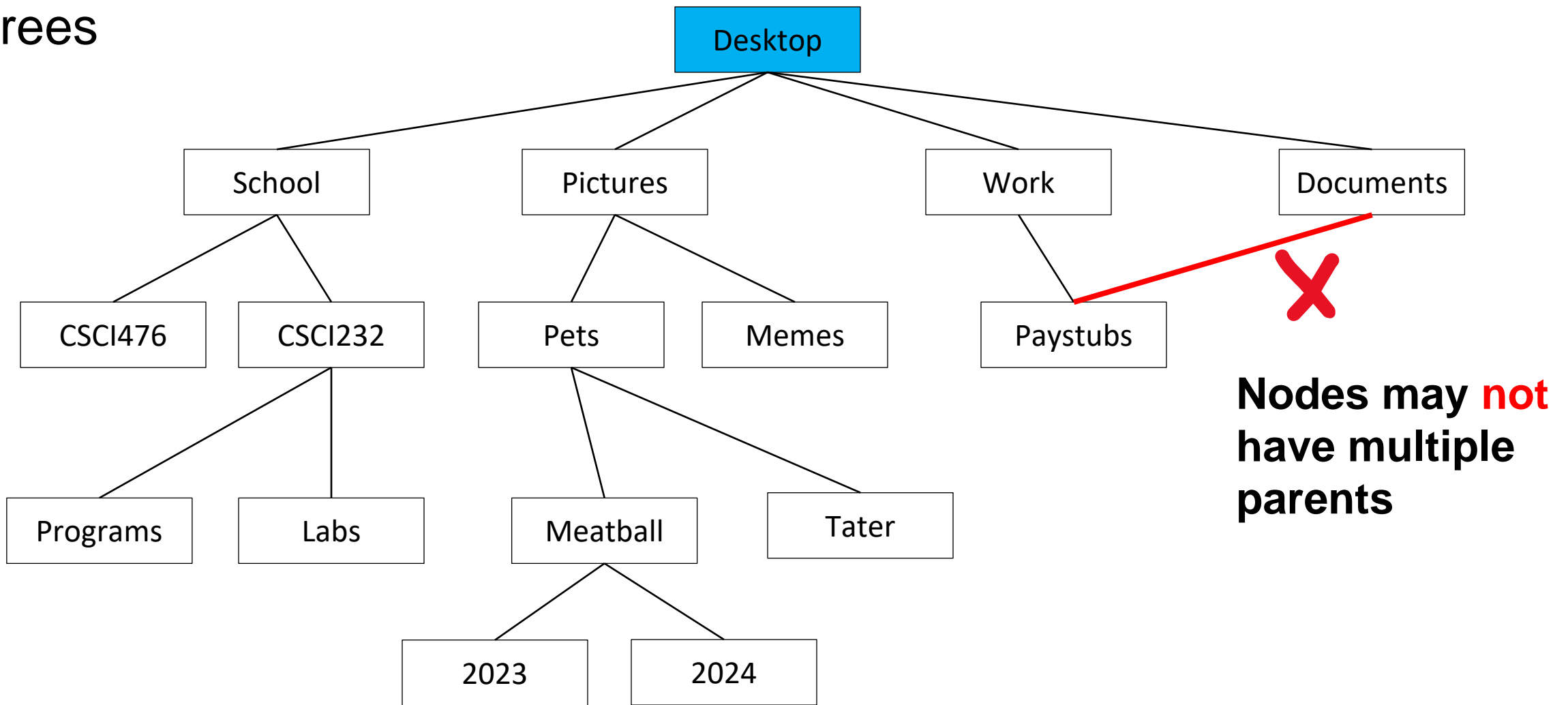
# Trees



**Parent:** For a given node, its parent is the node that directly precedes it in the hierarchy. Every node has a parent except the **root**

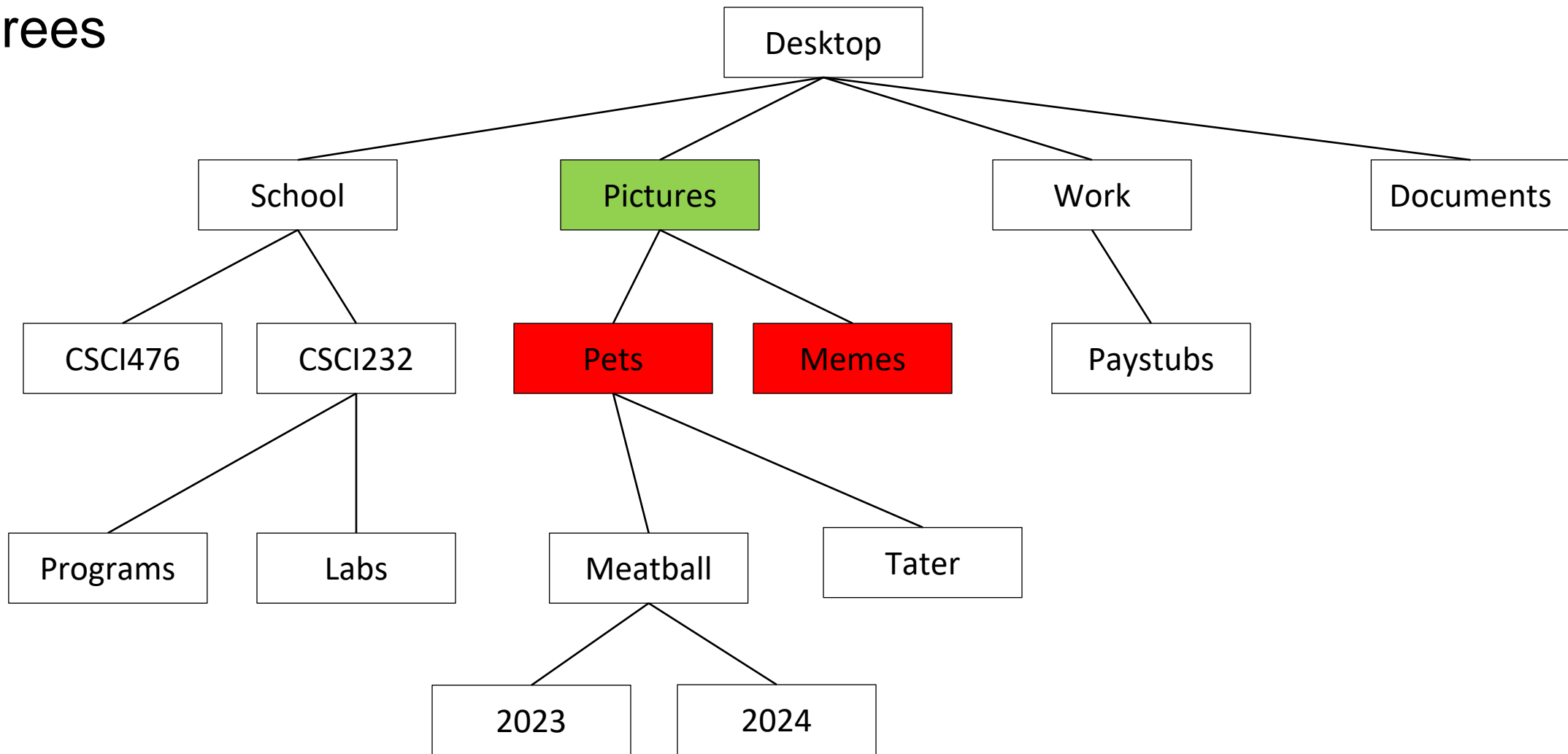


# Trees



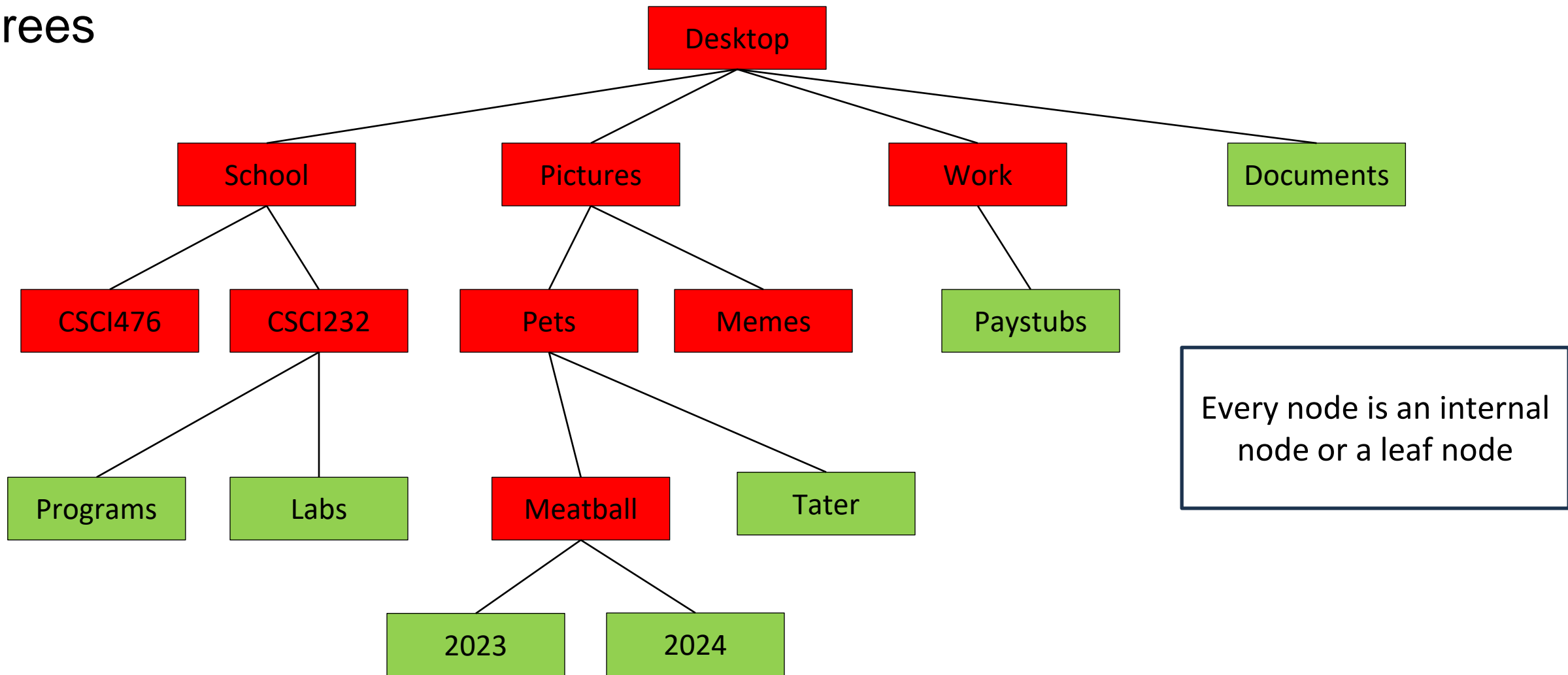
**Parent:** For a given node, its parent is the node that directly precedes it in the hierarchy. Every node has a parent except the **root**

# Trees



**Child:** For a given **node**, its children are the **node(s)** that directly follow it in the hierarchy

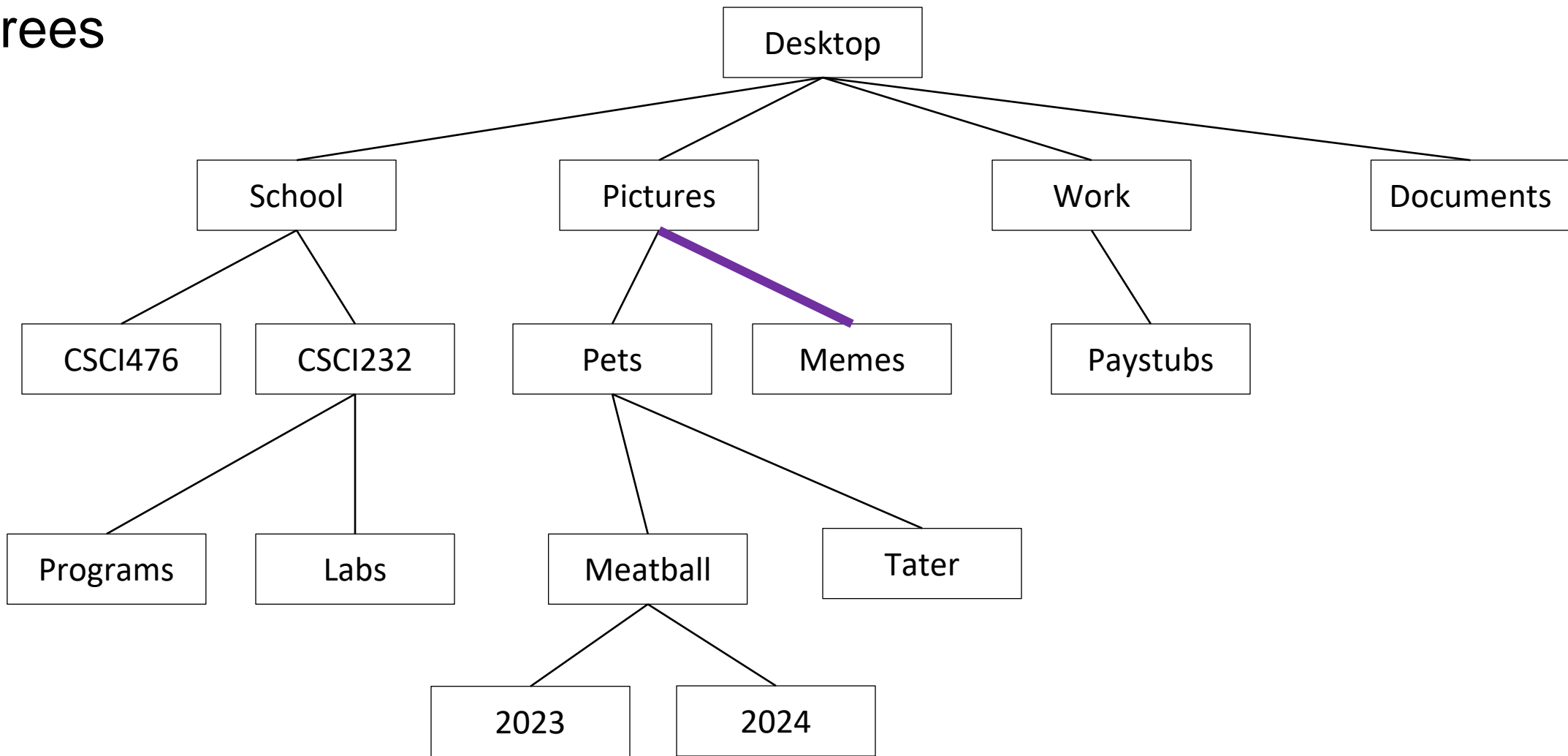
# Trees



**Internal node:** A node with at least one child (parent nodes)

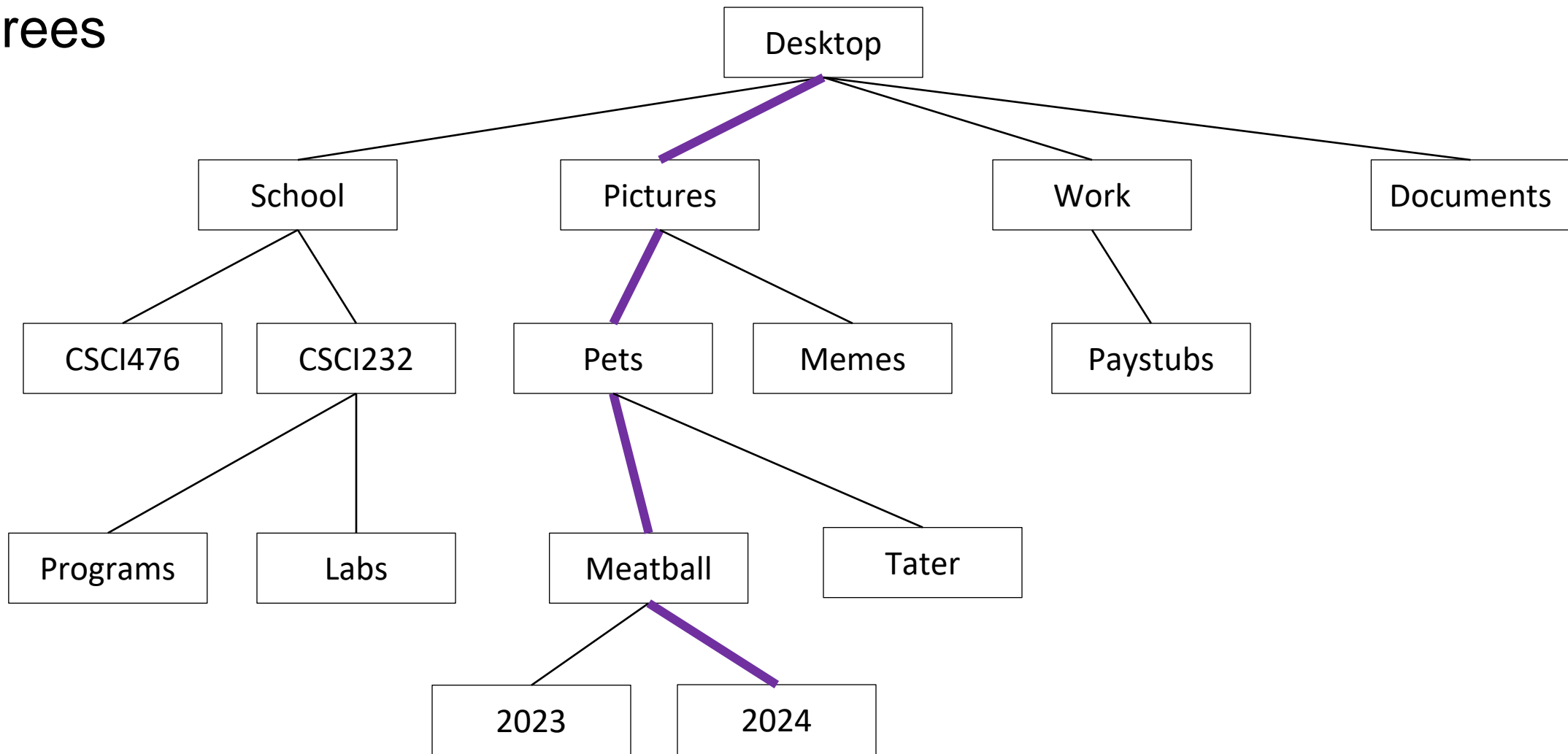
**Leaf node:** A node without children

# Trees



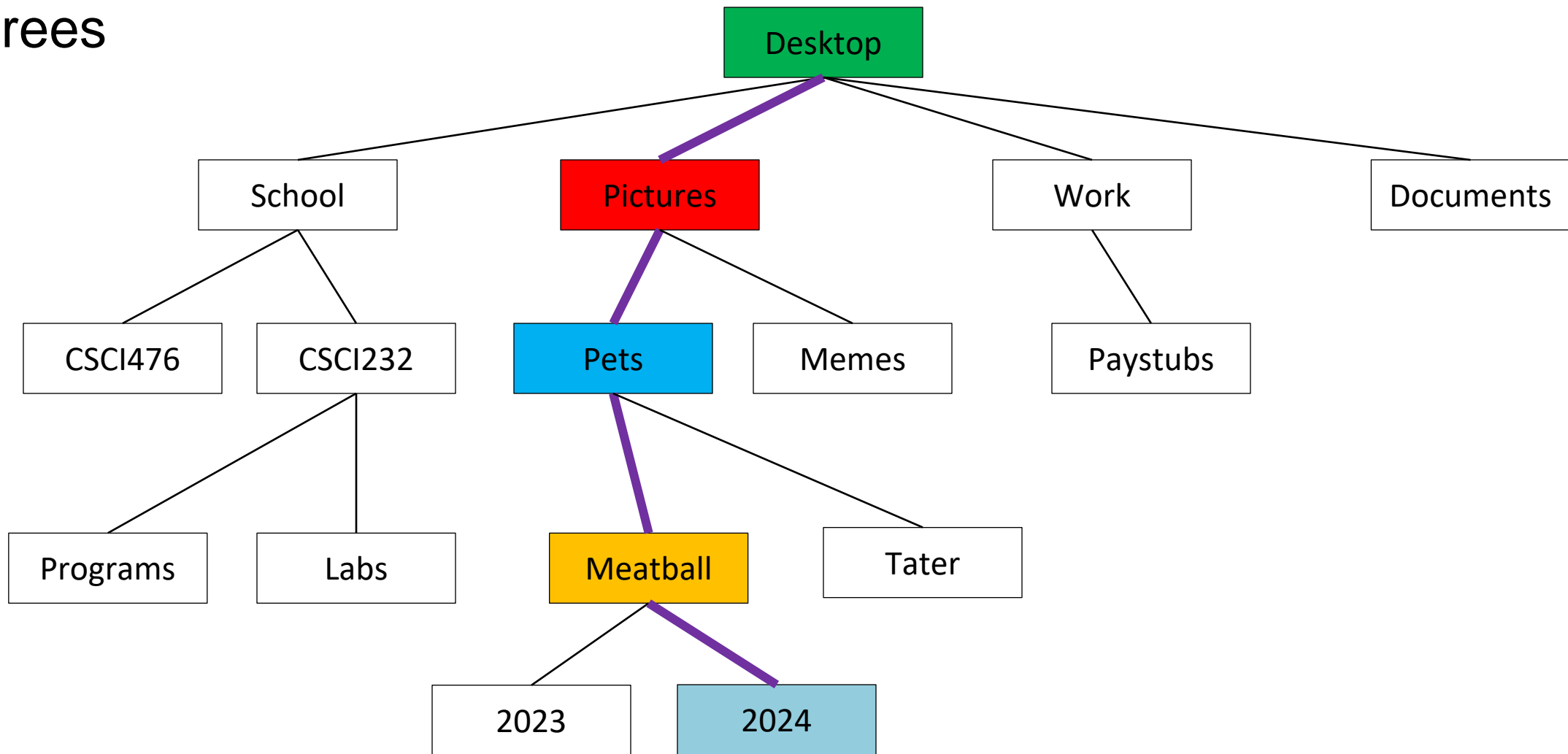
**Edge:** a pair of nodes such that one is the parent of the other. There is no edge between nodes that are not directly parent-child related

