Subject: AVL code  
Posted by jrmelton on Wed, 21 Sep 2016 22:05:58 GMT
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For the AVL insertionFixUp pseudo code, in the second if statement "y" is set to "x" but then "y" is used in the next if statement where "y" is unreachable. Should "y" be set to "x" in the beginning of the while loop to avoid this issue? Also, just to be clear, in the third if statement, "p" is the new parent of the newly assigned "x" value, correct? Also meaning "p" is the grandparent of "y".

Subject: Re: AVL code  
Posted by lusth on Thu, 22 Sep 2016 11:26:03 GMT
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I've restructured the AVL code to make the purpose of y more clear. y is the favorite child of x in the insert code and the favorite child of x's sibling in the delete code (but you don't need to implement delete).

Yes, p is the parent, but the original parent, not the new parent.

Refresh the web page.

Subject: Re: AVL code  
Posted by jrmelton on Fri, 23 Sep 2016 02:08:25 GMT
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Thanks! Just to make sure I'm understanding you correctly, the AVL tree doesn't need to have a delete functionality?

Subject: Re: AVL code  
Posted by padietl on Fri, 23 Sep 2016 03:59:48 GMT
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I double dog dare you to implement it.