

CS3114

Standard Output format for commands in Project 1

1. **insert** **<name>** **<x>** **<y>** **<w>** **<h>**:
 - Rectangle accepted:(<name>, <x>, <y>, <w>, <h>)
 - Rectangle rejected:(<name>, <x>, <y>, <w>, <h>)
2. **remove** **<name>**:
 - If Success: do not report.
 - If Failure: Rectangle rejected <name>
3. **remove** **<x>** **<y>** **<w>** **<h>**:
 - If Success: do not report.
 - If Failure: Rectangle rejected (<x>, <y>, <w>, <h>)
4. **regionsearch** **<x>** **<y>** **<w>** **<h>**:
 - Rectangles intersecting region (<x>, <y>, <w>, <h>):
(<name1>, <x1>, <y1>, <w1>, <h1>)
(<name2>, <x2>, <y2>, <w2>, <h2>)
.
.
.
If no rectangle found intersecting region just print the top line.
5. **Intersections**:
 - Intersections pairs:
(<name1>, <x1>, <y1>, <w1>, <h1>) : (<name2>, <x2>, <y2>, <w2>, <h2>)
.
.
.
If no intersecting pairs found just print the top line.
6. **search** **<name>**:
 - Rectangle found: (<name>, <x>, <y>, <w>, <h>)
 - Rectangle not found: <name>
If multiple rectangles found with same name output each on a new line with format
Rectangle found: (<name>, <x1>, <y1>, <w1>, <h1>)
Rectangle found: (<name>, <x2>, <y2>, <w2>, <h2>)
.
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7. **dump**:
 - BST dump:
Node has depth <d>, Value (<name>, <x>, <y>, <w>, <h>)
.
.
.
BST size is <s>