# Trees



**Path:** A sequence of edge-connected nodes

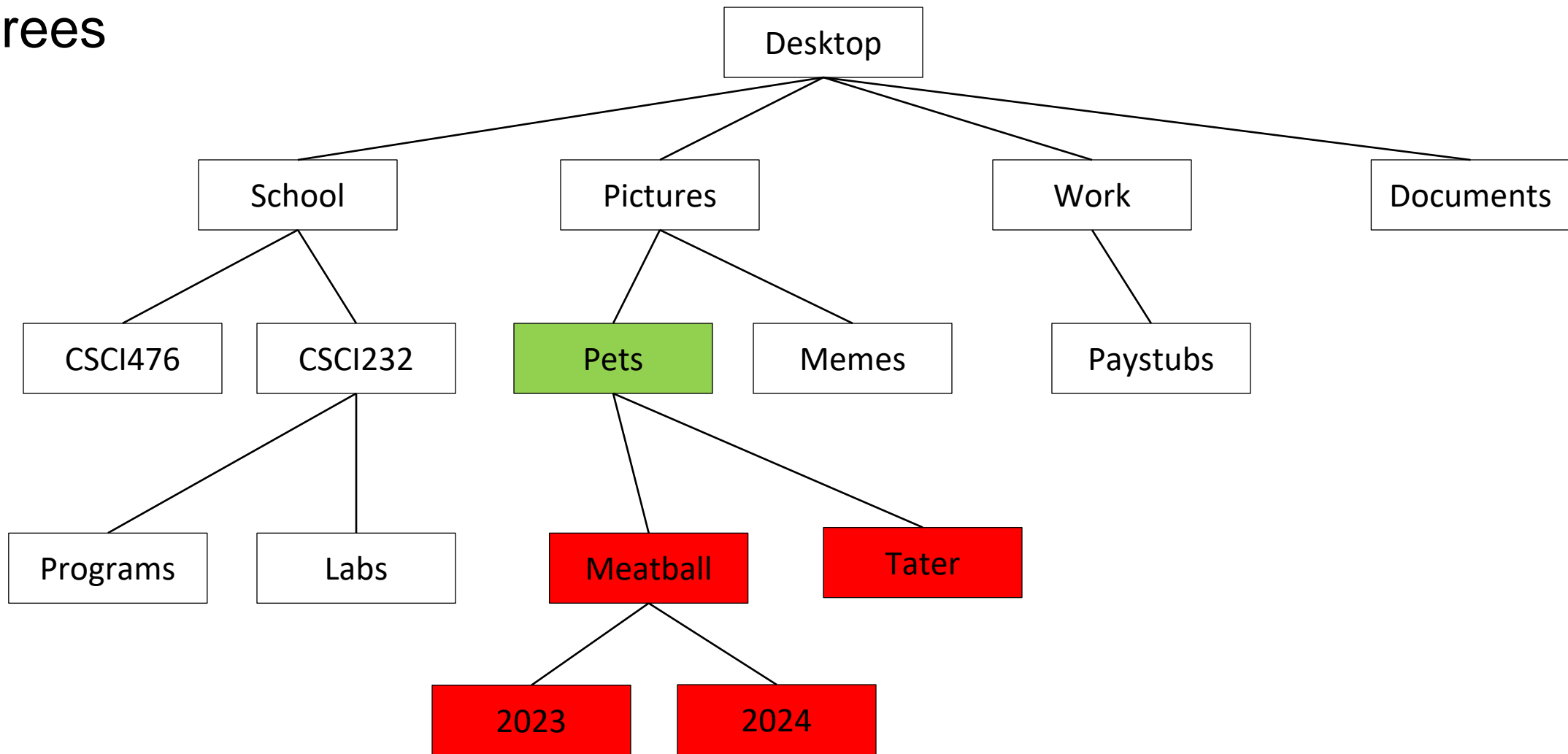
# Trees



**Path:** A sequence of edge-connected nodes

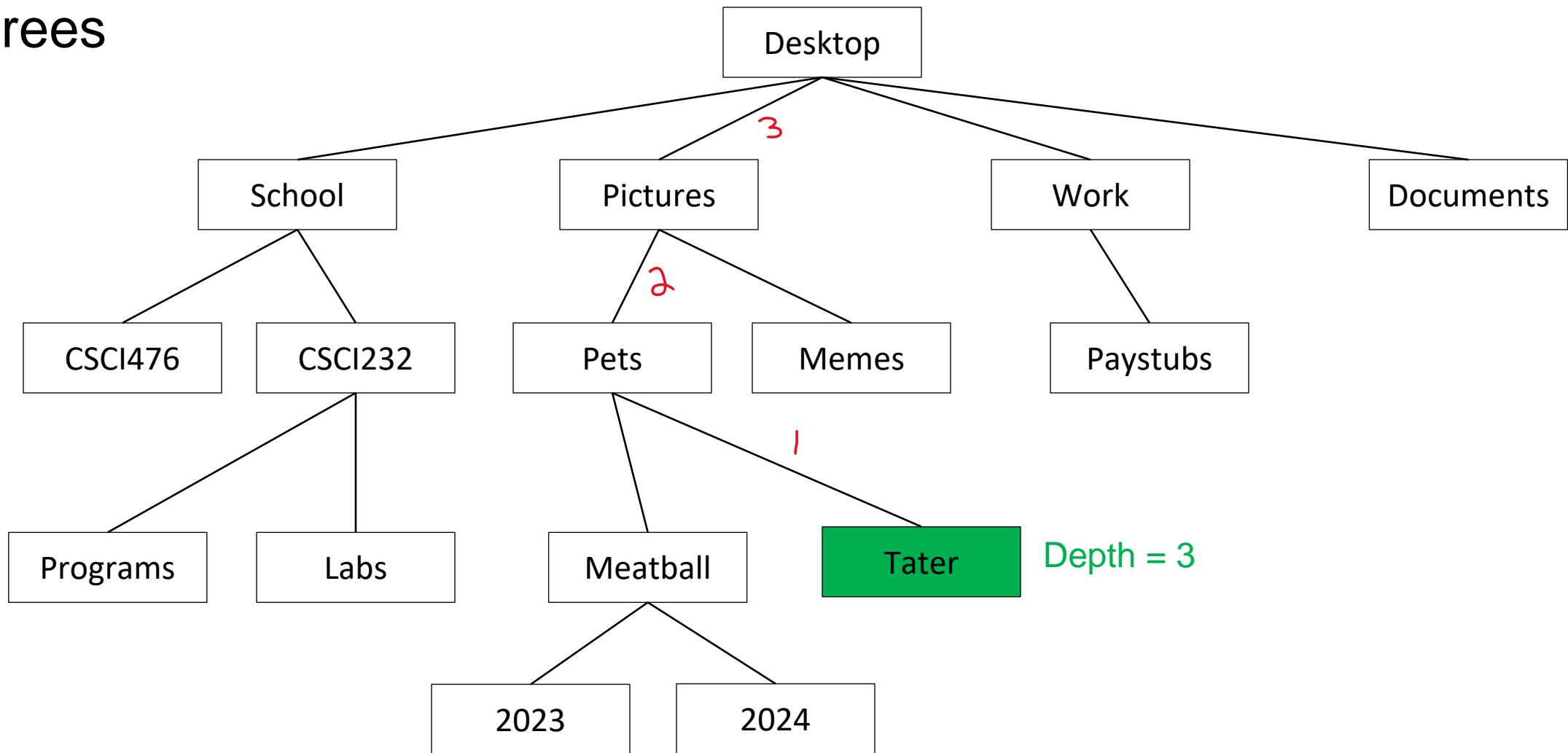
**Desktop/Pictures/Pets/Meatball/2024**

# Trees



**Subtree:** a given **node** and all its **descendants**

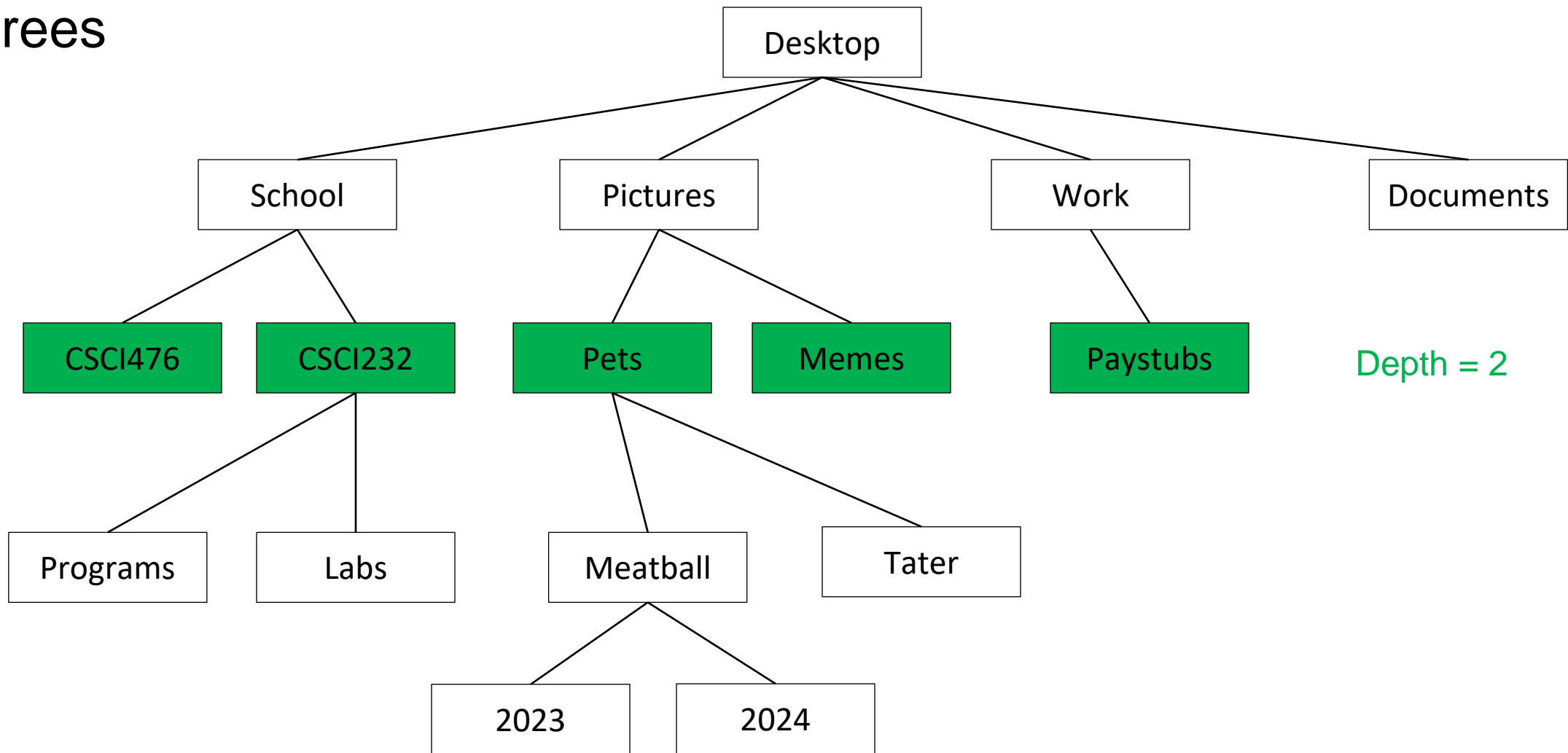
# Trees



**Depth:** For a given node, its depth is the number of edges in the unique path back to root

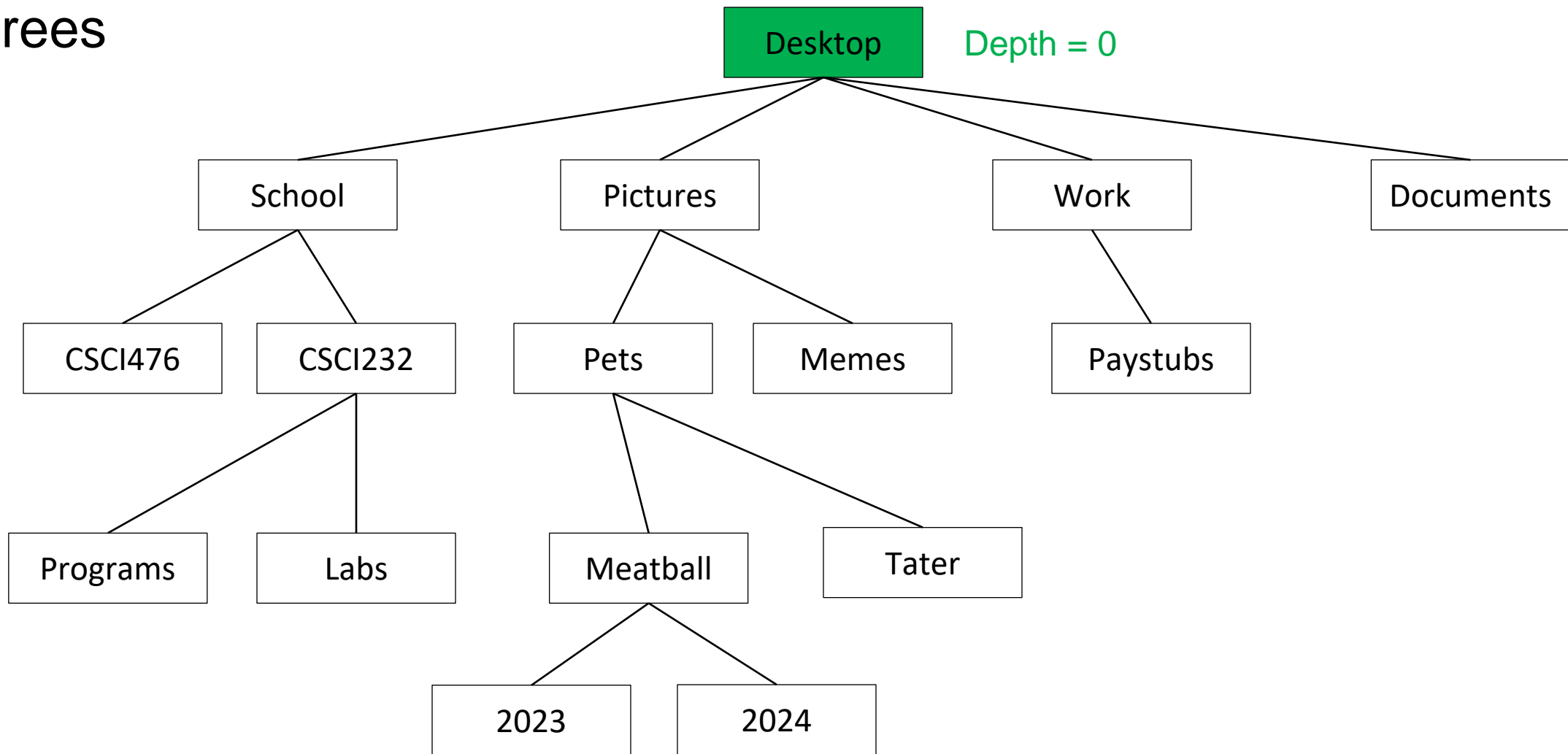


# Trees



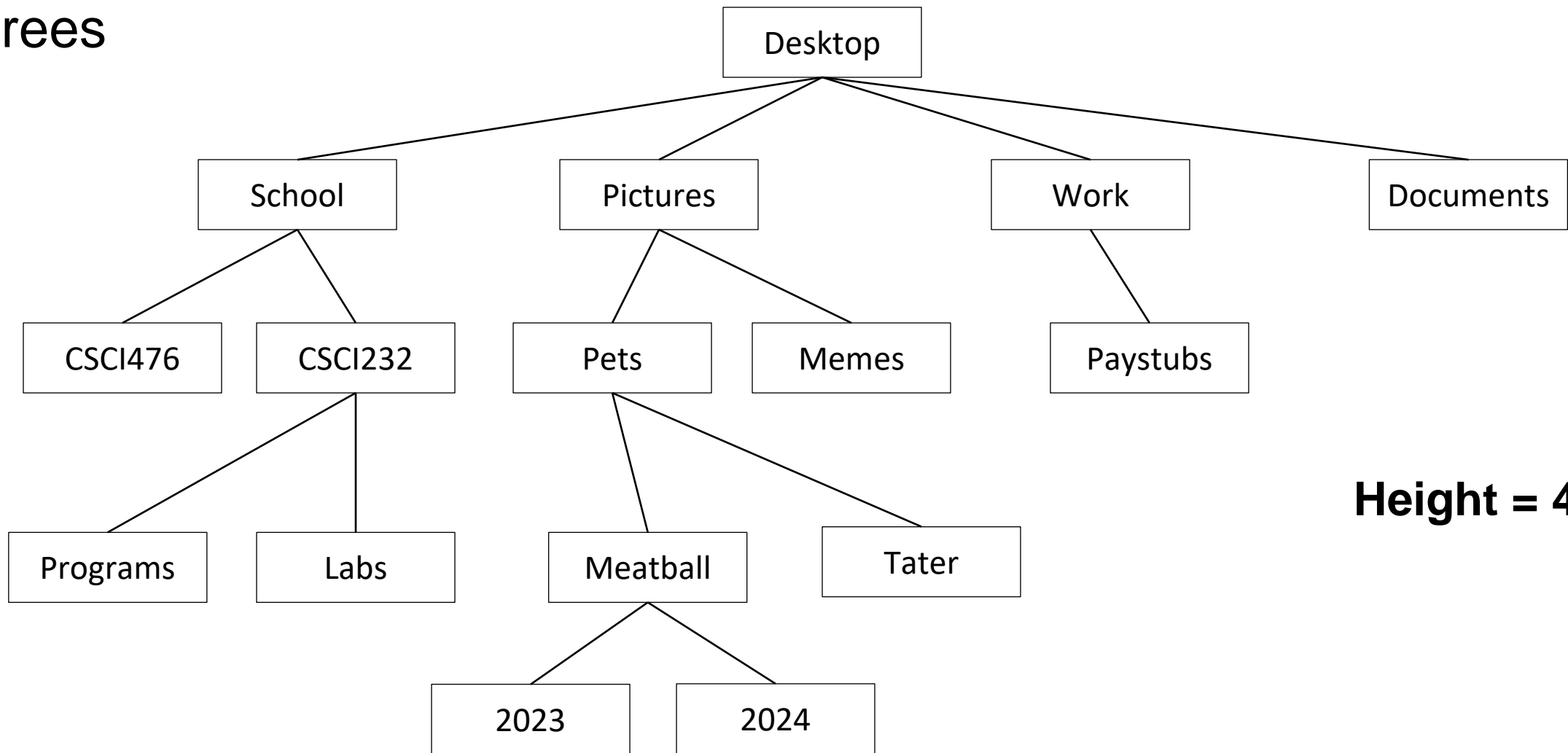
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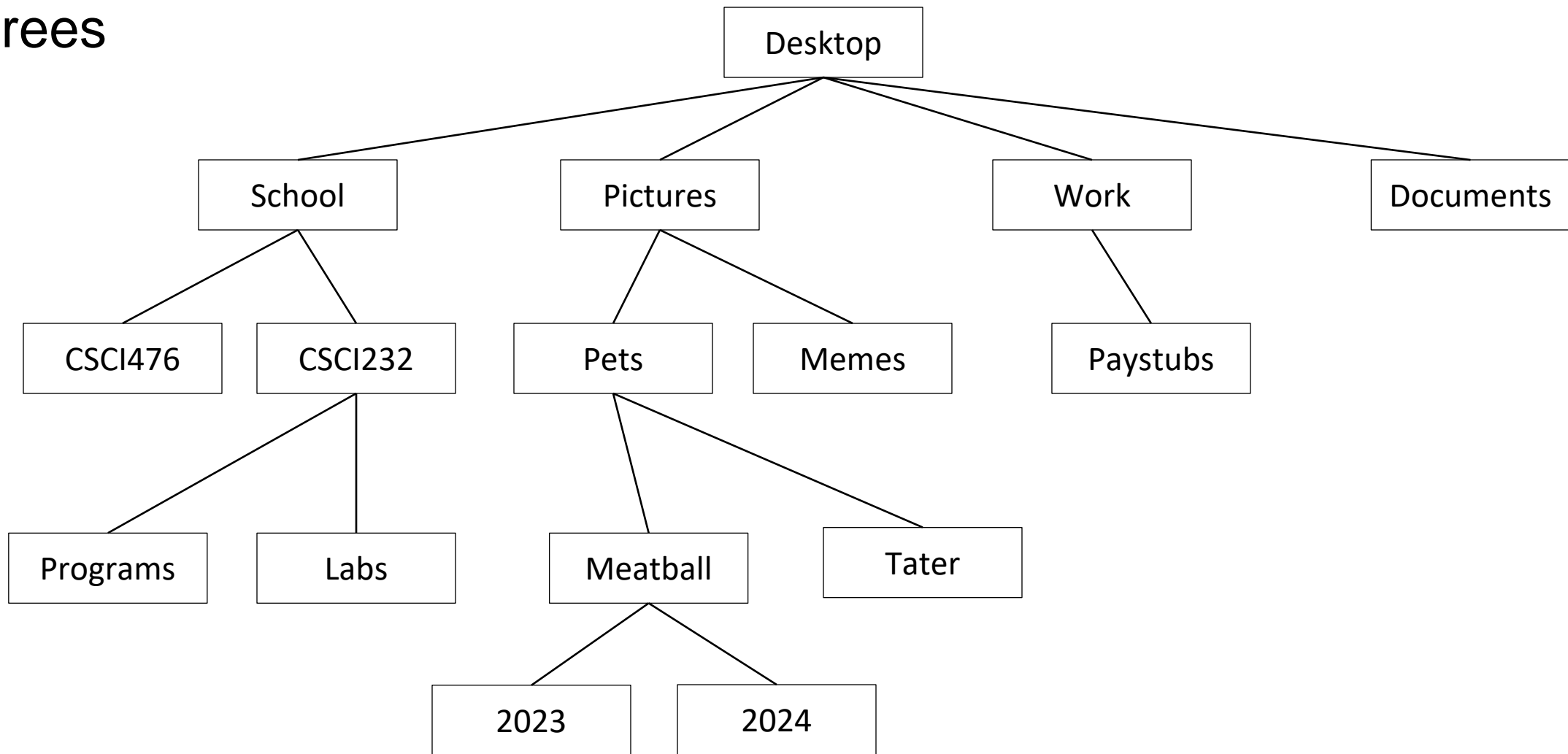
# Trees



