

Project: Write a program that exercises **class AVL**. Program **p03** reads a list of identifiers, stores them into an AVL tree, prints the tree, and prints a sorted list of identifiers. Program **p03** deletes nodes in the AVL tree that reference identifiers read from a second list. The input list used to construct the AVL tree is in file **i03i.dat**. The list containing identifiers to delete from the AVL tree is in file **i03d.dat**. Program **p03** prints the AVL tree after each identifier is deleted.

Program Files:

File	Description
p03.cpp	File p03.cpp contains functions that process command line arguments and exercises class AVL .
AVL03.h	File AVL03.h defines class AVL .
AVL03.cpp	File AVL03.cpp contains the implementation of class AVL.
*03.h	All files containing class definitions must have the suffix 03.h .
*03.cpp	All files containing member function implementations must have the suffix 03.cpp .
p03make	File p03make contains instructions for program p03 . Instructions are written for the UNIX utility make . Program p03 is contained in file p03 .

Command Line: Project 3 can be invoked with zero, one, two, or three program parameters. The first program parameter is the name of the file containing identifiers used to construct an AVL tree. The second parameter is the name of the file containing identifiers from the first file used to delete nodes of the AVL tree. The third program parameter is the name of the output file. Sample command lines together with corresponding actions by program **p03** are shown below. Boldfaced type indicates data entered at the keyboard by the user.

\$ p03

Enter the name of the file containing identifiers to insert: **i03i.dat**

Enter the name of the file containing identifiers to delete: **i03d.dat**

Enter the output file name: **o03.dat**

\$ p03 i03i.dat

Enter the name of the file containing identifiers to delete: **i03d.dat**

Enter the output file name: **o03.dat**

\$ p03 i03i.dat i03d.dat

Enter the output file name: **o03.dat**

\$ p03 i03i.dat i03d.dat o03.dat

Input Files: You are free to use input files **i03i.dat** and **i03d.dat** found in the class directory (**~tt/cs3613/**). You are also encouraged to devise additional tests of your own design.

File	Description
i03i.dat	File i03i.dat contains a list of identifiers. Identifiers are separated by white space. White space consists of one or more blanks, tabs, or new-line characters. Identifiers in file i03i.dat are put into an AVL tree. Refer to figure 1 for an example of the format of file i03i.dat .
i03d.dat	File i03d.dat contains a list of identifiers. Identifiers are separated by white space. The identifiers are processed one at a time. If an identifier from the file is found in the AVL tree constructed by using identifiers in file i03i.dat , the corresponding node is deleted. The identifiers listed in figure 2 are an example of the format of file i03d.dat .

Output File: Program **p03** produces a graphical representation of the AVL tree constructed from file **i03i.dat**. Program **p03** produces an alphabetical listing of the identifiers in file **i03i.dat** next. Program **p03** produces a graphical representation of the AVL tree before each identifier is deleted from the tree together with a notation indicating which identifier is to be deleted. An example of the output file is depicted in figure 3.

abigail chloe fantine grace melinda natalie zoe

Figure 1. Format of the input file containing identifiers to insert

grace melinda natalie chloe fantine zoe abigail

Figure 2. Format of the input file containing identifiers to delete

```
AVL tree:
  abigail
  chloe
    fantine
grace
  melinda
  natalie
  zoe

Alphabetical list:
abigail
chloe
fantine
grace
melinda
natalie
zoe

Delete grace:
  abigail
  chloe
    fantine
melinda
  natalie
  zoe

Delete melinda:
  abigail
  chloe
    fantine
natalie
  zoe

Delete natalie:
  abigail
chloe
  fantine
  zoe
```

Figure 3. Output file format

```
Delete chloe:
  abigail
fantine
  zoe

Delete fantine:
  abigail
zoe

Delete zoe:
abigail

Delete abigail:
```

Figure 3. Output file format (continued)