

# Treeviz

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# Outline

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# Brief Overview

- Create visualization of student code from CodeWorkout exercises to help students find bugs more easily and increase understanding of data structures

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Initial Configuration

1. `r.next = p;`
2. `return statement`

The diagram illustrates a linked list with three nodes, labeled 1, 2, and 3. Each node is represented as a rectangle divided into two parts: the left part contains the node's value, and the right part contains a pointer to the next node. Node 1 points to node 2, and node 2 points to node 3. Node 3 has a double-slash symbol in its pointer field, indicating the end of the list. Above node 1 is a pointer variable 'p' with an arrow pointing to node 1. Above node 3 is a pointer variable 'r' with an arrow pointing to node 3.

# Project Walkthrough

## X280: Binary Tree Check Value Exercise

Write a recursive function that returns true if there is a node in the given binary tree with the given value, and false otherwise. Note that this tree is **not** a Binary Search Tree.

Here are methods that you can use on the `BinNode` objects:

```
interface BinNode {  
    public int value();  
    public void setValue(int v);  
    public BinNode left();  
    public BinNode right();  
    public boolean isLeaf();  
}
```

```
1 public boolean BTcheckval(BinNode root, int value)  
2 {  
3     if(root == null)  
4         return false;  
5     if(root.value() == value)  
6         return true;  
7     boolean result = BTcheckval(root.right(), value) ||  
8     BTcheckval(root.left(), value);  
9     return result;  
10 }
```

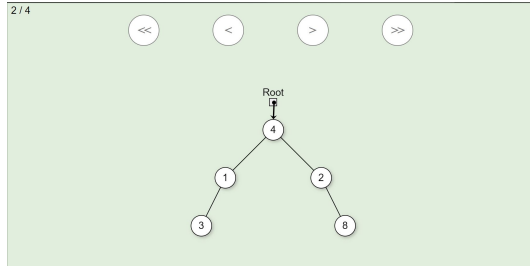
Check my answer!

Reset

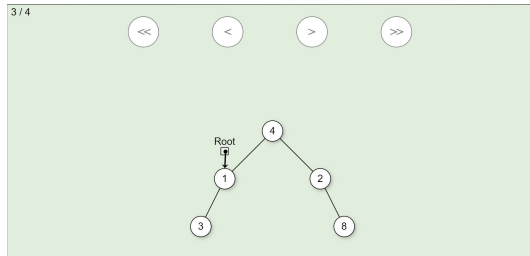
## Feedback

Behavior	Result
✓	BTcheckval((new BinaryTree({4, 1, 3, null, null, null, 2, null, 8, null, null})).root, 4) -> true
✓	BTcheckval((new BinaryTree({5, 6, 7, null, null, null, 8, null, 9, null, null})).root, 4) -> false
✓	BTcheckval((new BinaryTree({null})).root, 5) -> false
✓	BTcheckval((new BinaryTree({0, 1, 6, null, null, 7, null, 10, null, null})).root, 6) -> true
✓	hidden
✓	hidden

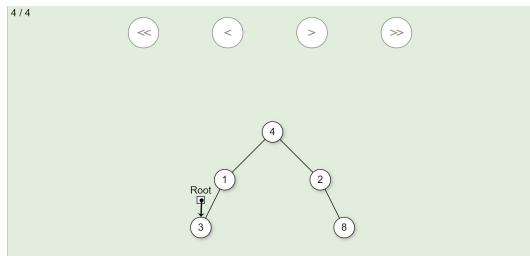
# Project Walkthrough (cont.)