**Height = 4**

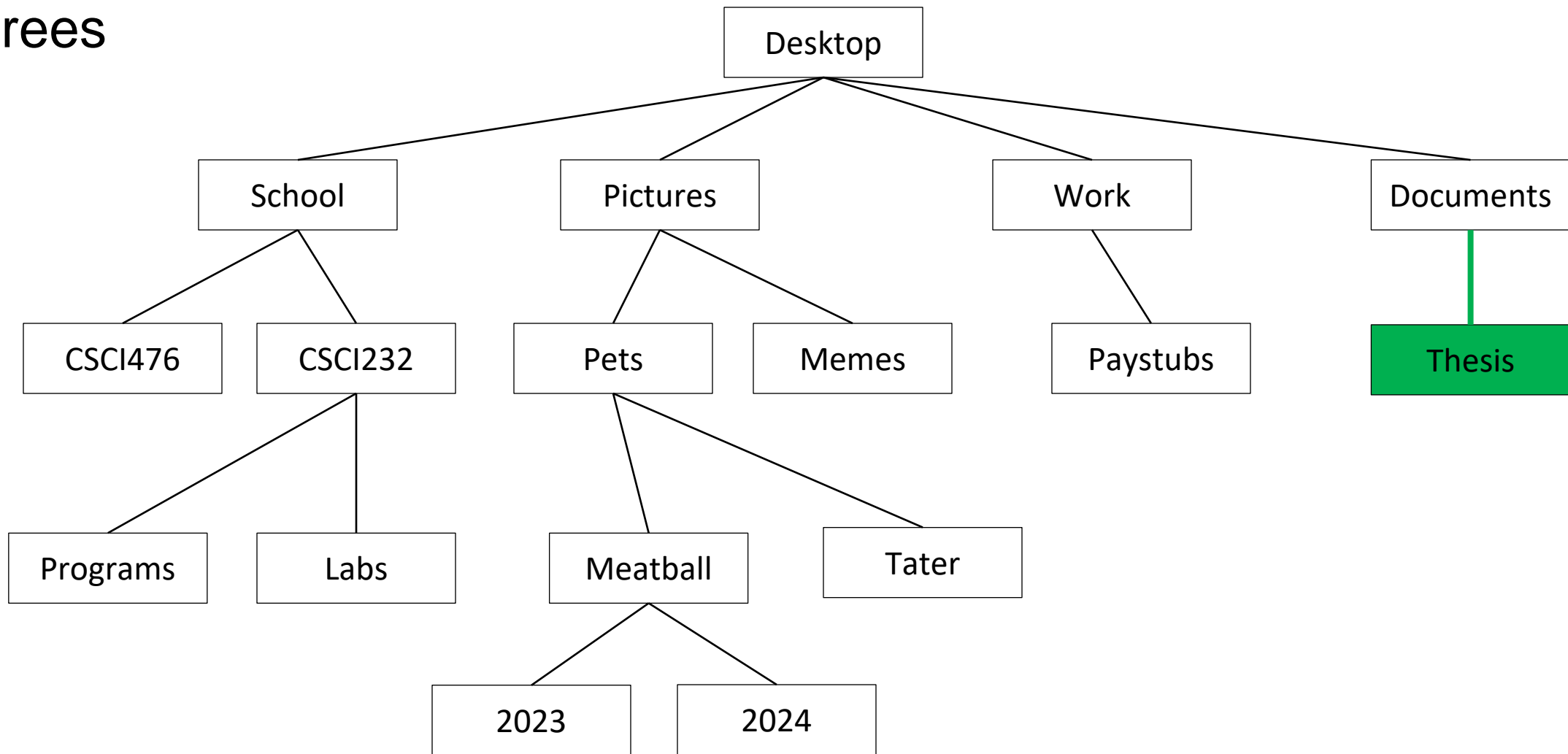
**Height:** The height of a tree is the maximum depth of any of its nodes

# Trees



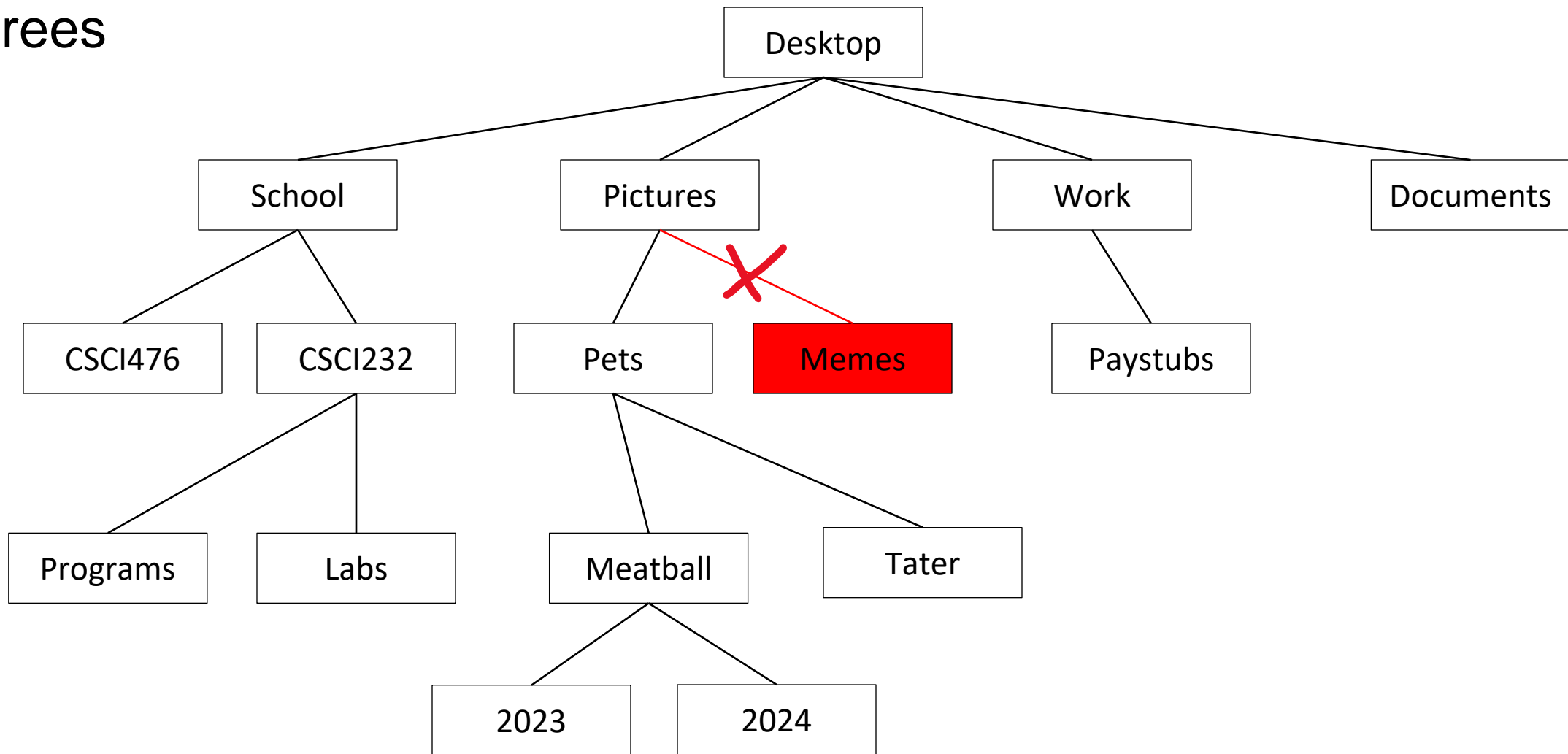
What operations might we need to do on a tree?

