

EECS2011 Fundamentals of Data Structures
(Winter 2022)

Q&A - Lectures 10

Wednesday, March 30

Announcements

- Lecture W11 to released
 - + Balanced Binary Search Trees
 - + Tree Rotations
- Assignment 3 released
- Programming Test 2 coming soon (guide released)
- ProgTest1 grades still being processed...

Would you mind going over the last question of the Written Test 2 (concerning comparisons of SLL and DLL) ?

Also, couldn't you argue that without the prev reference you could not perform the *removeLast* operation on a linked list in $O(1)$ time?

(The same is true of any *remove* operation, I think)

Whereas it seems to me whether you're using a header/trailer is more a matter of convenience than of runtime...

- g. The extension of the `prev` reference in a doubly-linked node is meant for improving the runtime performance of some SLL operation. ✘

(correct)

removeLast

The correct answers are:

The extension of the `header` and `trailer` guard nodes in a doubly-linked list is meant for improving the runtime performance of some SLL operation.,

The extension of the `prev` reference in a doubly-linked node is meant for simplifying the code logic of some operations.,

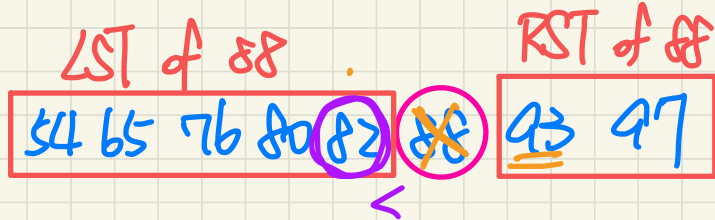
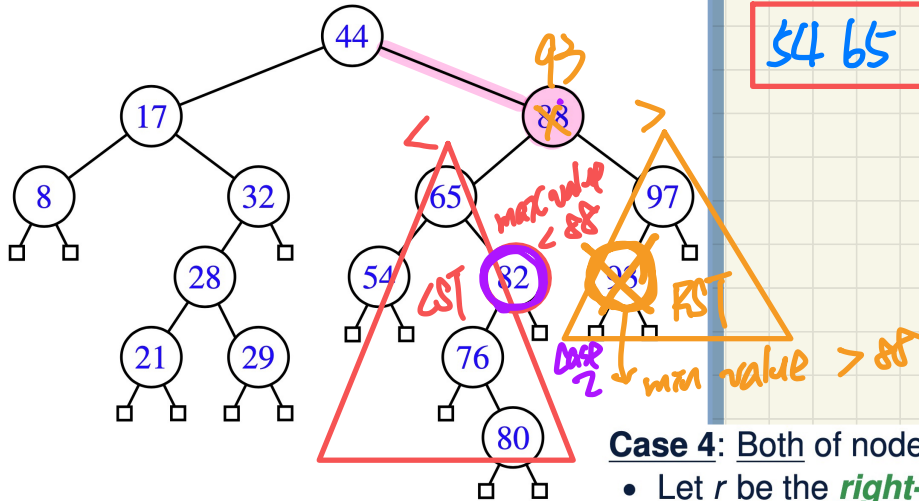
Thanks!

Hi professor.

I was not able to completely understand the question or to derive an argument for the exercise in slide 19 (~min 10th in the video).

Can you explain it or discuss the answer please? Thanks

Case 4.2: Delete Entry with Key 88



Case 4: Both of node p 's children are *internal*.

- Let r be the *right-most internal node* p 's LST.
 $\Rightarrow r$ contains the *largest key* s.t. $\text{key}(r) < \text{key}(p)$.

✓ **Exercise:** Can r contain the *smallest key* s.t. $\text{key}(r) > \text{key}(p)$?

In-Order Traversal:

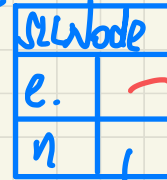
If there's time can u please demonstrate in Q/A session how to implement this method using arrays or SLL?