Pointing to root node, value of 4



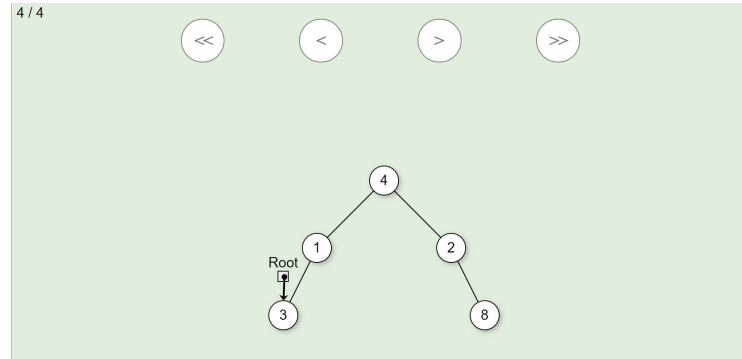
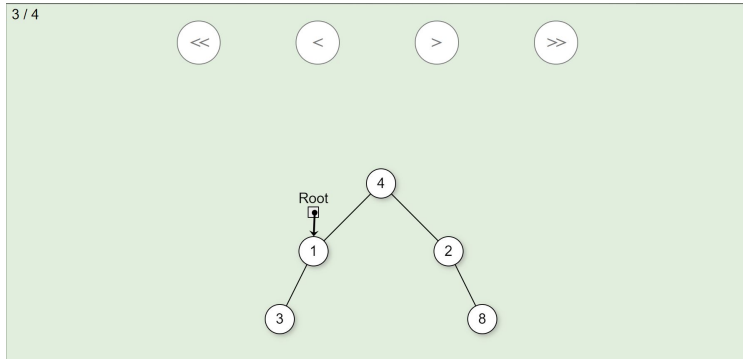
Pointing to first left child, value 1



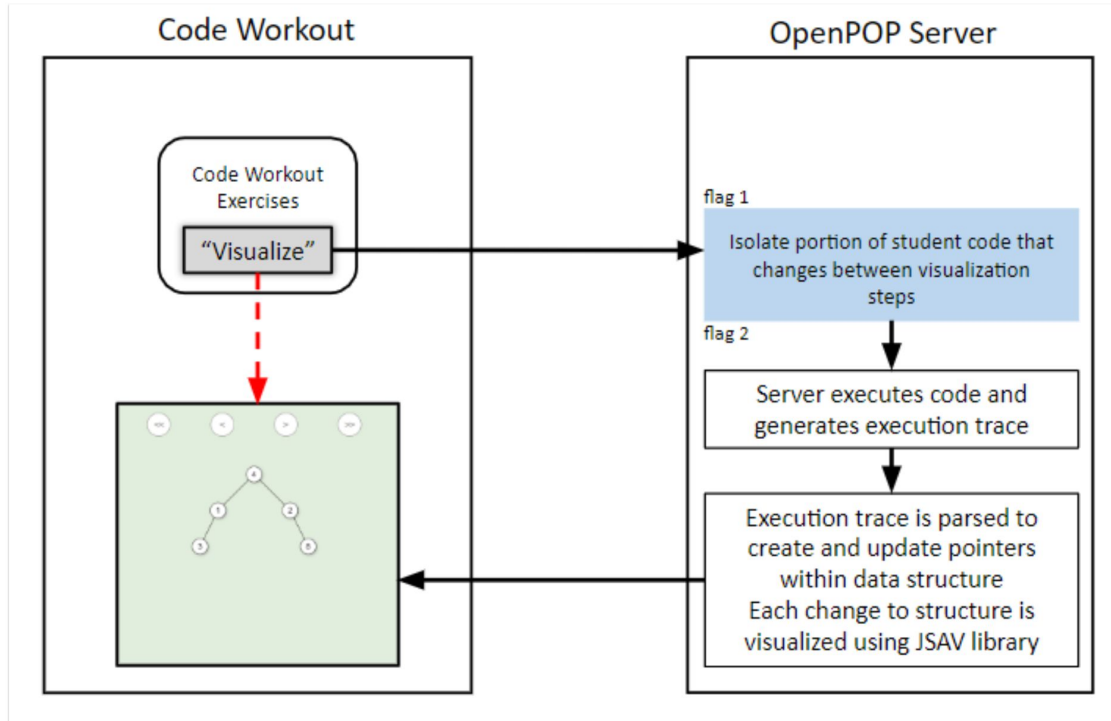
Pointing to second left child, value 3

# Completed Project Work

- Implemented binary tree visualizations
  - All code is compatible with existing code
- Used JSAV library to visualize binary tree
- Included JSAV pointers to show recursive value checking



