EECS2011 Fundamentals of Data Structures (Winter 2022)

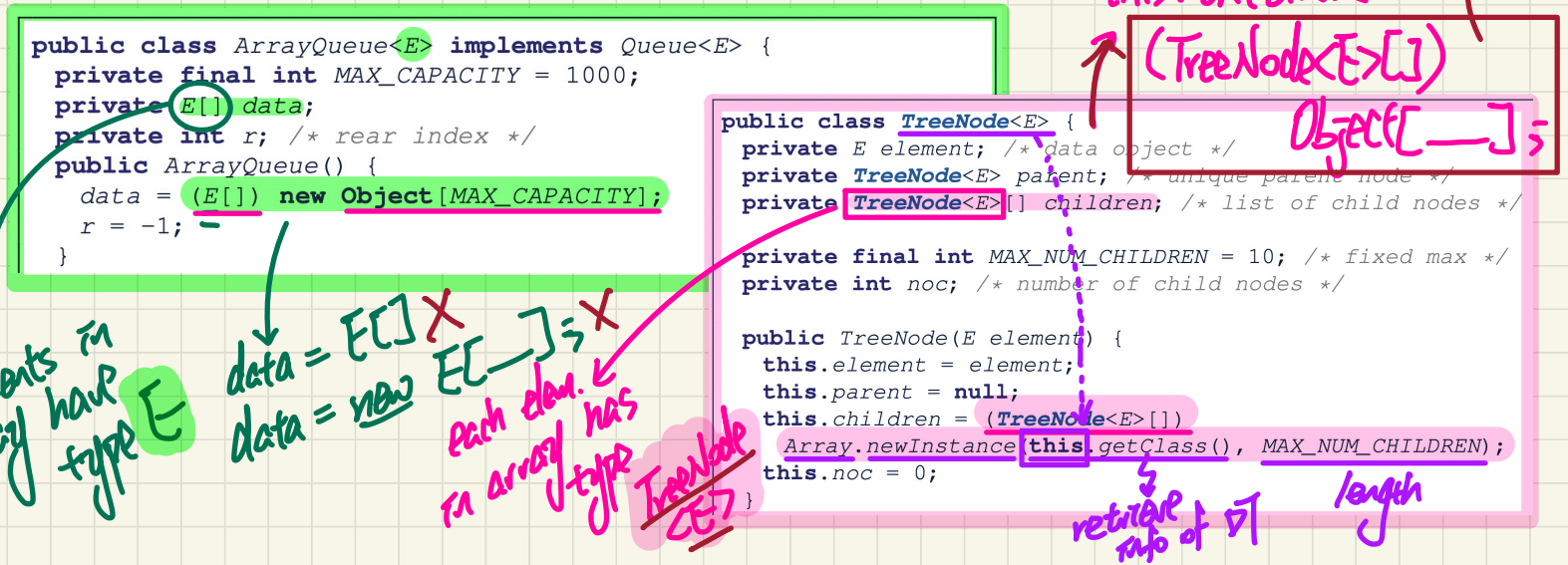
Q&A - Lectures 8

Wednesday, March 16

Announcements

- Lecture W9 to be released
  - + Tree Traversals
  - + Binary Search Trees (BST)
- Assignment 2 released
- Written Test 2 coming soon (guide released)

Hi. my question is, when exactly do we use Array.newInstance(this.getClass(), MAX_NUM_CHILDREN) and new object[x].
Or more precisely, How do we know which one to use?
thanks.



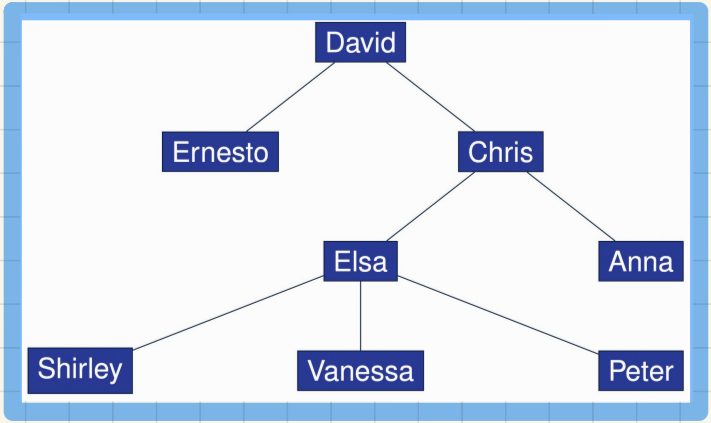
Sketch: Computing a Node's Ancestors

```
TreeUtilities<String> u = new TreeUtilities<>();

TreeNode<String>[] ancestors = u.ancestors(david);
assertTrue(ancestors.length == 1);
assertTrue(ancestors[0] == david);

ancestors = u.ancestors(ernesto);
assertTrue(ancestors.length == 2);
assertTrue(ancestors[0] == ernesto);
assertTrue(ancestors[1] == david);

ancestors = u.ancestors(vanessa);
assertTrue(ancestors.length == 4);
assertTrue(ancestors[0] == vanessa);
assertTrue(ancestors[1] == elsa);
assertTrue(ancestors[2] == chris);
assertTrue(ancestors[3] == david);
```



Tracing: Computing a Node's Ancestors

```
public TreeNode<E>[] ancestors(TreeNode<E> n) {
    int size = this.numberOfAncestors(n);
    TreeNode<E>[] list = (TreeNode<E>[]) Array.newInstance(n.getClass(), size);
    this.ancestorsHelper(n, list, 0);
    return list;
}

private void ancestorsHelper(TreeNode<E> n, TreeNode<E>[] list, int i) {
    if(n != null) {
        list[i] = n;
        ancestorsHelper(n.getParent(), list, i + 1);
    }
}

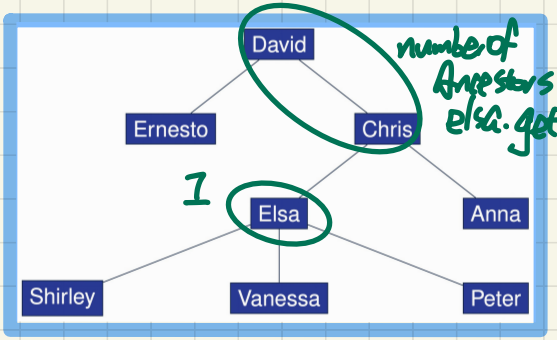
private int numberOfAncestors(TreeNode<E> n) {
    if(n.getParent() == null) {
        return 1;
    }
    else {
        return 1 + numberOfAncestors(n.getParent());
    }
}
```

start index to store ancestors

this.getClass() → TreeUtilities

list

n

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assertTrue(ancestors.length == 4);
assertTrue(ancestors[0] == vanessa);
assertTrue(ancestors[1] == elsa);
assertTrue(ancestors[2] == chris);
assertTrue(ancestors[3] == david);
```