

Iterator Design:

[Monday's Lecture]: To implement an iterator, the implementing class must have two member functions:

- `::begin()`, returns an iterator at the first element
- `::end()`, returns an iterator one past the end

```

Queue.h
4  template <class QE>
5  class Queue {
6  public:
7      class QueueIterator :
8          public std::iterator<std::forward_iterator_tag, QE> {
9          public:
10             QueueIterator(unsigned index);
11             QueueIterator& operator++();
12             bool operator==(const QueueIterator &other);
13             bool operator!=(const QueueIterator &other);
14             QE& operator*();
15             QE* operator->();
16         private:
17             int location_;
18     };
19
20
21
22     /* ... */
23     private:
24         QE* arr_; unsigned capacity_, count_, entry_, exit_;
25 };

```

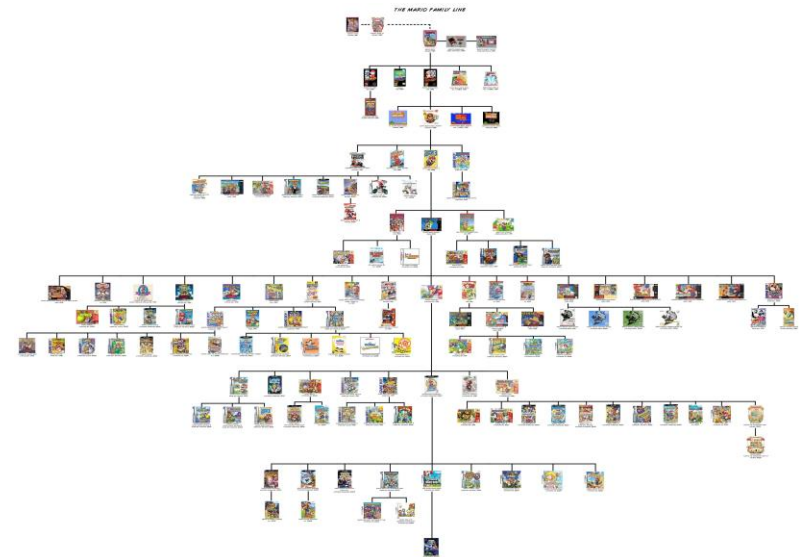
How does the `Queue` and the `QueueIterator` interact?

Two big takeaways:

- 1.
- 2.

Trees!

“The most important non-linear data structure in computer science.”
- David Knuth, *The Art of Programming*, Vol. 1



- We will primarily talk about **binary trees**

- What's the longest “word” you can make using the **vertex** labels in the tree (repeats allowed)?

- Find an **edge** that is not on the longest **path** in the tree. Give that edge a reasonable name.

- One of the vertices is called the **root** of the tree. Which one?

- Make a “word” containing the names of the vertices that have a **parent** but no **sibling**.

- How many parents does each vertex have?

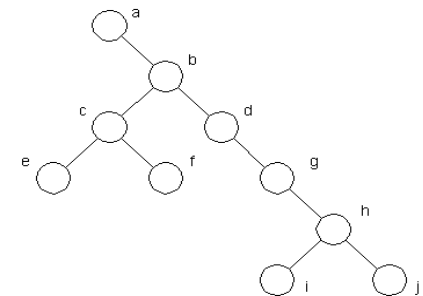
- Which vertex has the fewest **children**?

- Which vertex has the most **ancestors**?

- Which vertex has the most **descendants**?

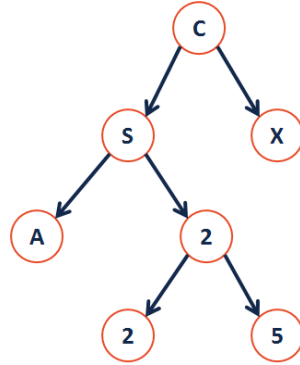
- List all the vertices in b's left **subtree**.

- List all the **leaves** in the tree.

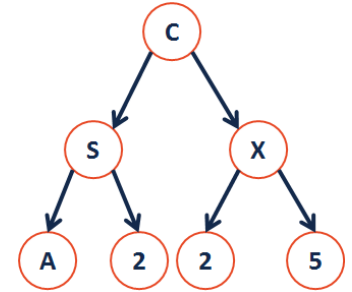


Definition: Binary Tree

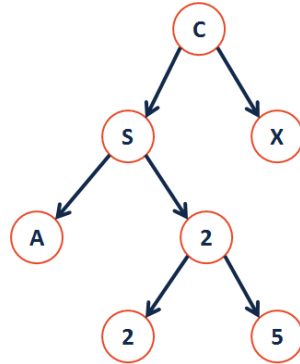
A binary tree T is either:



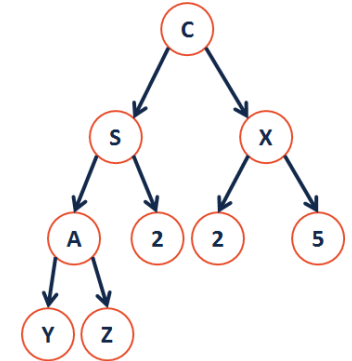
Tree Property: Perfect



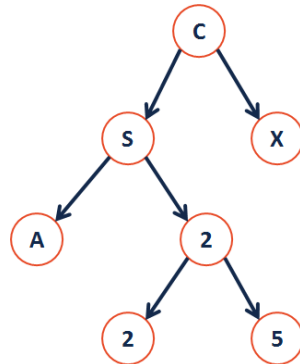
Tree Property: Tree Height



Tree Property: Complete



Tree Property: Full



CS 225 – Things To Be Doing:

1. Programming Exam A is ongoing
2. MP3 has been released; extra credit deadline is Monday!
3. lab_quacks in lab this week
4. Daily POTDs