CSCI 232: Data Structures and Algorithms

Trees (Part 1)

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https://www.cs.montana.edu/pearsall/classes/spring2025/232/main.html



Announcements

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





Nodes: The entities that make up the tree.





Root: The node at the top of the hierarchy





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





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





Internal node: A node with at least one child (aka the parent nodes) Leaf node: A node without children





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





Path: A sequence of edge-connected nodes





Path: A sequence of edge-connected nodes
Desktop/Pictures/Pets/Meatball/2024





Subtree: a given node and all its descendants





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





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





What operations might we need to do on a tree?





Insert a node





Remove a node





Get the children of a node





Get the parent of a node





Tree traversal / Printing / Searching

searchForNode("CSCI232")





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





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The royal family of the United Kingdom and Commonwealth







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



























public class Node {

Instance variables?





private ??? parent;





public class Node {

private Node parent;

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public class Node {

private Node parent;
private ???????????????? children;

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public class Node {

private Node parent;
private LinkedList<???> children;

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public class Node {

private Node parent;
private LinkedList<Node> children;





public class Node {

private Node parent;
private LinkedList<Node> children;

Private String name;





public class Node {

}

private Node parent;
private LinkedList<Node> children;

private String name;

public Node(????? ???) {





public class Node {

}

private Node parent;
private LinkedList<Node> children;

private String name;

public Node(String n) {





public class Node {
 private Node parent;
 private LinkedList<Node> children;
 private String name;

public Node(String n) {
 this.name = n;

}





public class Node { private Node parent; private LinkedList<Node> children; private String name; public Node(String n) { this.name = name; children = new LinkedList<>(); }

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```
public class Node {
       private Node parent;
       private LinkedList<Node> children;
       private String name;
       public Node(String n) {
              this.name = name;
              children = new LinkedList<>();
       }
       // getName()
       // getParent()
       // getChildren()
```

// setParent()





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public class Node {
       private Node parent;
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       private String name;
       public Node(String n) {
              this.name = name;
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       }
       // getName()
       // getParent()
       // getChildren()
       // setParent()
       public ??? addChild(??? ????) {
       }
```





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public class Node {
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       private String name;
       public Node(String n) {
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       }
       // getName()
       // getParent()
       // getChildren()
       // setParent()
       public ??? addChild(Node child) {
       }
```





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       // getChildren()
       // setParent()
       public void addChild(Node child) {
       }
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