# Trees



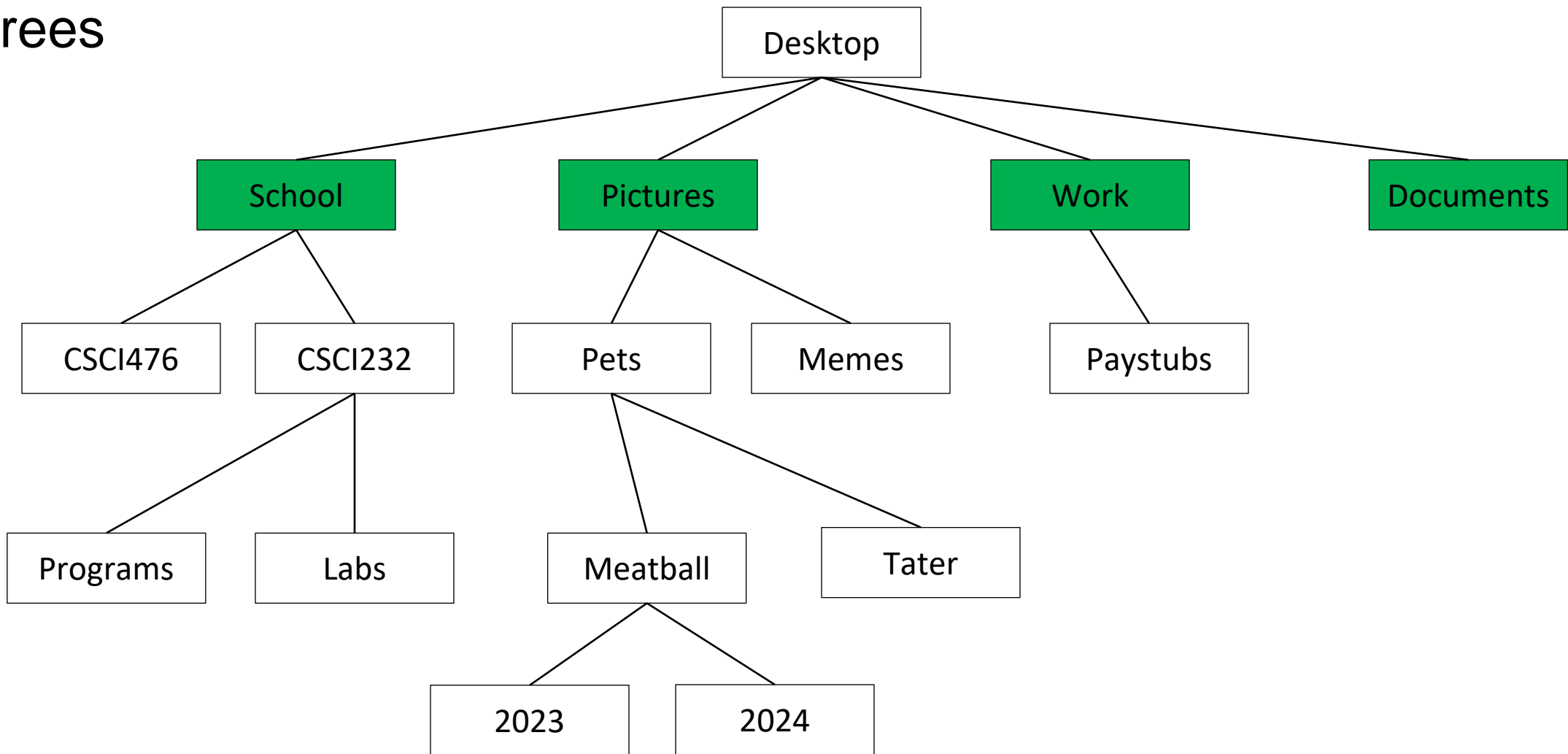
Insert a node

# Trees



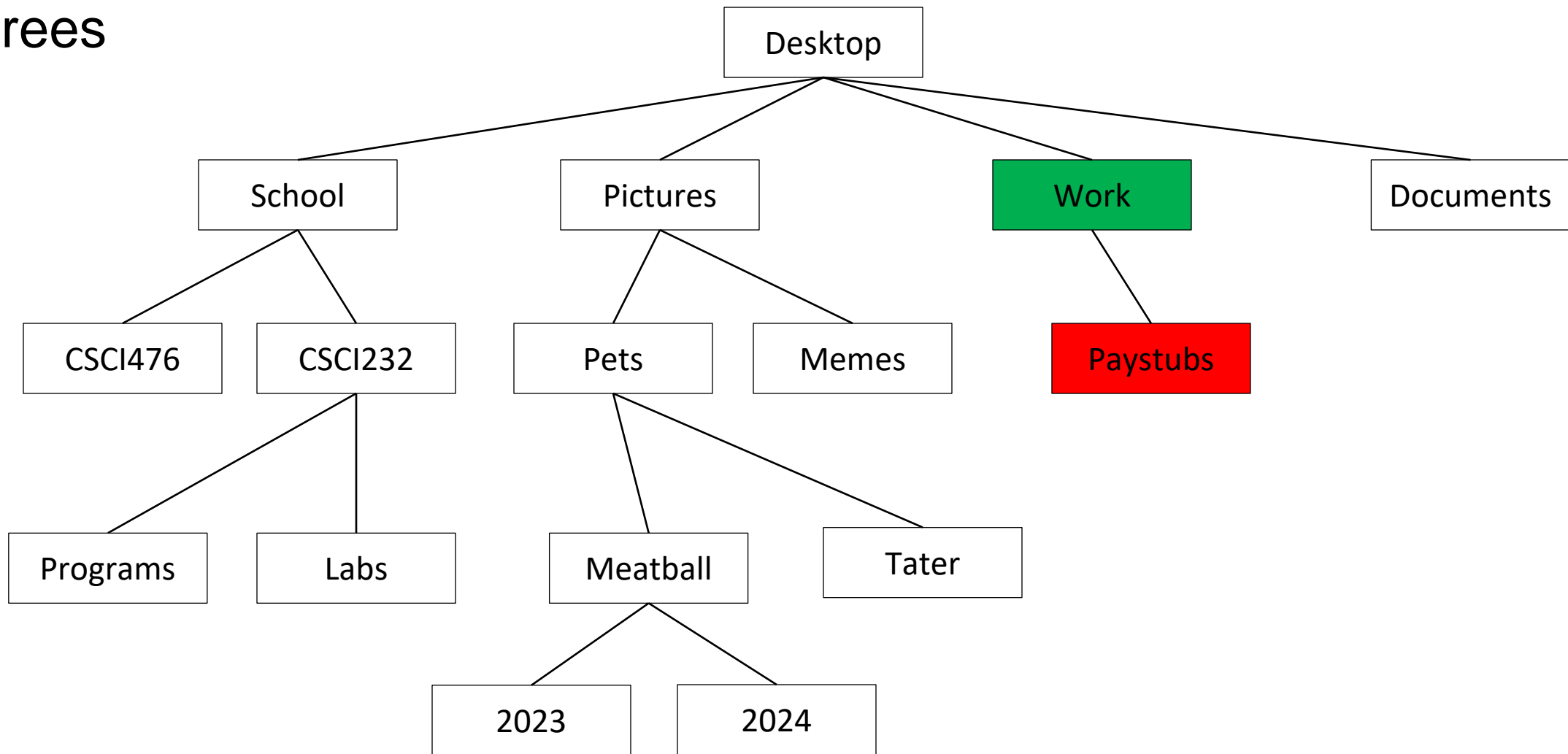
Remove a node

# Trees



Get the children of a node

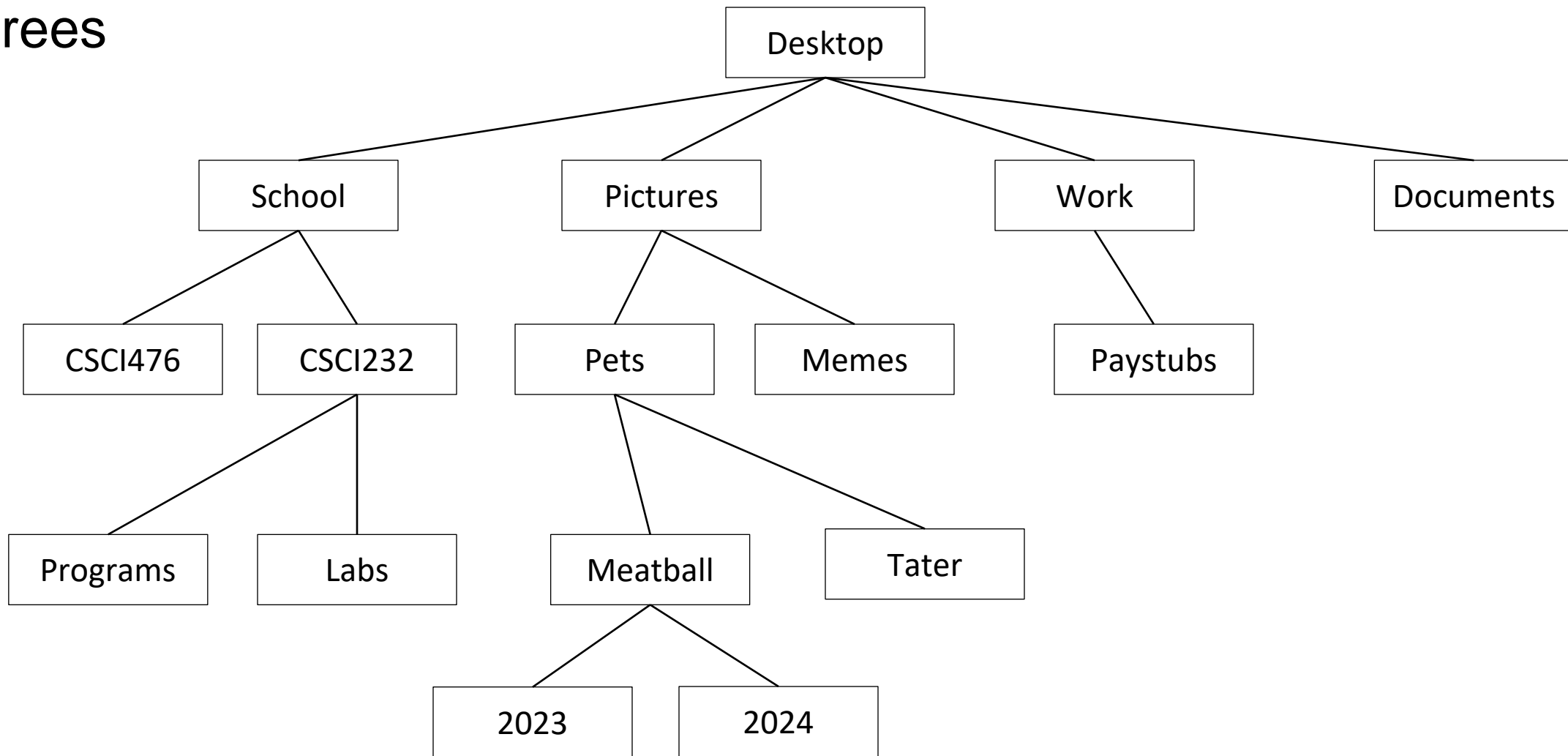
# Trees



Get the parent of a node



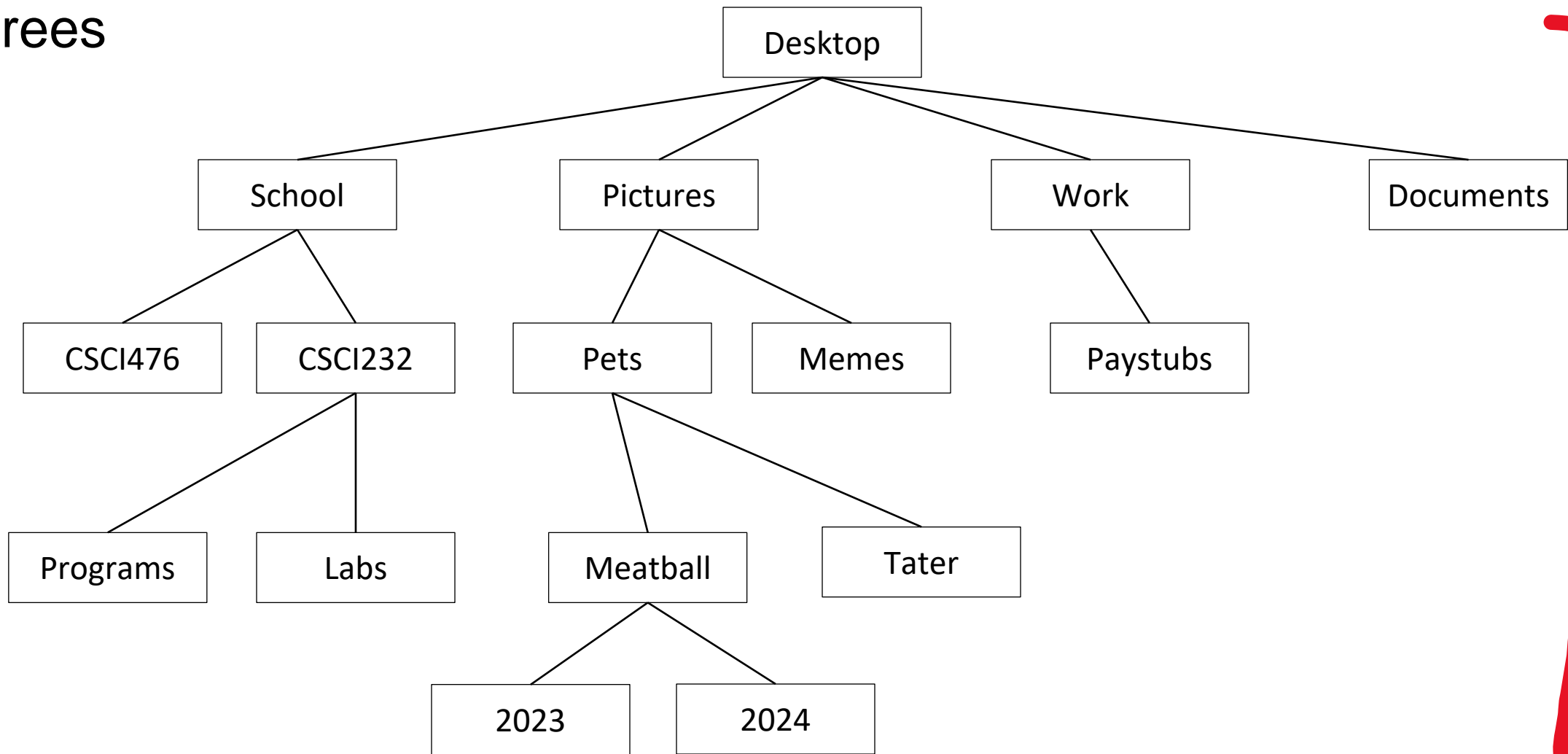
# Trees



Tree traversal / Printing / Searching

`searchForNode("CSCI232")`

# Trees



4

Get Depth of Tree

# Trees - Operations

- Insert a node
- Remove a node
- **Get children of node**
- **Get parent of node**
- **Traversal/Search/Print**
- **Get depth/height**

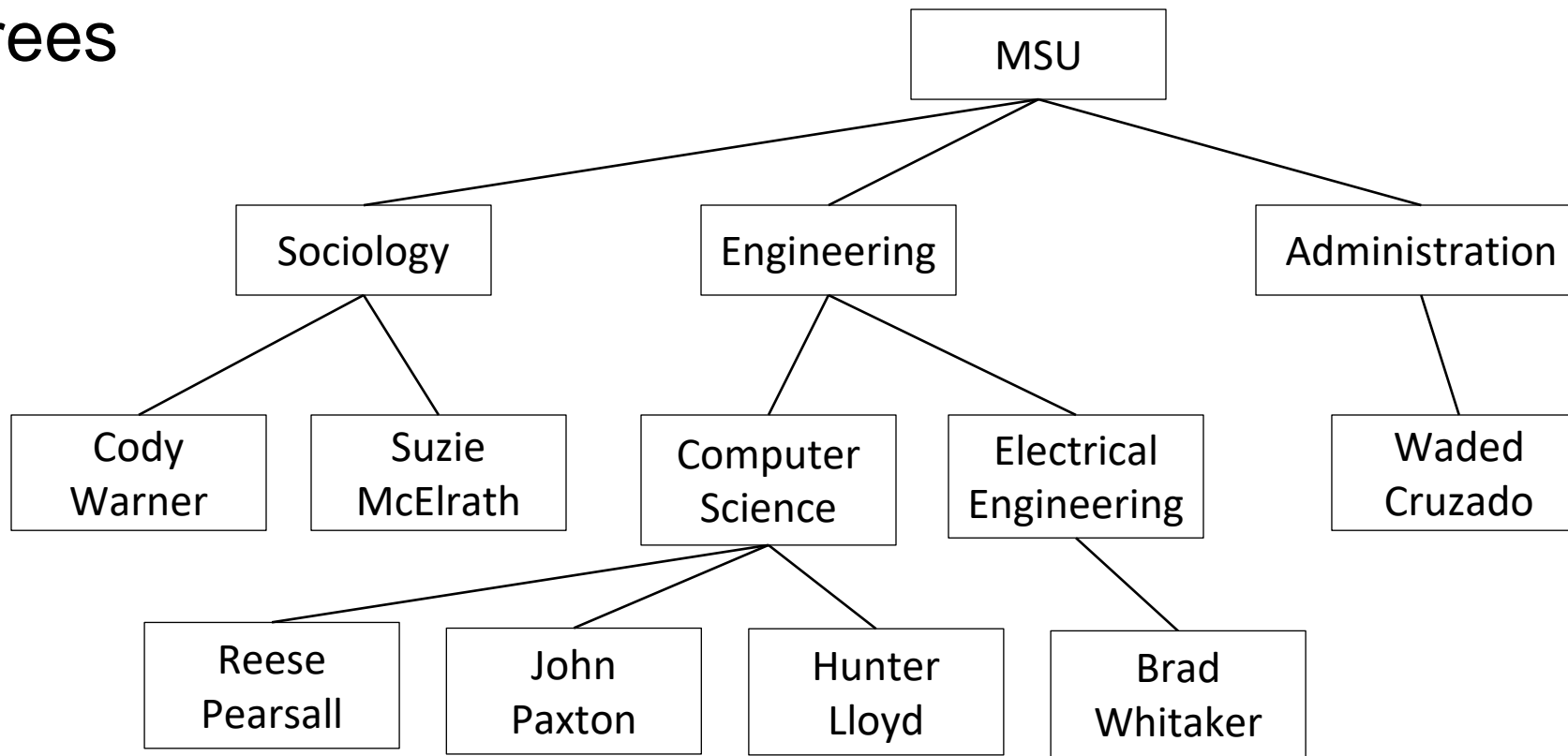
**Some** of these operations don't depend on the purpose of the tree

# Trees - Operations

- **Insert a node**
- **Remove a node**
- Get children of node
- Get parent of node
- Traversal/Search/Print
- Get depth/height

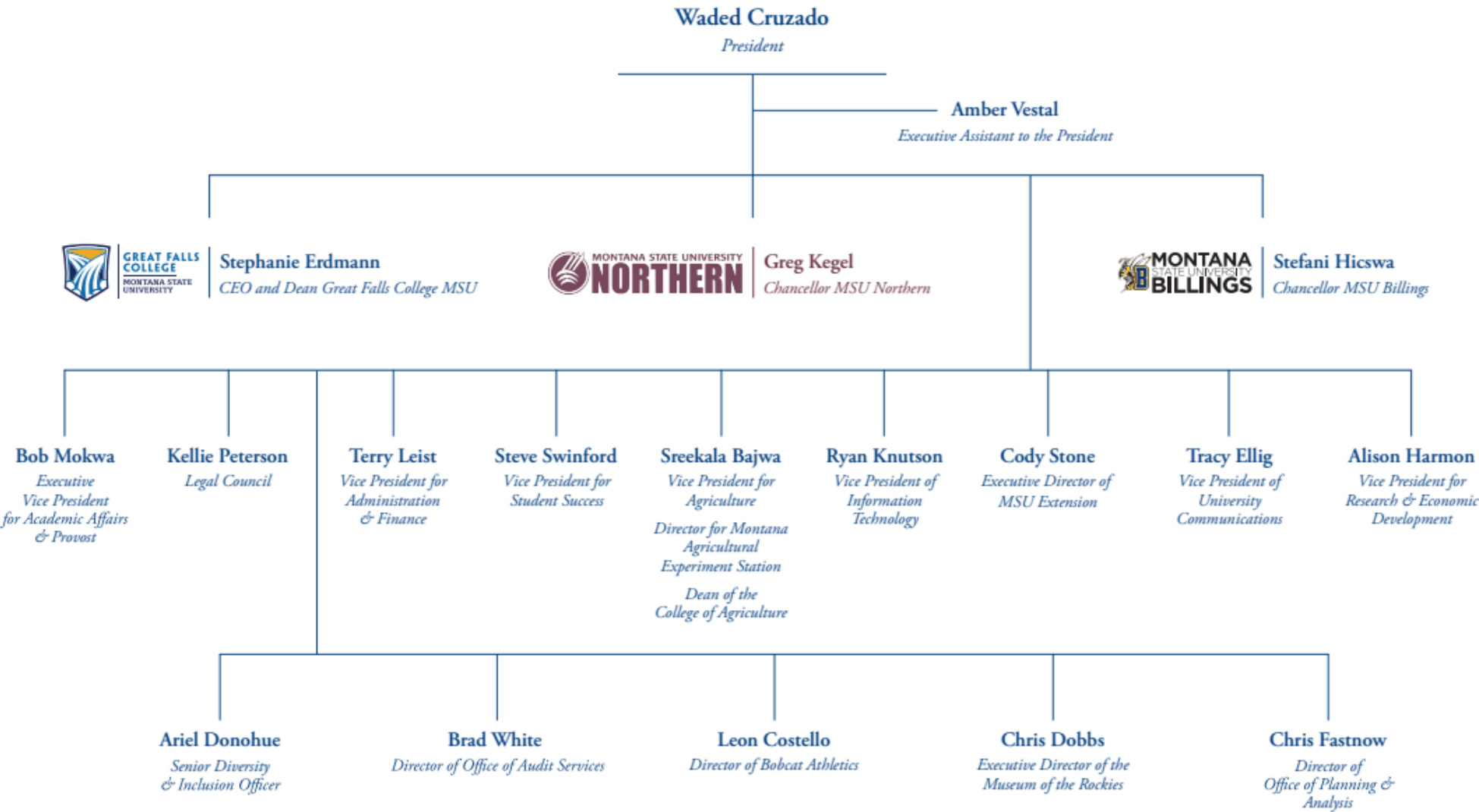
**Some** of these operations have implementation details that depend on what the tree is suppose to do

# Trees



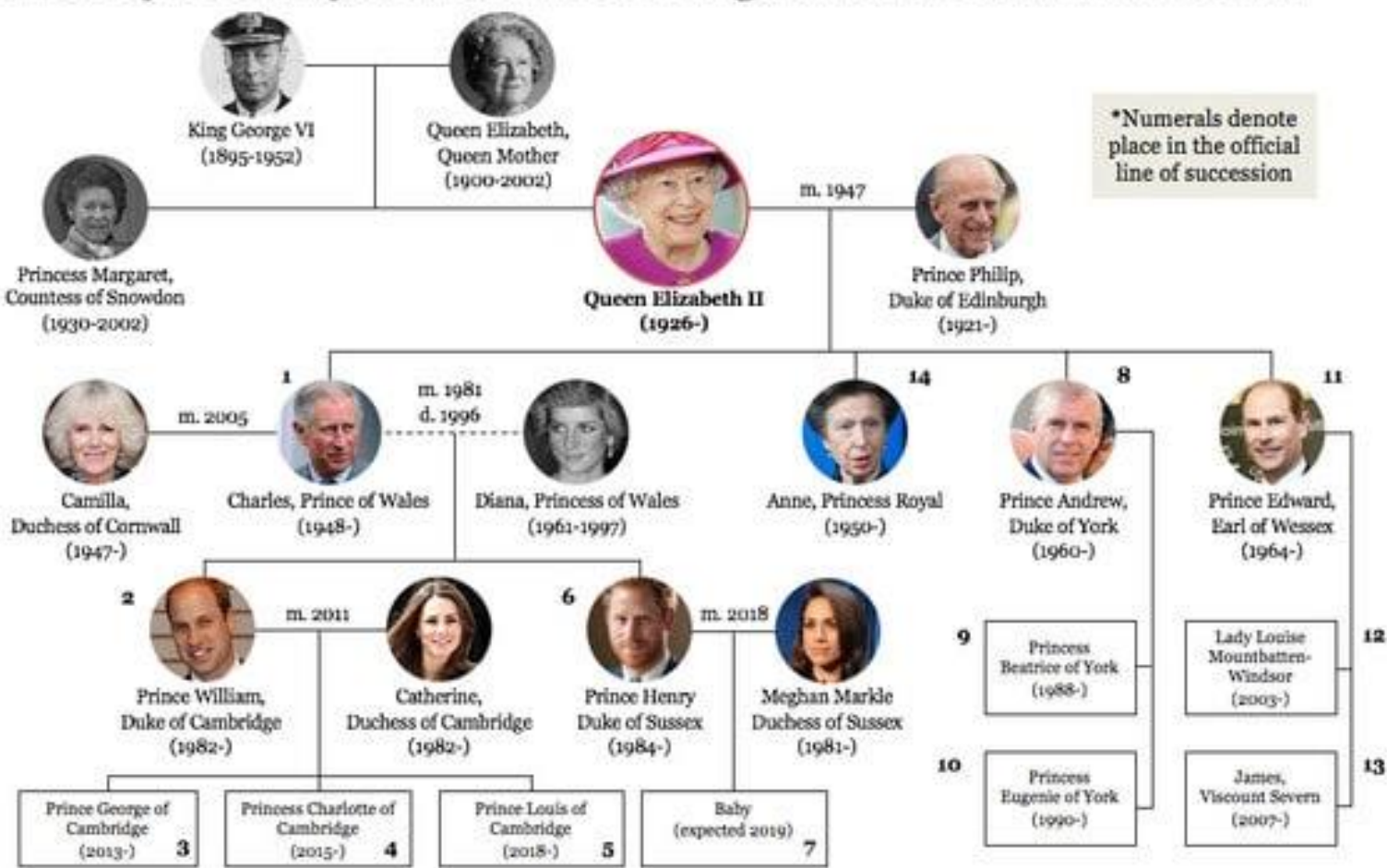
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(not linear like arrays and linked lists)

