

Binary Search Tree ADT

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Binary Search Tree (BST) - All operations are average $O(\log n)$, worst case $O(n)$.
The worst case performance happens when the BST becomes unbalanced, where one subtree is much larger (and longer) than another.

Methods: `put(key,value)`, `value get(key)`, `value min()`, `value max()`, `print()`

Pseudocode... each public method starts at the root and calls a corresponding private, recursive method that uses BST nodes:

```
BinarySearchTree
  Node {
    K, V (key, value)
    Node left
    Node right
  }
  private Node root;

// two put methods: public BST method and private recursive node method
put( K key, V value)
  n = new BST node
  if root == null
    then root = n
  else
    putNode( root, n)

private putNode( Node n, Node putNode)
  if putNode.key < n.key // put in LEFT subtree
    if n.left == null
      n.left = putNode
    else
      putNode( n.left, putNode)
  else if putNode.key > n.key // put in RIGHT subtree
    if n.right == null
      n.right = putNode
    else
      putNode( n.right, putNode)
```

```

// two get methods; get value for this key if found in BST
V get( K key)
    if root == null return null // empty
    return getNode( root, key)

private V getNode( Node n, K key)
    if n == null, then return null // not found
    if n.key == key
        return n.value // FOUND - return it
    else if key < n.key
        return getNode( n.left, key) // look LEFT
    else
        return getNode( n.right, key) // look RIGHT

// two min methods; return the leftmost node, which is min
V min()
    if root == null, then return null
    return minNode( root)

private V minNode( Node n)
    if n.left == null
        return n.value // no more left nodes, this is MIN
    else
        return minNode( n.left) // go left again

// print BST keys in sorted order
print()
    printNode( root)

private printNode( Node n)
    if n == null, then return
    printNode( n.left)
    print n.data
    printNode( n.right)

```

Notes:

- All this recursion is tail recursion and can be easily replaced by iteration.