

Implementation of a binary tree with an array

Variables

tree: array of positions; each position contains an element and an index

size: integer

invariant: *tree*[*i*] contains (*e*, *i*) if and only if the binary tree has a node with level numbering *i* and element *e*; *size* is the size of the binary tree.

Initialization

size \leftarrow 0

Algorithms

size():

output: size of binary tree

return *size*

isEmpty():

output: binary tree is empty?

return (*size* = 0)

removeAboveExternal(*position*):

precondition: *position* is external and different from root

postcondition: *position* and its parent have been removed from tree and subtree rooted at sibling of *position* takes place of its parent

input: position of binary tree

output: element of parent of *position*

index \leftarrow index of *position*

parent \leftarrow *index* div 2

element \leftarrow *tree*[*parent*]

if *index* = 2 * *parent* **then**

sibling \leftarrow *index* + 1

else

sibling \leftarrow *index* - 1

move(*sibling*)

return *element*

move(*index*):

precondition: *index* > 1 and *tree*[*index*] contains a position

postcondition: subtree rooted at *tree*[*index*] has been moved to *tree*[*index* div 2] (removing its parent and sibling)

input: index of node in binary tree

tree[*index* div 2] \leftarrow *tree*[*index*]

if *tree*[2 * *index*] contains a position **then**

move(2 * *index*)

move(2 * *index* + 1)