# Trees

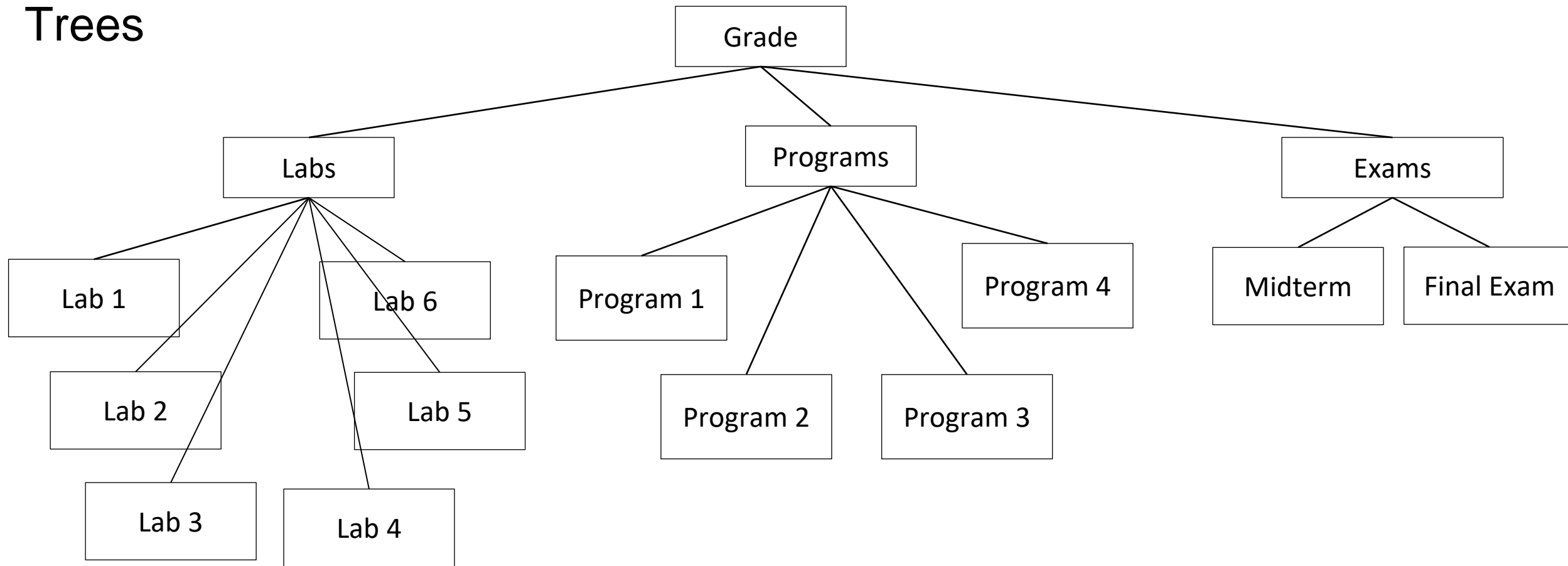


# Trees

## The royal family of the United Kingdom and Commonwealth



# Trees

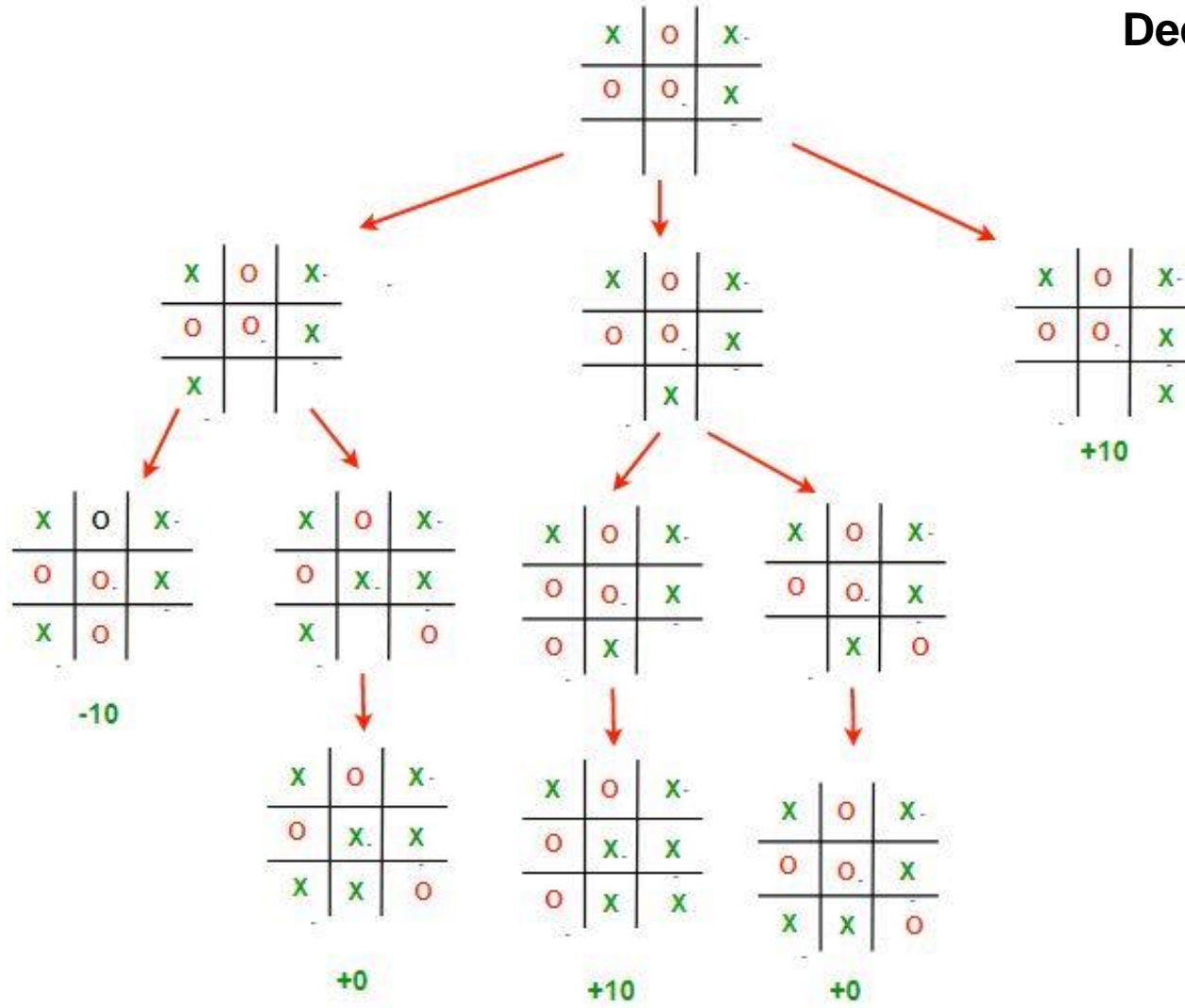


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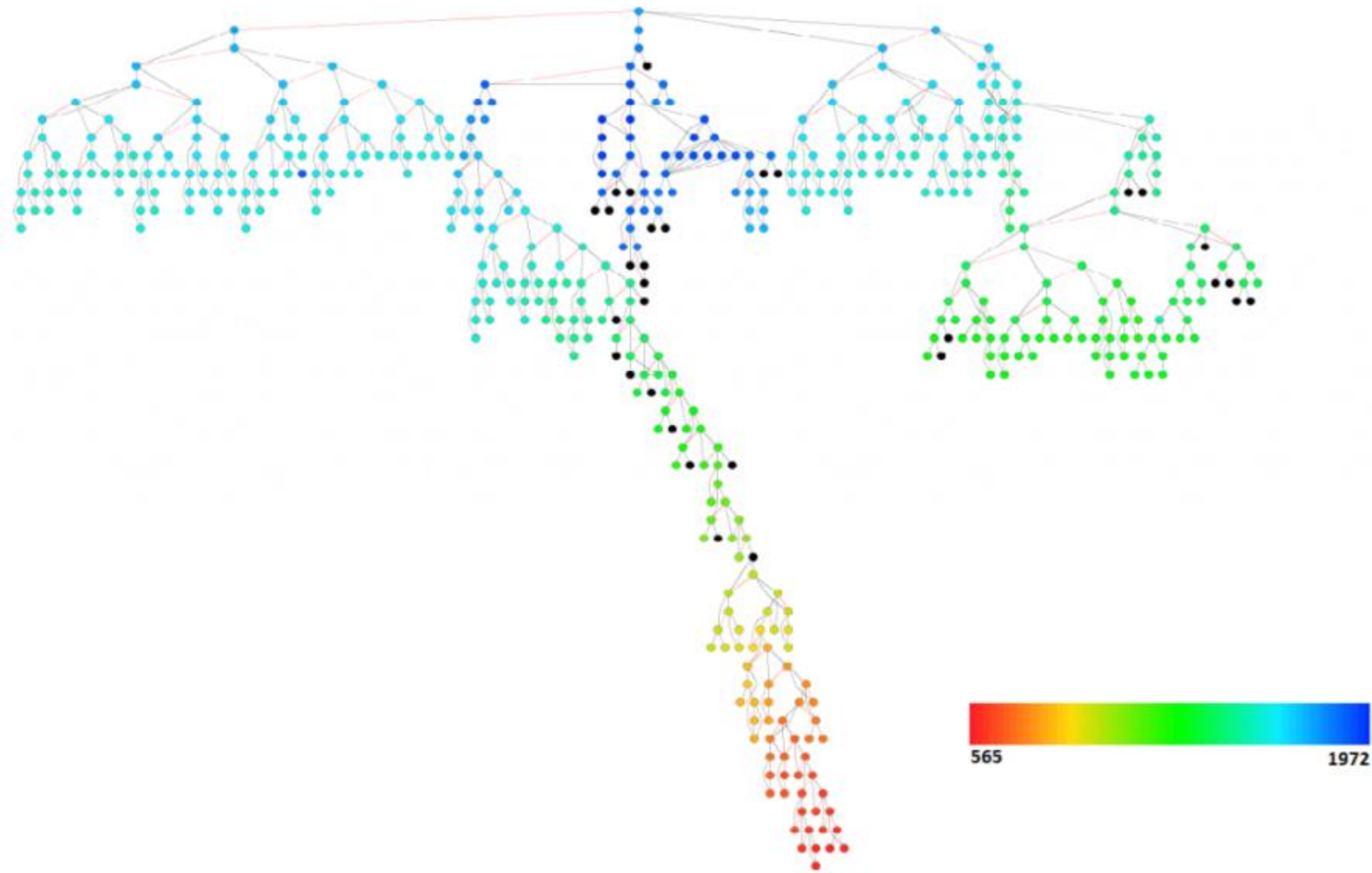


# Trees

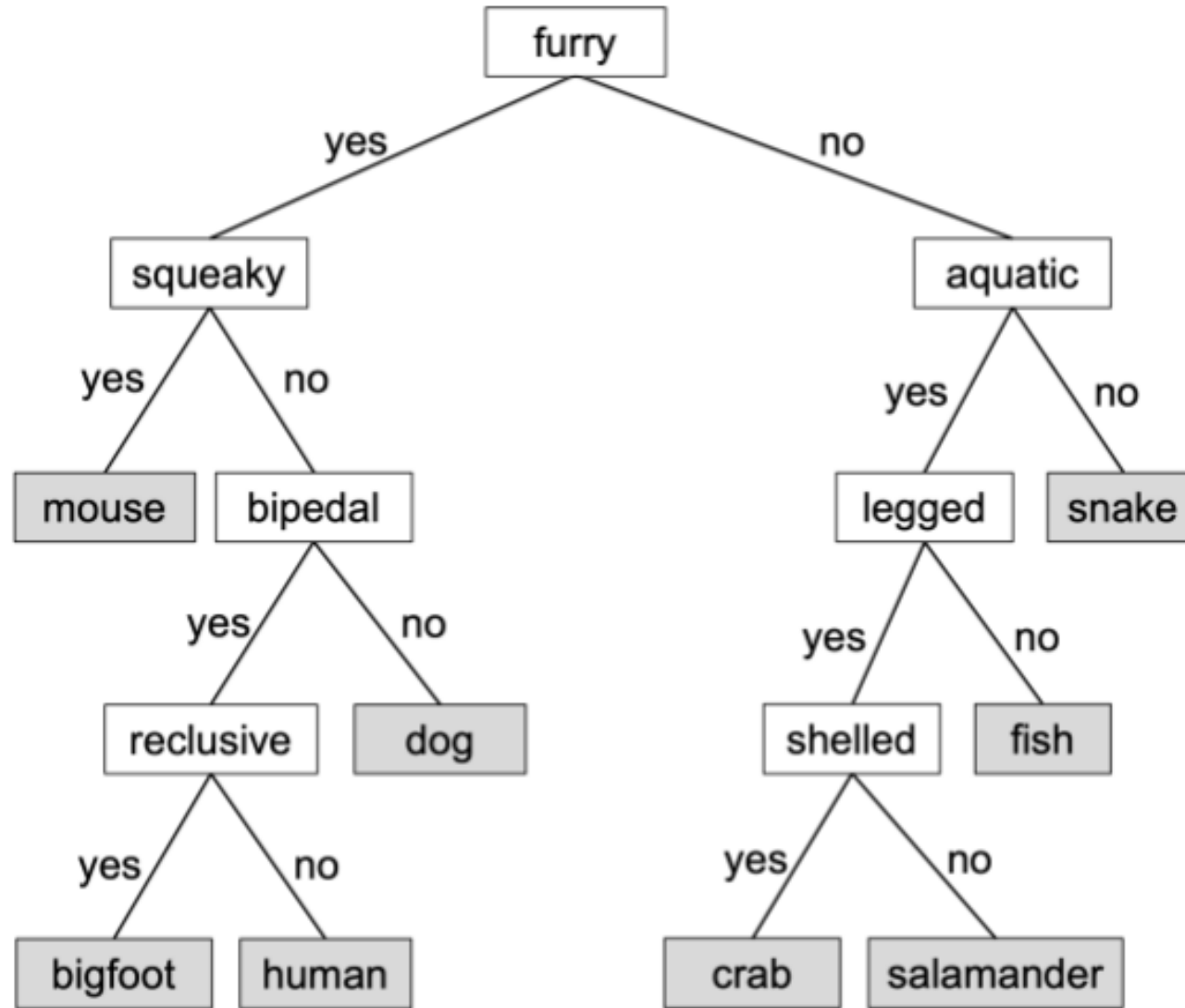
## Decision Tree



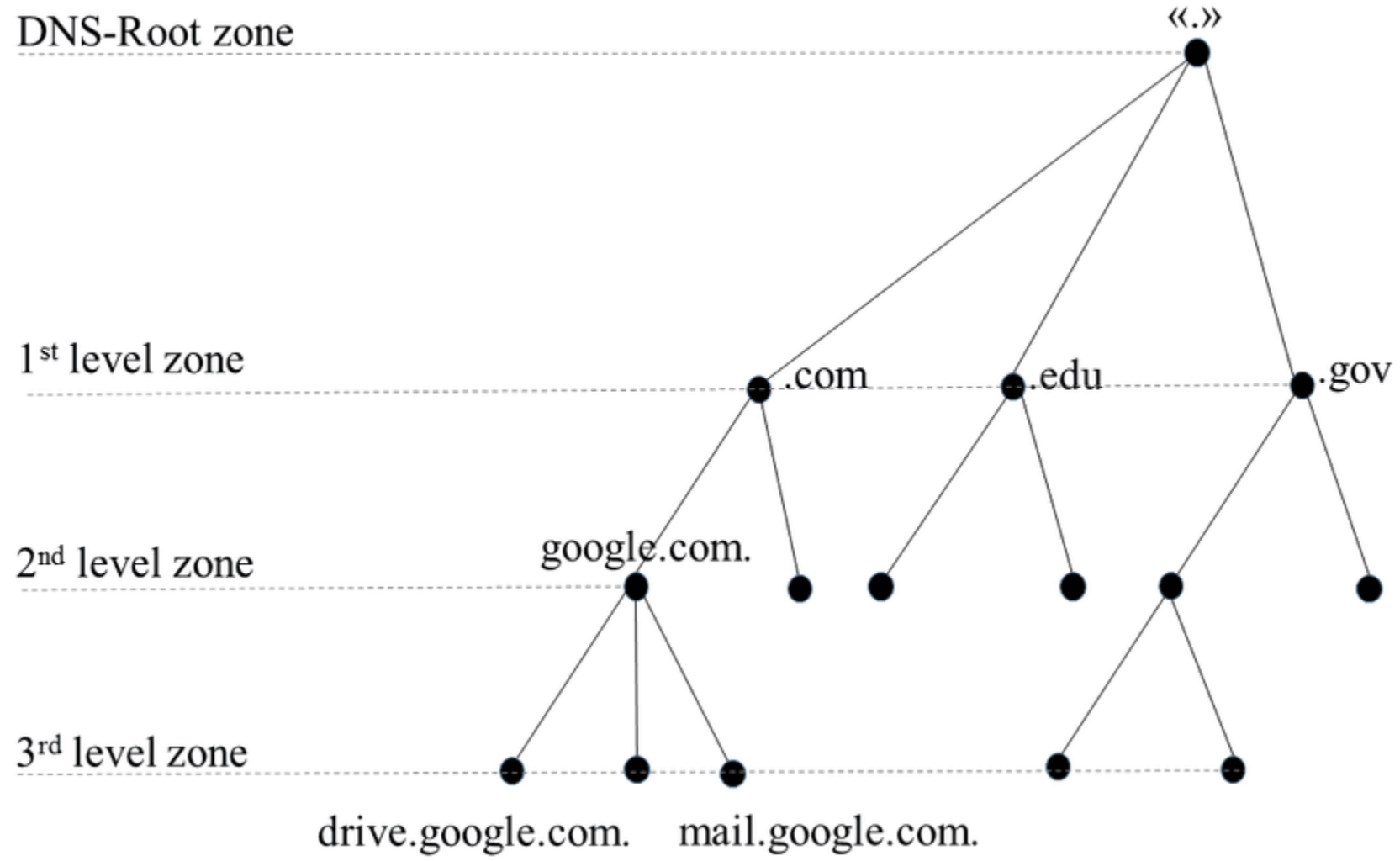
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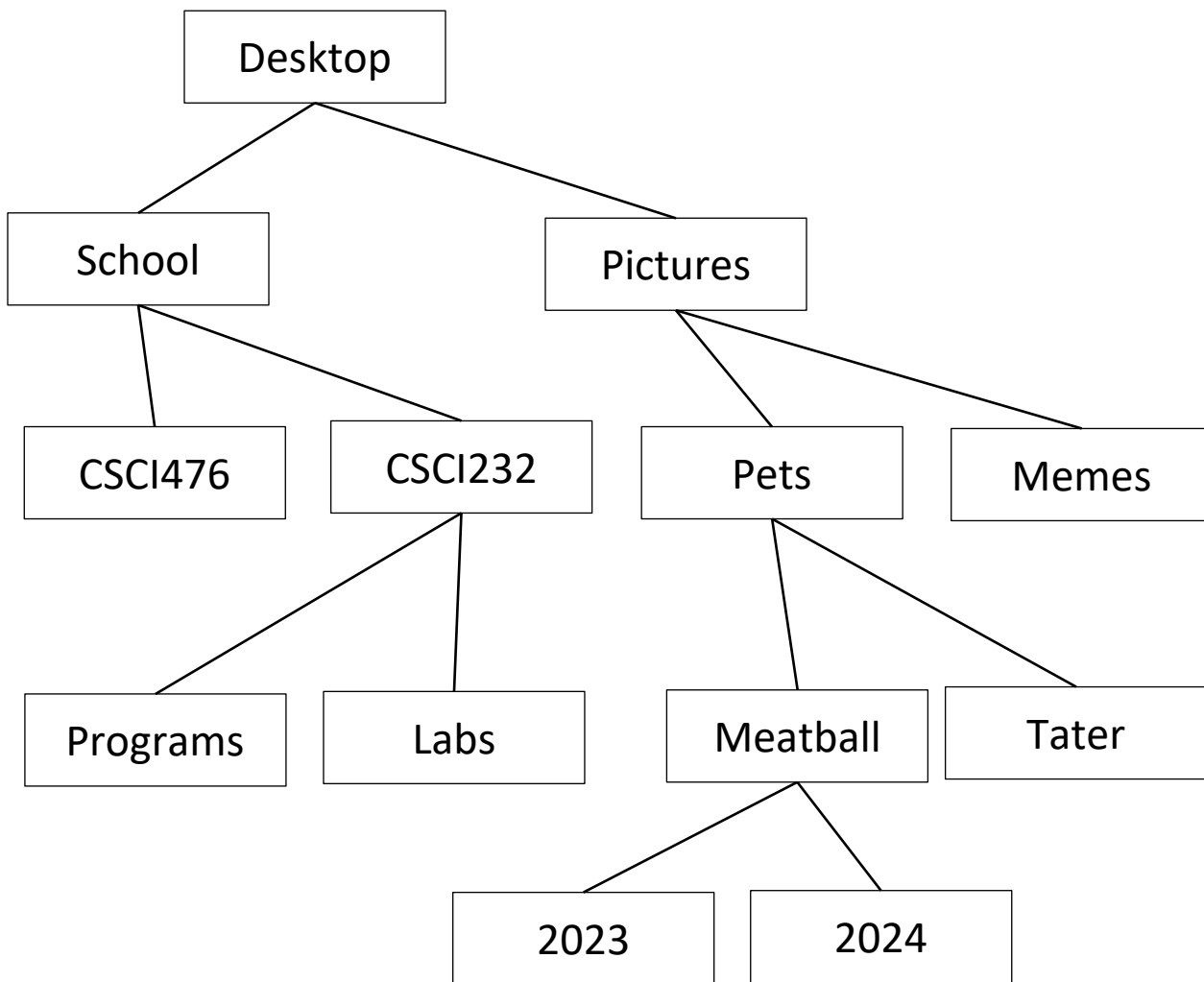


