

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.

class
 Exception

this.children =
 (TreeNode<E>[])
 Object[];

```
public class ArrayQueue<E> implements Queue<E> {
    private final int MAX_CAPACITY = 1000;
    private E[] data;
    private int r; /* rear index */
    public ArrayQueue() {
        data = (E[]) new Object [MAX_CAPACITY];
        r = -1;
    }
}
```

elements in
 array have
 type E

data = E[] X
 data = new E[] X

each elem. has
 its own type

TreeNode
 <E>

```
public class TreeNode<E> {
    private E element; /* data object */
    private TreeNode<E> parent; /* unique parent node */
    private TreeNode<E>[] children; /* list of child nodes */

    private final int MAX_NUM_CHILDREN = 10; /* fixed max */
    private int noc; /* number of child nodes */

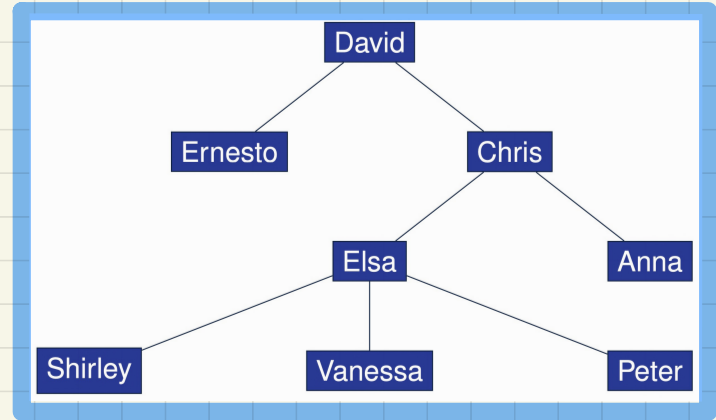
    public TreeNode(E element) {
        this.element = element;
        this.parent = null;
        this.children = (TreeNode<E>[])
            Array.newInstance(this.getClass(), MAX_NUM_CHILDREN);
        this.noc = 0;
    }
}
```

retrieve
 info of DT

length

Sketch: Computing a Node's Ancestors

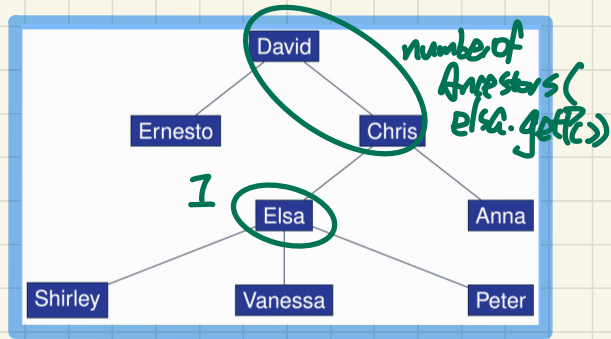
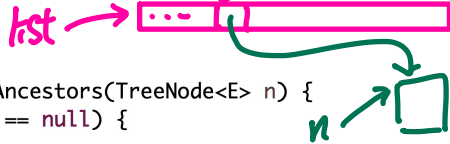
```
TreeUtilities<String> u = new TreeUtilities<>();  
  
TreeNode<String>[] ancestors = u.ancestors(david);  
assertTrue(ancestors.length == 1);  
assertTrue(ancestors[0] == david);  
  
ancestors = u.ancestors(ernesto);  
assertTrue(ancestors.length == 2);  
assertTrue(ancestors[0] == ernesto);  
assertTrue(ancestors[1] == 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



```
TreeUtilities<String> u = new TreeUtilities<>();  
  
TreeNode<String>[] ancestors = u.ancestors(david);  
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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);
```