I am having problems understanding using them with recursion

→ [EAS430Z]

elem. of each node

```
public SLLNode<TreeNode<E>> getPreOrderSeq(TreeNode<E> root) {  
    SLLNode<TreeNode<E>> result = new SLLNode<>(root, null);  
  
    if(root.getChildren() != null) {  
        SLLNode<TreeNode<E>> children = root.getChildren();  
        while(children != null) {  
            TreeNode<E> child = children.getElement();  
            addLast(result, getPreOrderSeq(child));  
            children = children.getNext();  
        }  
    }  
  
    return result;  
}
```



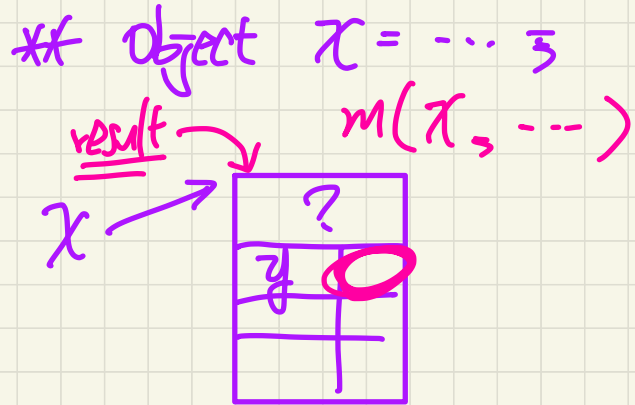
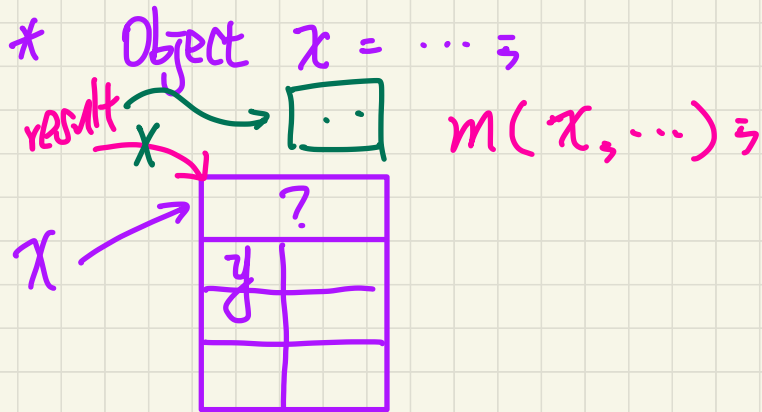
Test General Trees
java

```
private void addLast(SLLNode<TreeNode<E>> head, SLLNode<TreeNode<E>> e) {  
    SLLNode<TreeNode<E>> current = head;  
    while(current.getNext() != null) {  
        current = current.getNext();  
    }  
    current.setNext(e);  
}
```

↓ get pre-order seq. of a child

Call by value

```
void m ( Object result, ... ) {  
  ① result = ... ;  
  ② result.setElement(...) ;  
}
```



Professor, I am a little confused about how all those different classes interact with each other for junit_testing.

For example, how were you able to return MergeSorter() class?

Would you mind going over them quickly please?

factory method design pattern
↳ 1. not covered in exam
2. try understanding it!

```
public abstract class TestSorter {  
    protected abstract Sorter someSorter();  
  
    @Test  
    public void testSortEmptyList() {  
        List<Integer> list = new ArrayList<>();  
        Sorter sorter = someSorter();  
        List<Integer> sortedList = sorter.sort(list);  
        assertTrue(sortedList.isEmpty());  
    }  
}
```

sorter

```
public interface Sorter {  
    public List<Integer> sort(List<Integer> list);  
}
```

```
public class MergeSorter implements Sorter {  
    @Override  
    public List<Integer> sort(List<Integer> list) {  
    }  
}
```

```
public class QuickSorter implements Sorter {  
    @Override  
    public List<Integer> sort(List<Integer> list) {  
    }  
}
```

```
import sorters.MergeSorter;  
import sorters.Sorter;  
  
public class TestMergeSorter extends TestSorter {  
    @Override  
    protected Sorter someSorter() {  
        return new MergeSorter();  
    }  
}
```

```
import sorters.QuickSorter;  
import sorters.Sorter;  
  
public class TestQuickSorter extends TestSorter {  
    @Override  
    protected Sorter someSorter() {  
        return new QuickSorter();  
    }  
}
```

1. TestSorter unit test

2. When executing TestMergeSorter :
someSorter return MergeSorter

to be read

at this level the DI of someSorter is MergeSorter

ProgTest 2

- will be given $1 \sim \underline{2}$ methods to implement
- I g. will be close to the level of difficulty of examples.

1. leetcode
2. A2 solution

- I g. will be about recursion on tree
↳ may have to use LinkedList.