# Trees



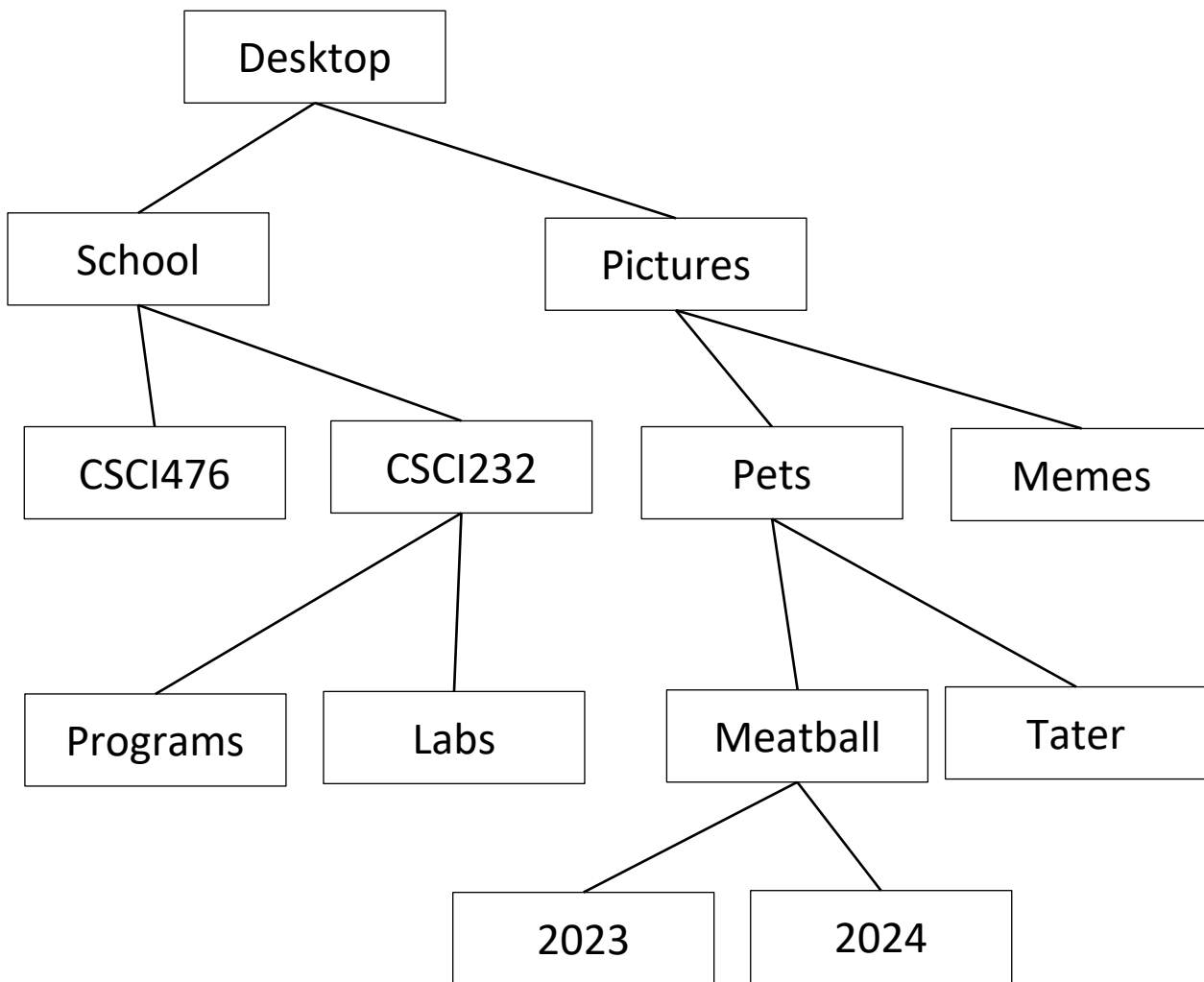
# Trees





**How do we represent a tree in code?**

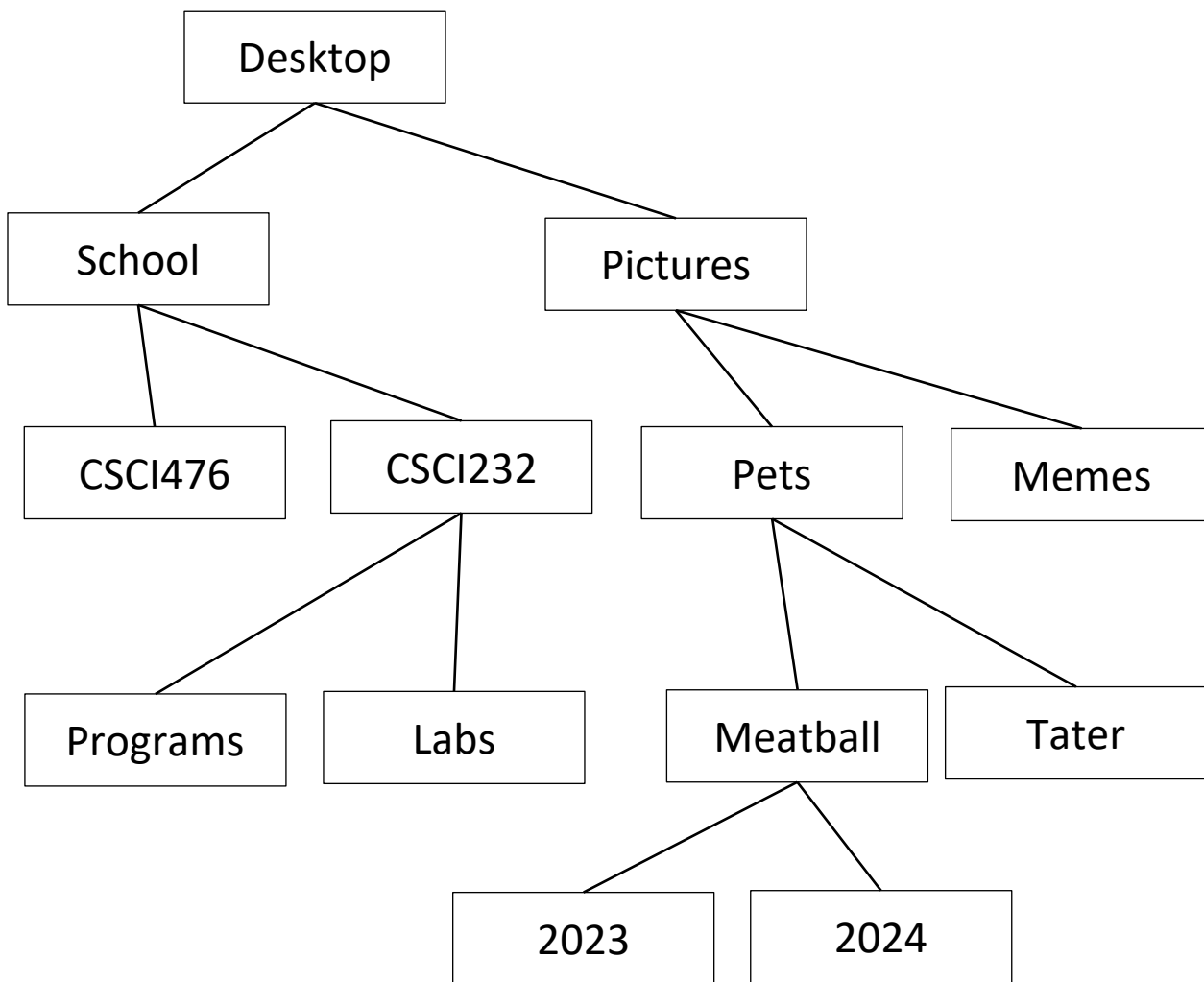
```
public class Node {
```



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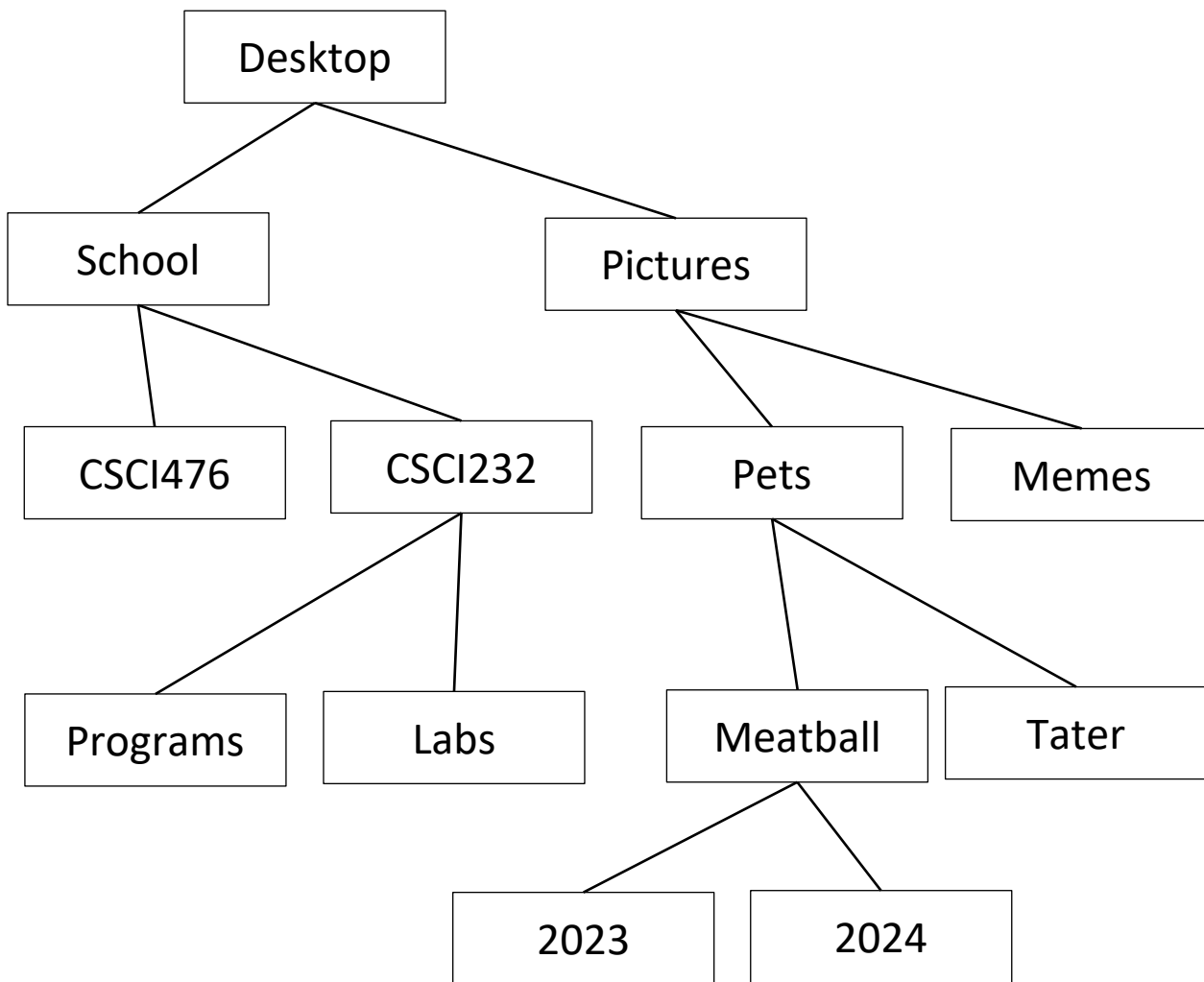
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**Instance variables?**



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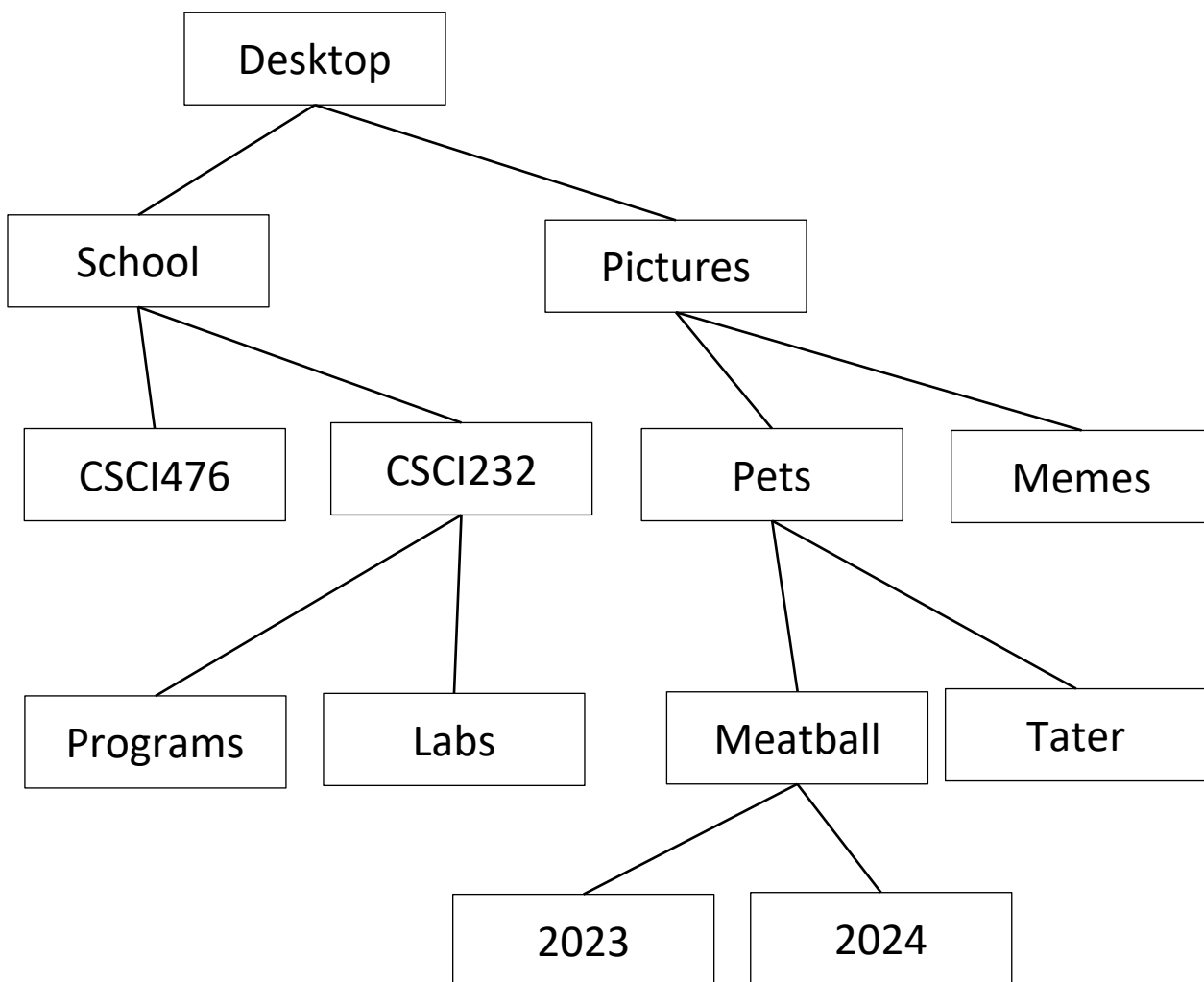
```
public class Node {  
    private ??? parent;  
}
```



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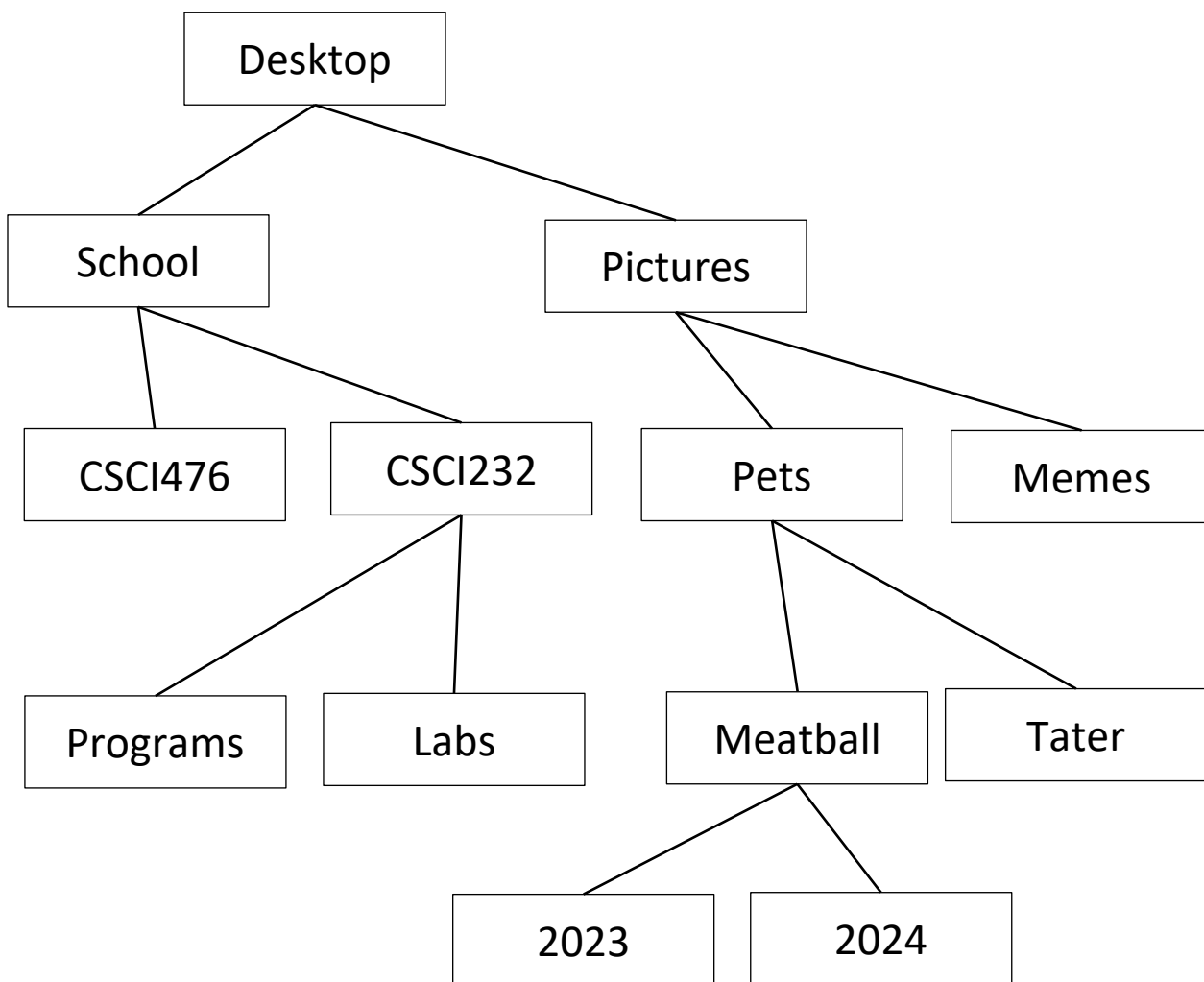
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```





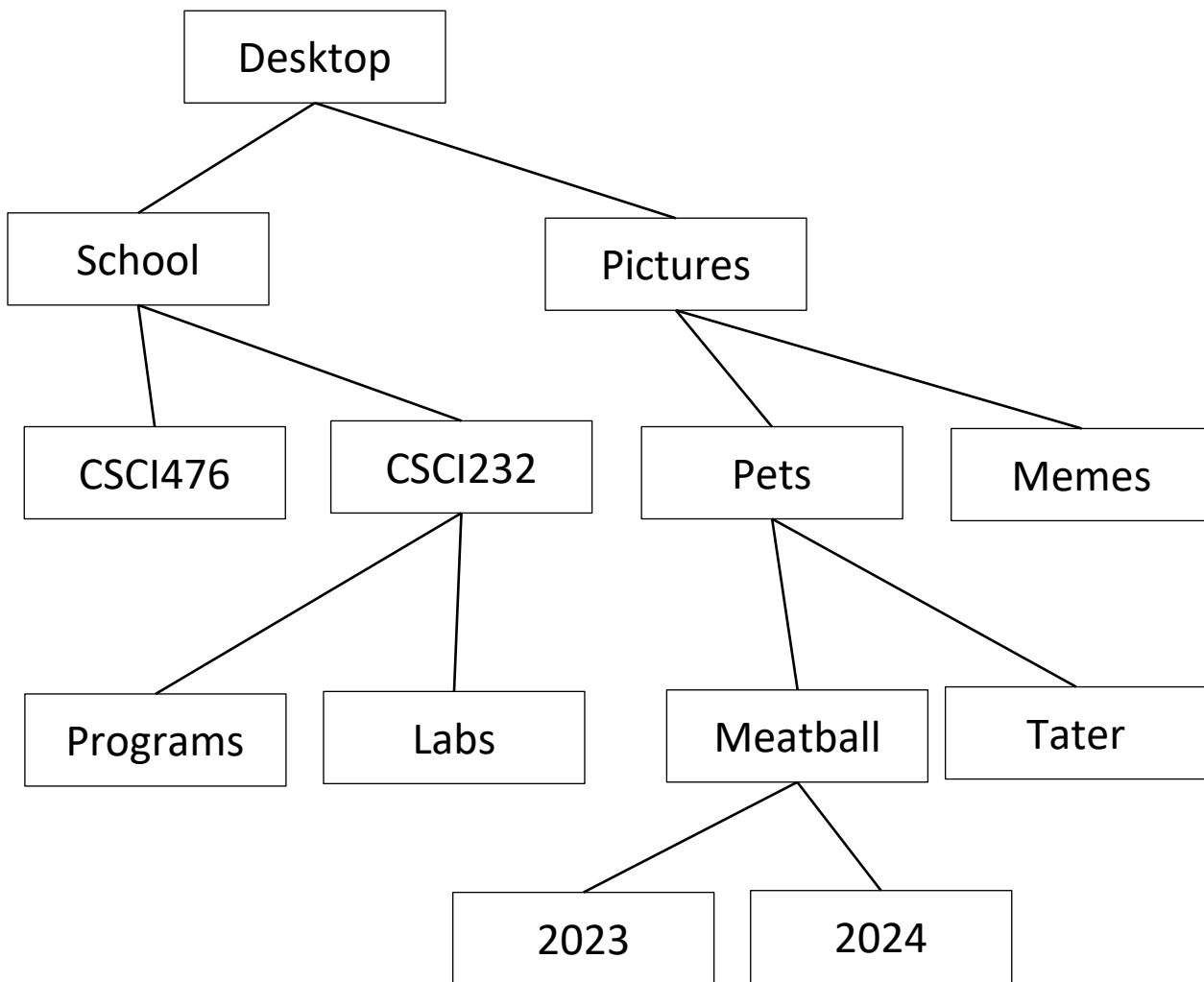
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public class Node {  
  
    private Node parent;  
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}
```



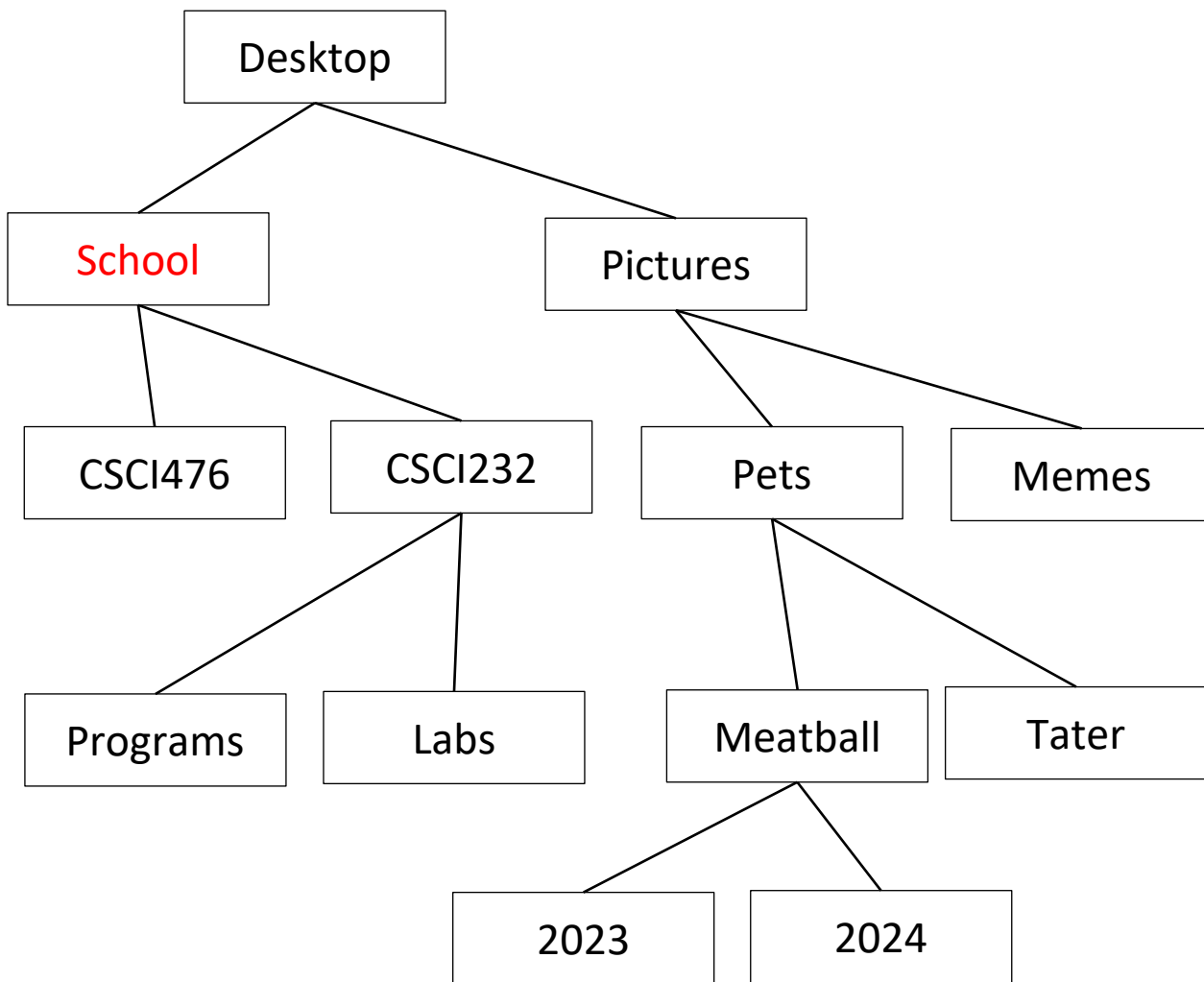
**How do we represent a tree in code?**

