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The Virtual Learning Environment for Computer Programming

## Haskell — Binary tree

In this problem you have to write several functions for generic binary trees. The definition of the trees is given by:

**data** *Tree a* = *Node a* (*Tree a*) (*Tree a*) | *Empty* **deriving** (**Show**)

That is, a tree with elements of type *a* is, either an empty tree, either a node with an element (of type *a*) and two other trees of the same type. The **deriving** (**Show**) statement simply enables an visualization of trees.

- 1. Write a function *size* :: *Tree*  $a \rightarrow Int$  that, given a tree, returns its size, that is, the number of node it contains.
- 2. Write a function *height* :: *Tree*  $a \rightarrow Int$  that, given a tree, returns its height, assuming that empty trees have zero height.
- 3. Write a function *equal* :: Eq  $a \Rightarrow$  *Tree*  $a \rightarrow$  *Tree*  $a \rightarrow$  **Bool** that, given two trees, tells whether they are the same.
- 4. Write a function *isomorphic* :: Eq  $a \Rightarrow$  *Tree*  $a \rightarrow$  *Tree*  $a \rightarrow$  **Bool** that, given two trees, tells whether they are isomorphic, that is, if one can obtain one from the other flipping some of its descendants.
- 5. Write a function *preOrder* :: *Tree*  $a \rightarrow [a]$  that, given a tree, return its pre-order traversal.
- 6. Write a function *postOrder* :: *Tree*  $a \rightarrow [a]$  that, given a tree, return its post-order traversal.
- 7. Write a function *inOrder* :: *Tree*  $a \rightarrow [a]$  that, given a tree, return its in-order traversal.
- 8. Write a function *breadthFirst* :: *Tree*  $a \rightarrow [a]$  that, given a tree, return its traversal by levels.
- 9. Write a function *build* :: Eq  $a \Rightarrow [a] \rightarrow [a] \rightarrow Tree a$  that, given a pre-order traversal of a tree and an in-order traversal of the same tree, returns the original tree. You can assume that the three has no repeated elements.
- 10. Write a function *overlap* :: (*a* → *a* → *a*) → *Tree a* → *Tree a* → *Tree a* that, given two trees, returns its overlapping using a function. Overlapping two trees with a function consists in placing the two trees one on the other and combine the double nodes using the given function.

### Scoring

Each function scores 10 points.

#### Sample input

```
let t7 = Node 7 Empty Empty
let t6 = Node 6 Empty Empty
let t5 = Node 5 Empty Empty
let t4 = Node 4 Empty Empty
let t3 = Node 3 t6 t7
let t2 = Node 2 t4 t5
let t1 = Node 1 t2 t3
let t1' = Node 1 t3 t2
size t1
height t1
equal t2 t3
isomorphic t1 t1'
preOrder t1
postOrder t1
inOrder t1
breadthFirst t1
build [1,2,4,5,3] [4,2,5,1,3]
overlap (+) t2 t3
overlap (+) t1 t3
```

#### Sample output

7 3 False True [1,2,4,5,3,6,7] [4,5,2,6,7,3,1] [4,2,5,1,6,3,7] [1,2,3,4,5,6,7] Node 1 (Node 2 (Node 4 Empty Empty) (Node 5 Empty Empty)) (Node 3 Empty Empty) Node 5 (Node 10 Empty Empty) (Node 12 Empty Empty) Node 4 (Node 8 (Node 4 Empty Empty) (Node 5 Empty Empty)) (Node 10 (Node 6 Empty Empty) (Node 7

#### **Problem information**

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