

Circular Queue

Example 1



```
Queue<int> q;
q.enqueue(3);
q.enqueue(8);
q.enqueue(4);
q.dequeue();
q.enqueue(7);
q.dequeue();
q.dequeue();
q.enqueue(2);
q.enqueue(1);
q.enqueue(3);
q.enqueue(5);
q.dequeue();
q.enqueue(9);
```

Example 2



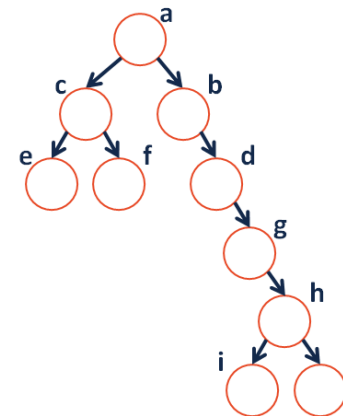
```
Queue<char> q;
q.enqueue('m');
q.enqueue('o');
q.enqueue('n');
...
q.enqueue('d');
q.enqueue('a');
q.enqueue('y');
q.enqueue('i');
q.enqueue('s');
q.dequeue();
q.enqueue('h');
q.enqueue('a');
```

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**:

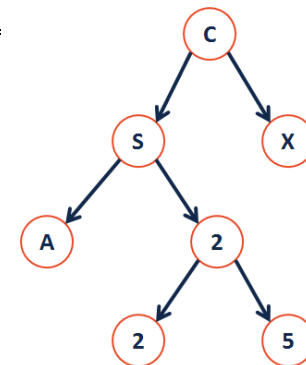
- How many parents does each vertex have?
- Which vertex has the fewest **children**?
- Which vertex has the most **ancestors**?
- Which vertex has the most **descendants**?
- List all the vertices in b's left **subtree**.
- List all the **leaves** in the tree.




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**Definition: Binary Tree**

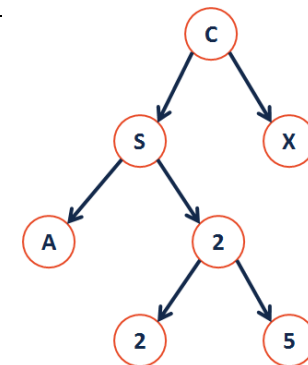
A *binary tree T* is:



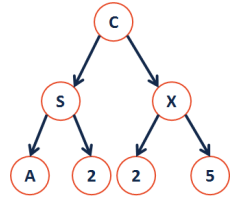
The height of a tree *T* is:

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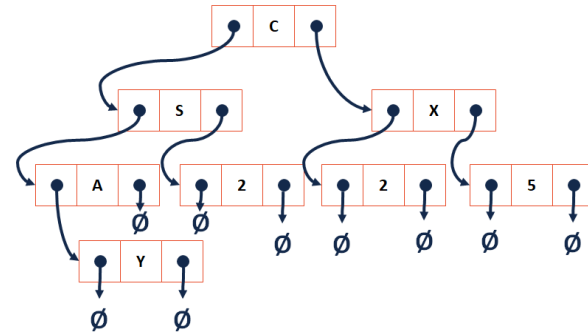
**Tree Property: Full**



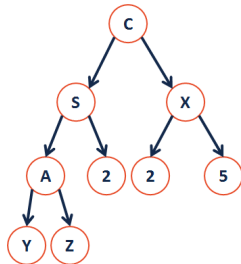
## Tree Property: Perfect



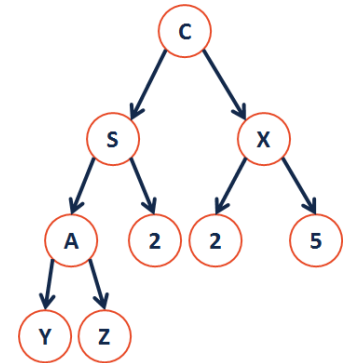
Trees are nothing new – they're fancy linked lists:



## Tree Property: Complete



**Theorem:** If there are  $n$  data items in our representation of a binary tree, then there are \_\_\_\_\_ NULL pointers.



## Towards a Tree Implementation – Tree ADT:

ADT Functionality (English Description)	Function Call

## Tree Class

BinaryTree.h	
1	#pragma once
2	
3	template <typename T>
4	class BinaryTree {
5	public:
6	/* ... */
7	private:
8	
9	
10	
11	
12	};

## CS 225 – Things To Be Doing:

1. exam1 starts tomorrow in CBTF
2. mp\_list extra credit part1 due Today
3. Daily POTDs