```
public class Node {  
  
    private Node parent;  
    private ArrayList<???> children;  
  
}
```



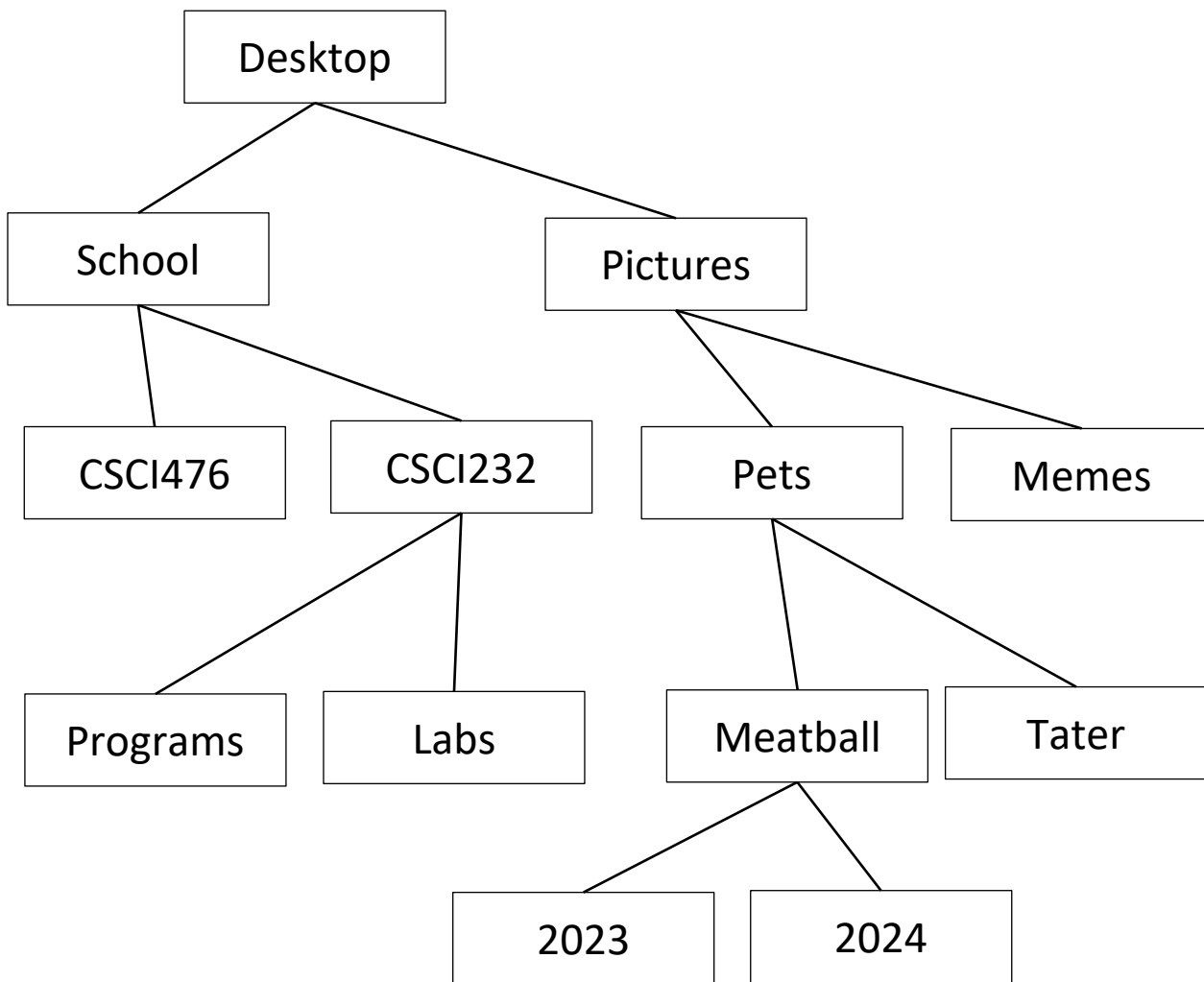
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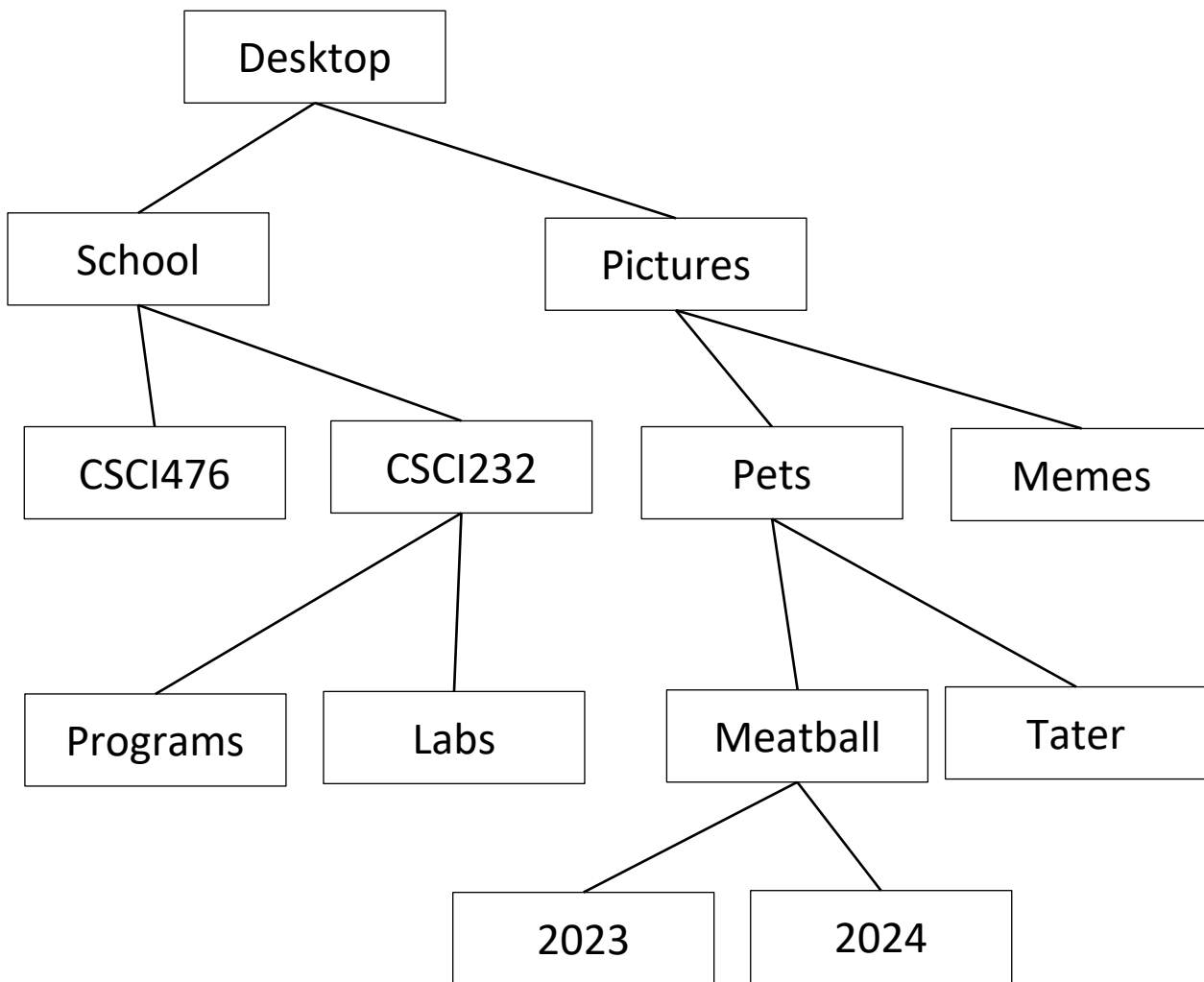
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```
public class Node {  
  
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    Private String name;  
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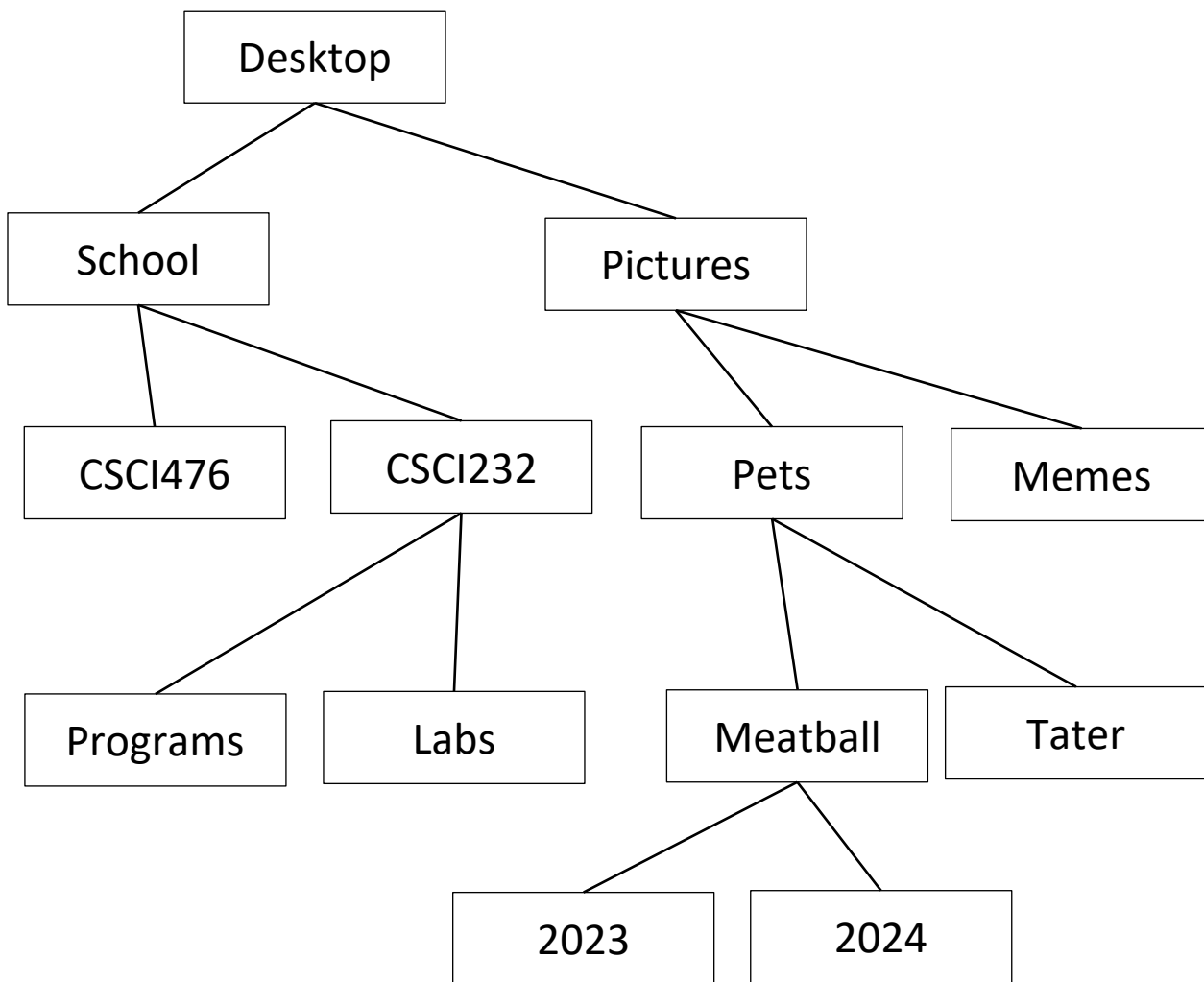
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```
public class Node {  
  
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    public Node(????? ???) {  
  
    }  
}
```



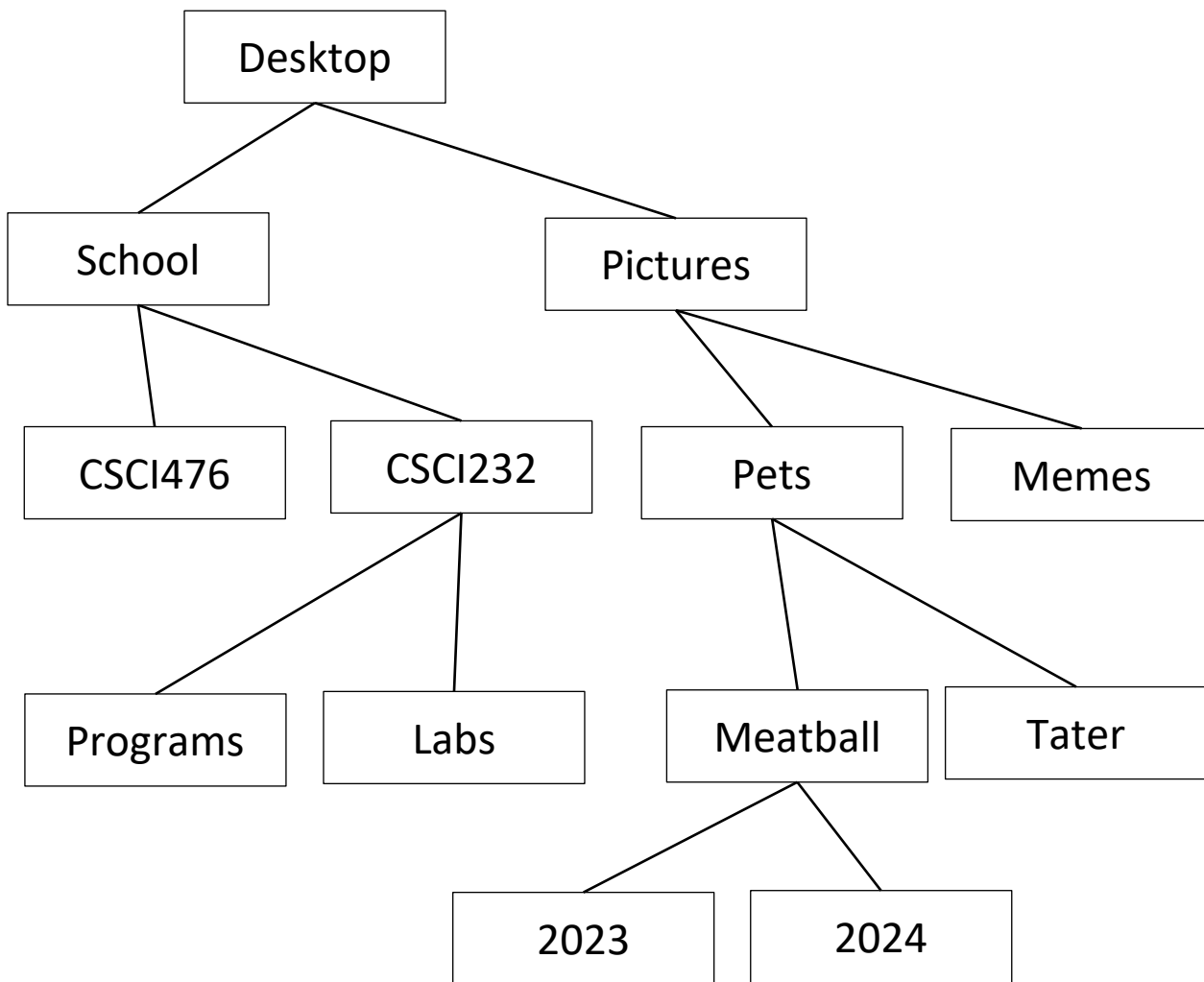
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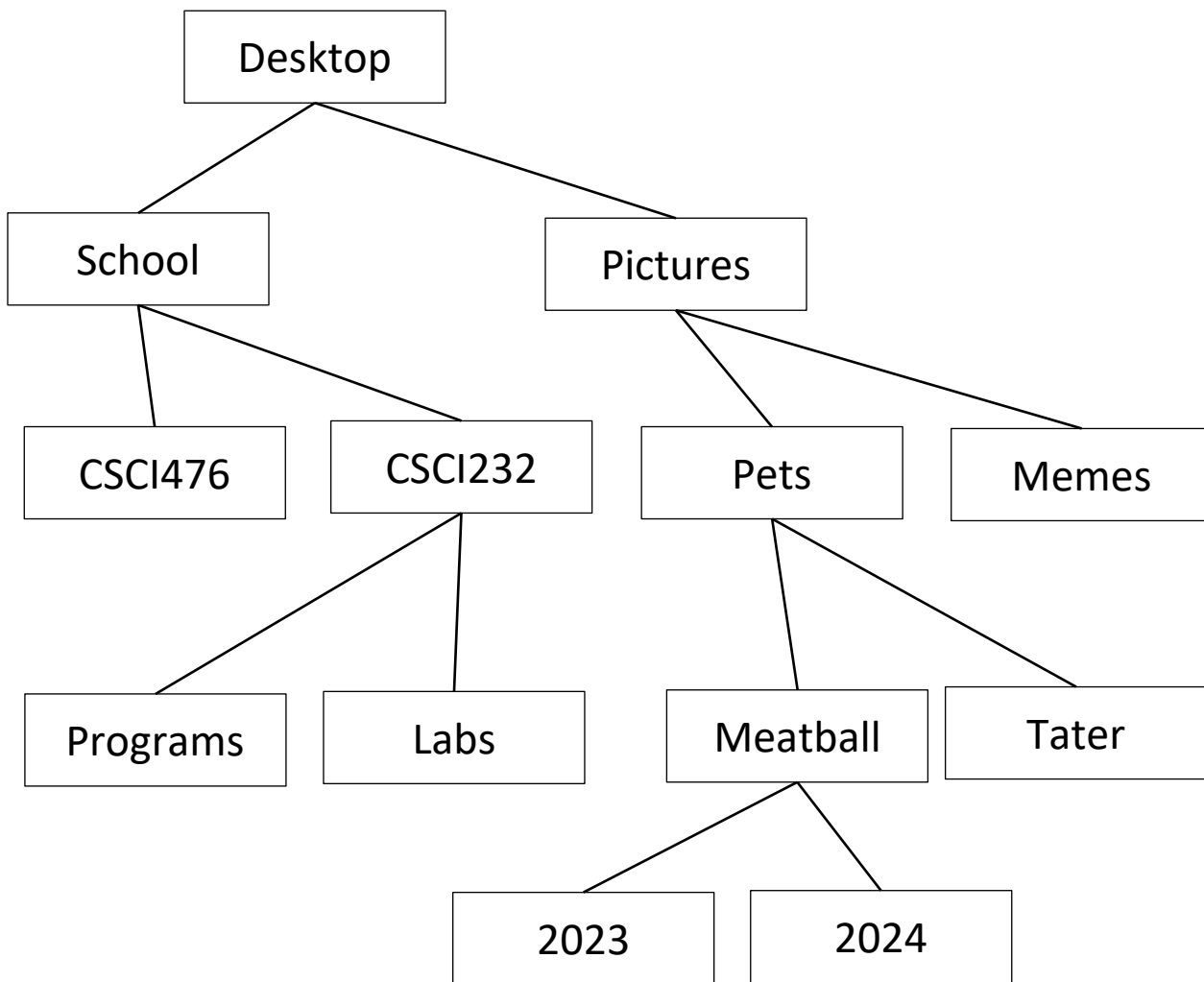
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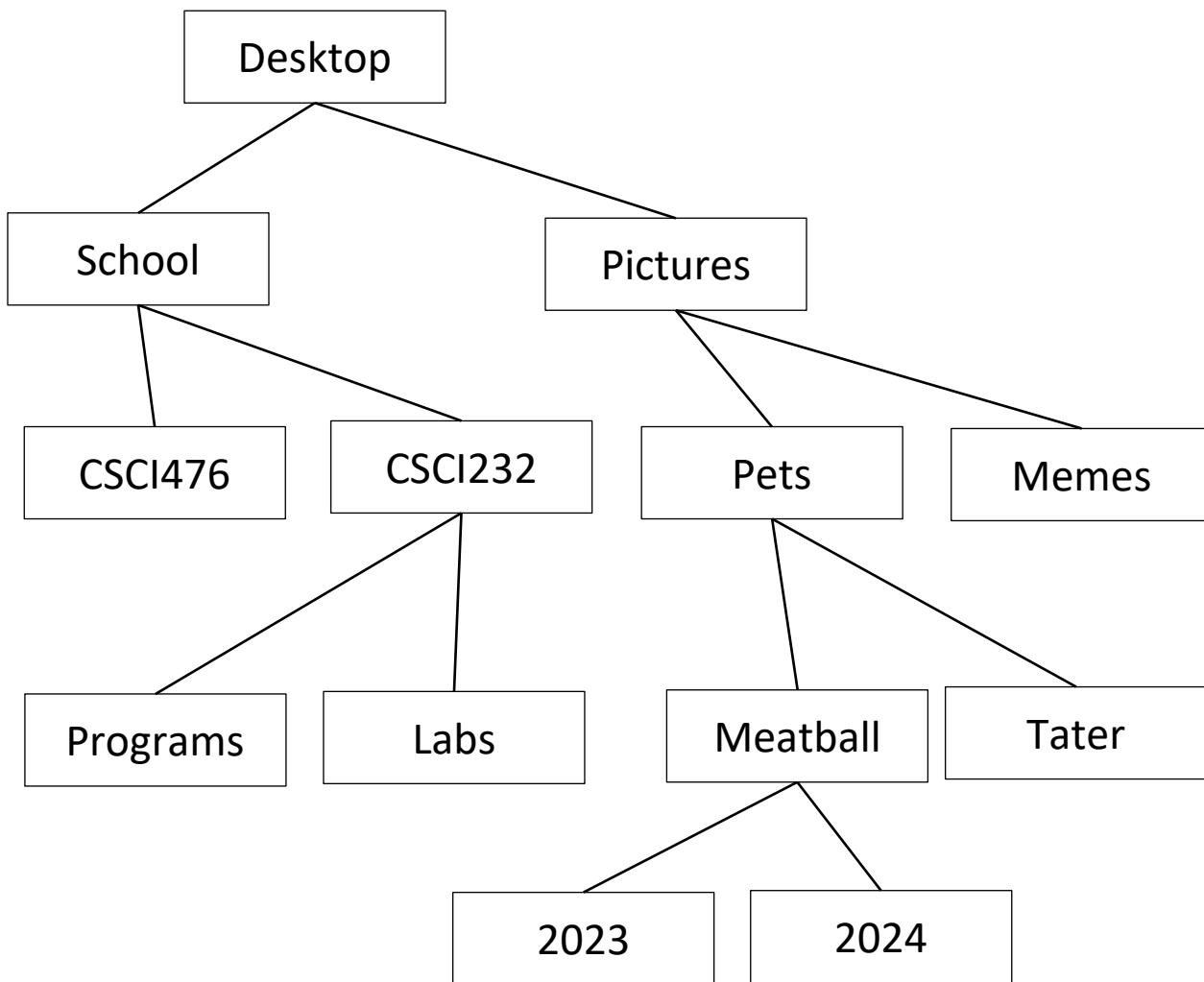
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}
```





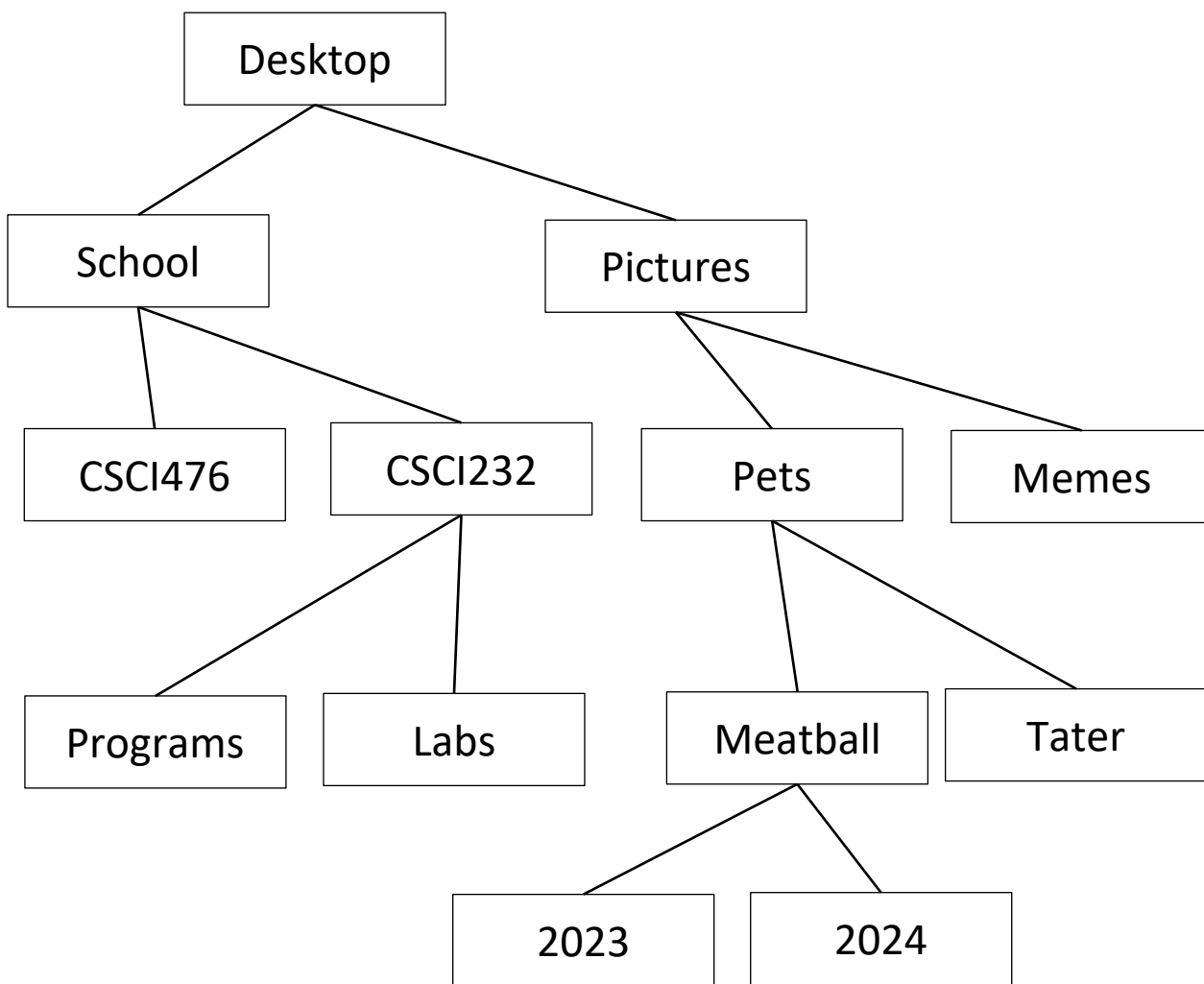
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    // getName()  
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    // getChildren()  
  
    // setParent()
```



