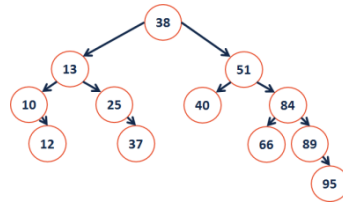


```

BST.cpp
template <class K, class V>
void BST::_insert(TreeNode *& root, K & key, V & value) {
    TreeNode * t = _find(root, key);
    t = new TreeNode(key, value);
}
    
```

Running time? _____ Bound by? _____

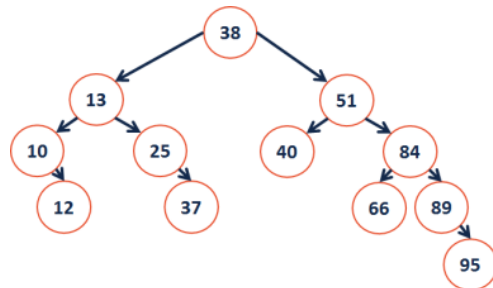
What happens when we run the bugged code above?



How do we fix the code?

Removing an element from a BST:

- remove (40)
- remove (25)
- remove (10)
- remove (13)



One-child Remove	Two-child remove

```

BinaryTree.cpp
template <class K, class V>
void BST::_remove(TreeNode *& root, const K & key) {
}
    
```

BST Analysis:

Every operation we have studied on a BST depends on:

...what is this in terms of the amount of data, **n**?

BST – Simple Proofs

Q: Given a height **h**, what is the maximum number of nodes (**n**) in a valid BST of height **h**? Provide an outline of a proof.

Q: Given a height **h**, what is the minimum number of nodes (**n**) in a valid BST of height **h**? Provide an outline of a proof.

Final BST Analysis

For every height-based algorithm on a BST:

Lower Bound:

Upper Bound:

Why use a BST over a linked list?

Q: How does our data determine the height?

1 3 2 4 5 7 6 vs. 4 2 3 6 7 1 5

Q: How many different ways are there to insert data into a BST?

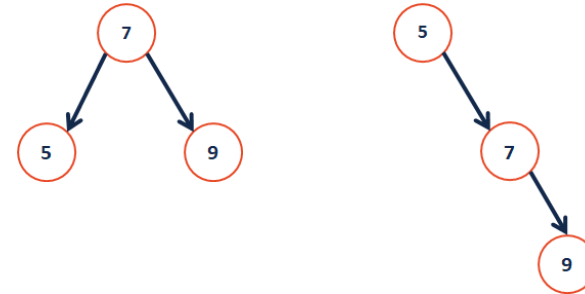
Q: What is the average height of every arrangement?

...what is the intuition here?

operation	BST Avg. Case	BST Worst Case	Sorted Array	Sorted List
find				
insert				
delete				
traverse				

Height Balance on BST

What tree makes you happier?



We define the **height balance** (b) of a BST to be:

We define a BST tree T to be **height balanced** if:

CS 225 – Things To Be Doing:

1. mp_mosaics out now
2. lab_huffman starts today
3. Daily POTDs