# Quick Deep Dive



System Diagram of interaction between CodeWorkout and OpenPOP Server (OPEN Pointer Operations)

```
"heap": {"172": ["INSTANCE", "BinNode", ["elem", 4], ["left", ["REF", 173]], ["right", ["REF", 175]]],
```

```
for (var key in trace[step].heap) { //this for loop goes through each node in a single heap / tree
  //this grabs all the data for a single node and notes if there are any changes to the tree to add a jsav step
  var data = trace[step].heap[key][2][1];
  var leftRef = trace[step].heap[key][3][1];
  var rightRef = trace[step].heap[key][4][1];
  if (leftRef != null) {
    leftRef = leftRef[1];
  }
  if (rightRef != null) {
    rightRef = rightRef[1];
  }
  if (nodeIDs.includes(key)) { //this is if the node already exists
    let node = nodes.find(node => node.nodeReference == key);
    if (node.getLeft() != leftRef) {
      node.setLeft(leftRef);
      valueChanged = true;
    }
    if (node.getRight() != rightRef) {
      node.setRight(rightRef);
      valueChanged = true;
    }
    if (node.getData() != data) {
      node.setData(data);
      valueChanged = true;
    }
  }
  else { //this is if it is a new node and adds it to the array of nodes
    let treeNode = new TreeNode(data, key, leftRef, rightRef);
    nodes.push(treeNode);
    nodeIDs.push(key);
    if (first) {
      roots = treeNode;
      first = false;
    }
    valueChanged = true;
  }
}
```

Grabs all data for a single node

Checks if any values have changed if the node already existed

Adds the node to an array of nodes if it doesn't already exist



```
//connecting nodes with real pointers
for(let node of nodes) {
  var leftNum = node.getLeft();
  var rightNum = node.getRight();
  if (node.getReference() == rootPointerID) {
    node.setIsRoot(true);
  }
  else {
    node.setIsRoot(false);
  }
  if (leftNum == null && rightNum == null) {
    continue; //skips looking for pointers if both child are should be null
  }
  for (let nodeTwo of nodes) {
    if (leftNum != null && nodeTwo.getReference() == leftNum) {
      node.setLeftNode(nodeTwo);
    }
    if (rightNum != null && nodeTwo.getReference() == rightNum) {
      node.setRightNode(nodeTwo);
    }
  }
}
```

Goes through all nodes and sets their child nodes with pointers to tree node objects

```
if (firstPointer) { //this is making the jsav tree but only the first time
  firstPointer = false;
  bt.root(roots.getData());
  bt.layout();
  pointer = jsav.pointer("Root", bt.root(), {top: -20, arrowAnchor: "center top"});
}
//given something has changed on this iteration this adds a jsav step and visualizes it recursively
if (valueChanged) {
  recursiveJsavVisualize(roots, bt.root(), jsav, pointer);
  bt.layout();
  jsav.step();
}
```

```
//this method creates the jsav tree recursively and also sets the pointer to the correct node
function recursiveJsavVisualize(node, btnode, jsav, pointer) {
  var leftNum = node.getLeft();
  var rightNum = node.getRight();
  if (node.getIsRoot() == true) {
    pointer.target(btnode);
  }
  if (leftNum != null) {
    var newBtnode = btnode.left(node.getLeftNode().getData());
    recursiveJsavVisualize(node.getLeftNode(), newBtnode, jsav, pointer);
  }
  if (rightNum != null) {
    var newBtnode = btnode.right(node.getRightNode().getData());
    recursiveJsavVisualize(node.getRightNode(), newBtnode, jsav, pointer);
  }
  return;
}
```

Creates JSav binary tree, pointer to the root, and sets first visualization step

Makes the tree recursively for the JSav object

# Project Timeline

Create tree from trace



Write code for basic tree visualization



Visualize multiple steps of students code



User Testing



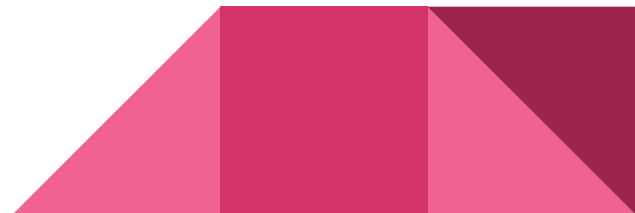
# Lessons Learned

- Constant communication with client will help project stay on deadline
- Having Windows vs. Linux made the project more difficult
- The JSAV api is very easy to work with when visualizing data structures
- Analyzing binary tree data from a stack trace introduces timing errors when creating nodes



# Future Work

- Implement project work in all OpenDSA  
Tree exercises
- Expand project to include other data structures
  - Hash table
  - M-nary tree
- Optimize current code



# Acknowledgements



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# Questions?