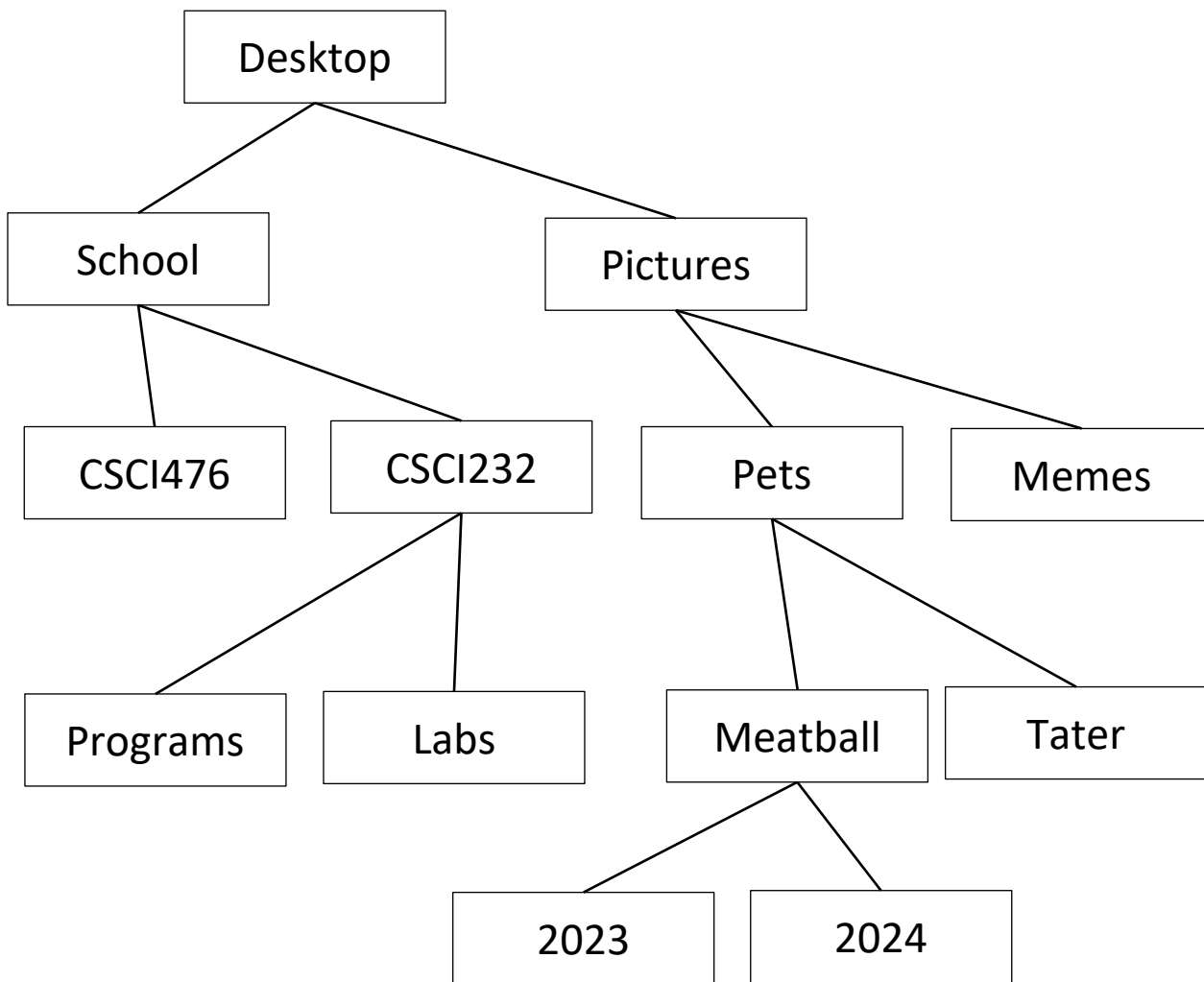
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    }  
  
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    // getChildren()  
  
    // setParent()  
  
    public ??? addChild(??? ????) {  
  
    }  
}
```



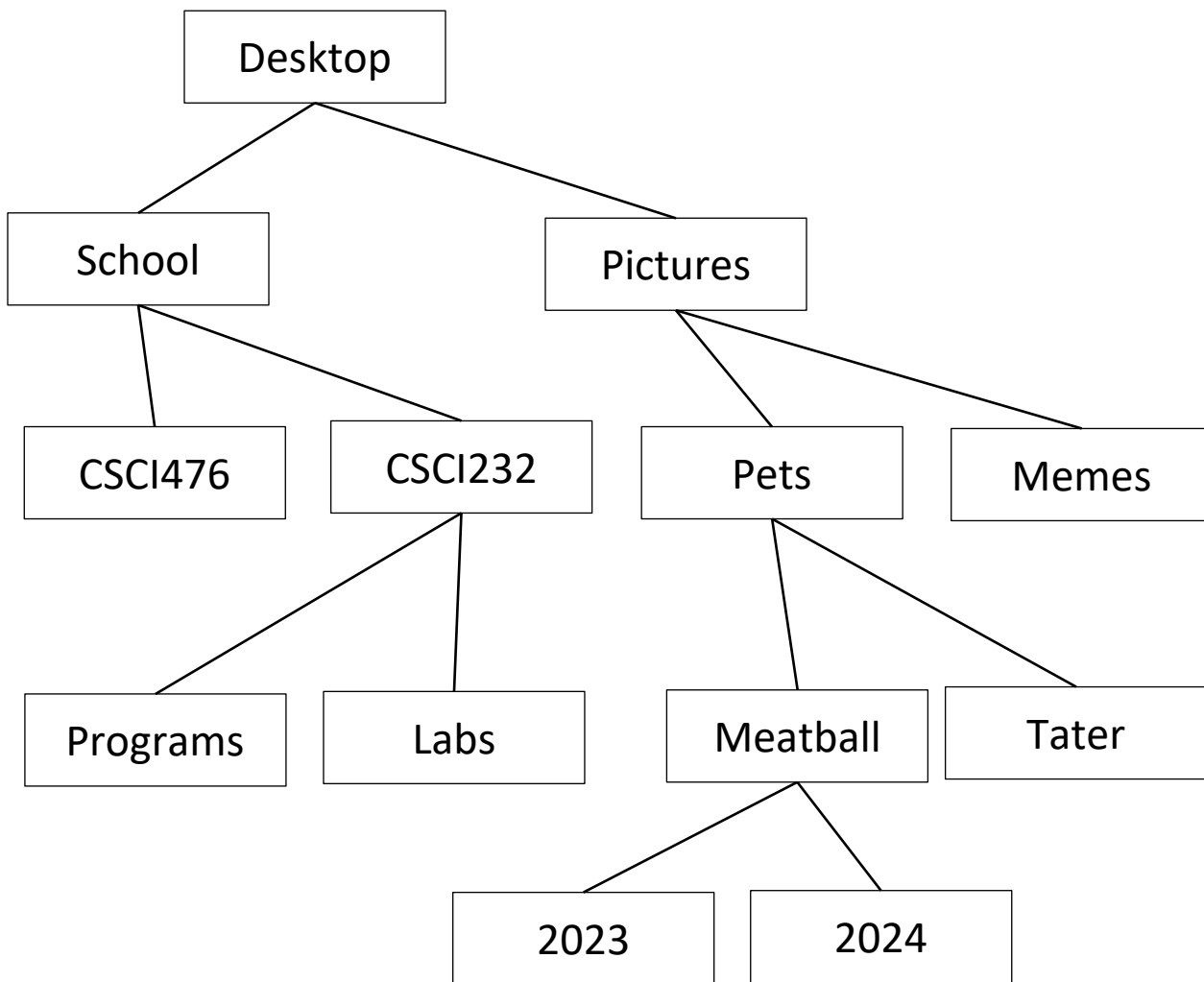
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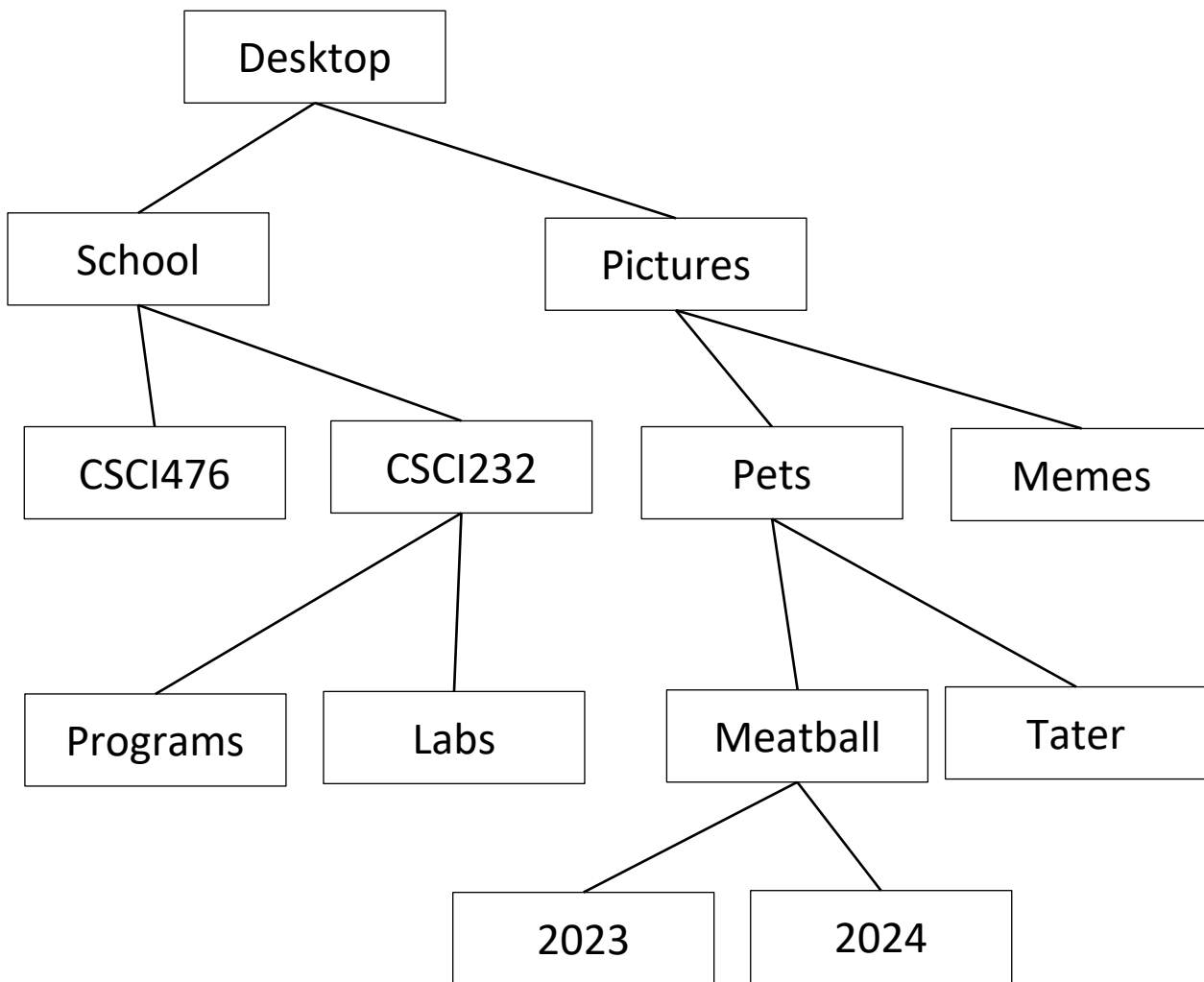
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}
```

Desktop

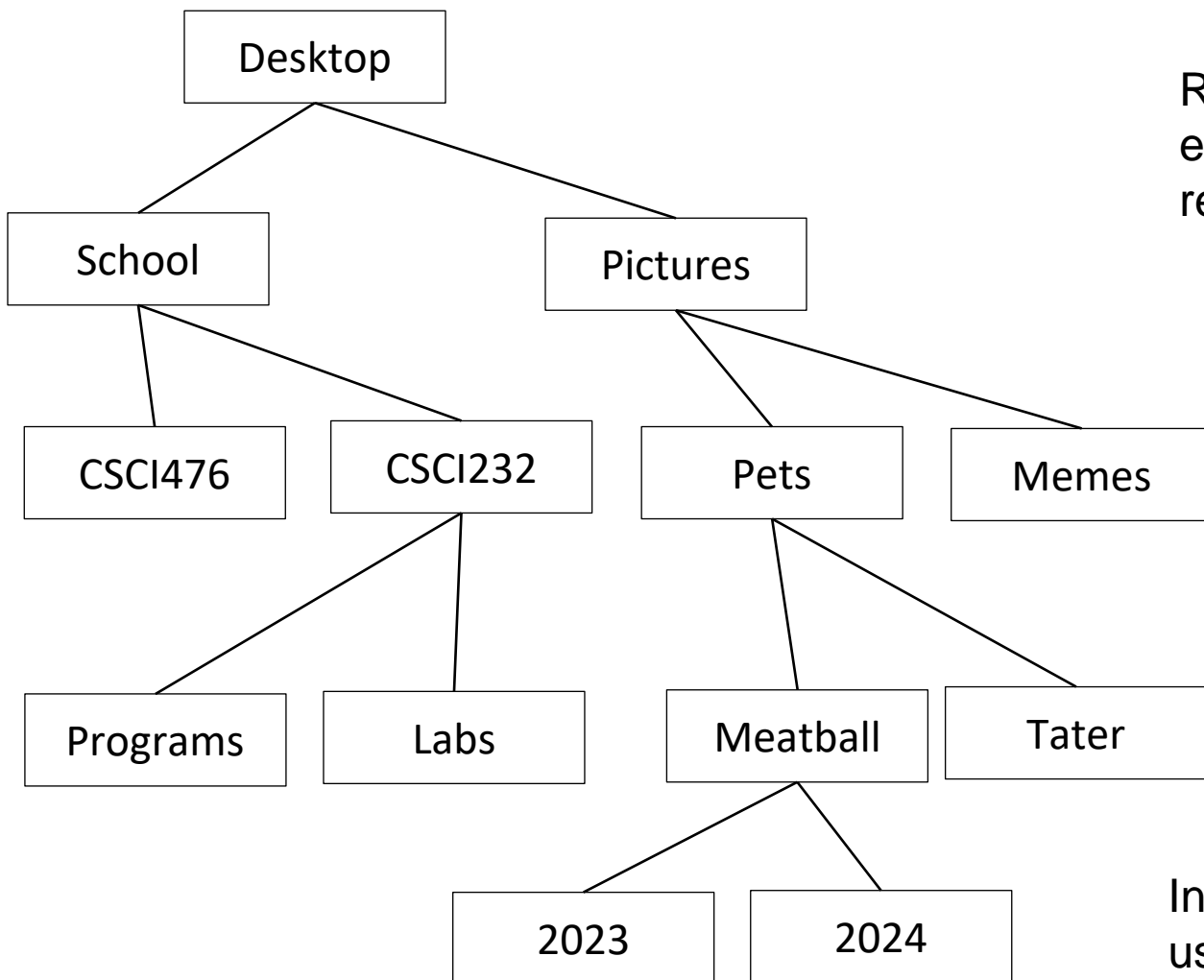
Scho

CSC

Prog

# Shell

How do we represent a tree in code?



Represent Individual data elements and their local relationships

```
public class Node {  
    ...  
}
```

Represent the collection of data elements. Insertion, deletion, navigation

```
public class Tree {  
    ...  
}
```

Interface between user commands and tree object operations

```
public class TreeManager {  
    ...  
}
```