


```

void LinkedBinaryTree::traverse(Node* p)
{
    while (root != NULL)
    {
        while (p->left != NULL) p = p->left;
        cout << p->elt << endl;
        deleteNode(root, p->elt);
        p = root;
    }
}

void main()
{
    // Output:
    LinkedBinaryTree Tree;
    Tree.addRoot();
    Tree.root->elt = 8;
    Tree.addBelowRoot(Tree.root, 4);
    Tree.addBelowRoot(Tree.root, 12);
    Tree.addBelowRoot(Tree.root, 2);
    Tree.addBelowRoot(Tree.root, 6);
    Tree.addBelowRoot(Tree.root, 10);
    Tree.addBelowRoot(Tree.root, 14);
    Tree.addBelowRoot(Tree.root, 1);
    Tree.addBelowRoot(Tree.root, 3);
    Tree.addBelowRoot(Tree.root, 5);
    Tree.addBelowRoot(Tree.root, 7);
    Tree.addBelowRoot(Tree.root, 9);
    Tree.addBelowRoot(Tree.root, 11);
    Tree.addBelowRoot(Tree.root, 13);
    Tree.addBelowRoot(Tree.root, 15);

    binaryTree.traverse(binaryTree.root);
}

```

```

void insertOrdered(string& e, int& i)
{
    CircularlyNode* newNode = new CircularlyNode;
    newNode->elem = e;
    newNode->score = i;

    if (cursor == NULL)
    {
        newNode->next = newNode;
        cursor = newNode;
        return;
    }

    CircularlyNode* front = cursor->next;
    CircularlyNode* back = cursor;

    while( newNode->score > front->score )
    {
        back = front;
        front = front->next;
        if (.....) break;
    }

    back->next = newNode;
    newNode->next = front;

    if (newNode->score > cursor->score)
        cursor = cursor->next;
}

```

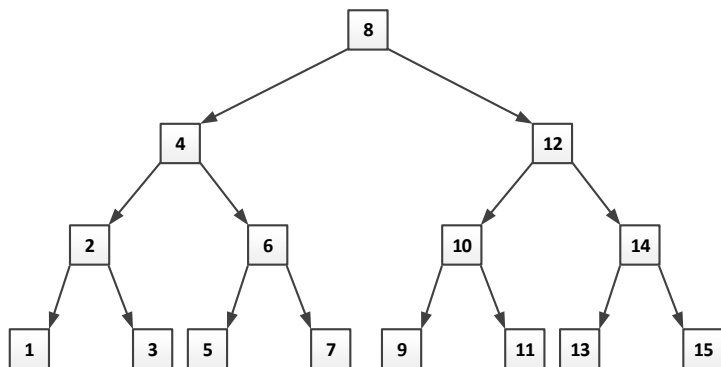
2. a) What is the output of the program above? (20P)

Note → Assume that the deleted node is replaced with the next higher one.

b) Which tree traversal method is the output of the program equivalent to? (20P)

You'll loose 5P from wrong answer.

- (A) inorder
- (B) preorder
- (C) postorder



3. Write **R** for "Right" or **W** for "Wrong" before the codes below for the line of the function `insertOrdered()` that inserts nodes in ascending order into a circularly linked list by **score** value. (20P)

You will loose 5P from each wrong answer.

- (...) back == cursor
- (...) back == cursor->next
- (...) front == cursor
- (...) front == cursor->next