

traverseTree, v. 0.3: DESCRIPTION

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July 11, 2017

1 Introduction

2 Getting Started

traverseTree was written in C on a computer running Linux and should work on any standard UNIX system. However, please contact me at haubold@evolbio.mpg.de if you have any problems with the program.

- Unpack the program

```
tar -xvzf traverseTree_XXX.tgz
```

where XXX indicates the version.

- Change into the newly created directory

```
cd TraverseTree_XXX
```

and list its contents

```
ls
```

- Generate traverseTree

```
make
```

- List its options

```
./traverseTree -h
```

3 Listings

3.1 The Driver Program `traverseTree.c`

```
1  /***** traverseTree.c *****/
   * Description: Read tree in Newick format and
   * traverse it.
   * Author: Bernhard Haubold, haubold@evolbio.mpg.de
   * Date: Sun Sep 16 20:28:48 2012
6  *****/
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
```

```

#include "interface.h"
11 #include "eprintf.h"
#include "tree.h"
#include "traverse.h"

void scanFile(FILE *fp, Args *args);
16 void printHeader();

int main(int argc, char *argv[]){
    int i;
    char *version;
21 Args *args;
    FILE *fp;

    version = "0.3";
    setprogname2("traverseTree");
    args = getArgs(argc, argv);
26 if(args->v)
    printSplash(version);
    if(args->h || args->e)
    printUsage(version);
31 if(args->numInputFiles == 0){
    fp = stdin;
    scanFile(fp, args);
} else{
    for(i=0; i<args->numInputFiles; i++){
36 fp = fopen(args->inputFiles[i], "r");
    scanFile(fp, args);
    fclose(fp);
    }
}
41 free(args);
free(progname());
return 0;
}

46 void scanFile(FILE *fp, Args *args){
    Node *root;

    setBisonFile(fp);
    while((root = parseTree()) != NULL){
51 if(strcmp(args->t, "inorder") == 0){
    printf("Inorder_Traversal\n");
    printHeader();
    printInorder(root);
} if(strcmp(args->t, "preorder") == 0){
56 printf("Preorder_Traversal\n");
    printHeader();
    printPreorder(root);
} if(strcmp(args->t, "postorder") == 0){
61 printf("Postorder_Traversal\n");
    printHeader();
    printPostorder(root);
}
}

```

```

    }
}
66 void printHeader() {
    printf("ID\tLabel\tParent\tDist.\tType\n");
}

```

3.2 Tree Traversal: `traverse.c`

```

1  /***** traverse.c *****/
    * Description:
    * Author: Bernhard Haubold, haubold@evolbio.mpg.de
    * Date: Mon Sep 17 08:14:32 2012
    *****/
6  #include <stdio.h>
    #include <stdlib.h>
    #include "tree.h"

    void printNode(Node *np);
11 void printInorder(Node *np) {
    Node *child;

    if(np != NULL) {
16     printInorder(np->left);
        printNode(np);
        if(np->left) {
            child = np->left;
            while(child->right) {
21                 printInorder(child->right);
                    child = child->right;
            }
            printInorder(child->right);
        }
26     }
    }

    void printPreorder(Node *np) {
    Node *child;
31
    if(np != NULL) {
        printNode(np);
        printPreorder(np->left);
        if(np->left) {
36             child = np->left;
            while(child->right) {
                printPreorder(child->right);
                child = child->right;
            }
41             printPreorder(child->right);
        }
    }
    }

46 void printPostorder(Node *np) {

```

```

Node *child;

if(np != NULL){
    printPostorder(np->left);
51     if(np->left){
        child = np->left;
        while(child->right){
            printPostorder(child->right);
            child = child->right;
56         }
        printPostorder(child->right);
    }
    printNode(np);
}
61 }

void printNode(Node *np){
    printf("%2d",np->id);
    if(np->label != NULL)
66     printf("\t%s\t",np->label);
    if(np->parent)
        printf("%2d",np->parent->id);
    printf("\t%5.1f",np->dist);
    if(np->parent == NULL && np->left != NULL)
71     printf("\troot\n");
    else if(np->parent != NULL && np->left == NULL)
        printf("\tleaf\n");
    else if(np->parent == NULL && np->left == NULL)
        printf("\troot/leaf\n");
76     else
        printf("\tinternal\n");
}

```

4 Change Log

- Version 0.1, 17 September 2012
 - First version.
- Version 0.2, ???
 - ???
- Version 0.3, 20 January 2013
 - Fixed order of traversal.