

# Delete Node in a BST

## 450. Delete Node in a BST

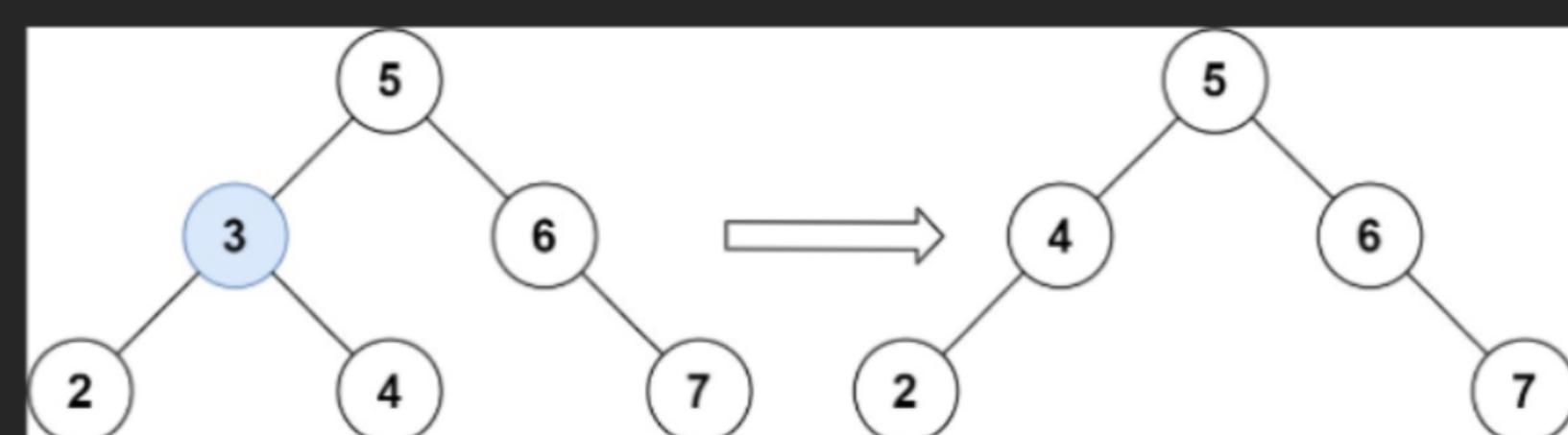
Medium Topics Companies

Given a root node reference of a BST and a key, delete the node with the given key in the BST.  
Return the **root node reference** (possibly updated) of the BST.

Basically, the deletion can be divided into two stages:

1. Search for a node to remove.
2. If the node is found, delete the node.

### Example 1:



**Input:** root = [5,3,6,2,4,null,7], key = 3

**Output:** [5,4,6,2,null,null,7]

**Explanation:** Given key to delete is 3. So we find the node with value 3 and delete it.  
One valid answer is [5,4,6,2,null,null,7], shown in the above BST.  
Please notice that another valid answer is [5,2,6,null,4,null,7] and it's also accepted.

\* Deleting a node is somewhat trickier because, simply removing node won't be enough



We have to conserve the BST property after deletion

BST property :

left subtree values < root value < right subtree values

How to delete a node?

\* first you have to find the node which need to delete...

if you  
don't find the  
node that to be  
deleted

return the input root...

nothing to do

if you  
found the  
node that to  
be deleted

Solve the problem...

You can't do anything  
you are in trap

So, first the approach to find the node that to be deleted...

① Start from the root

② If key is less than the current node's value → move to left child

③ else move right (until, you find equality (or) 'you reach null')

Now, the main Problem

## How to delete :

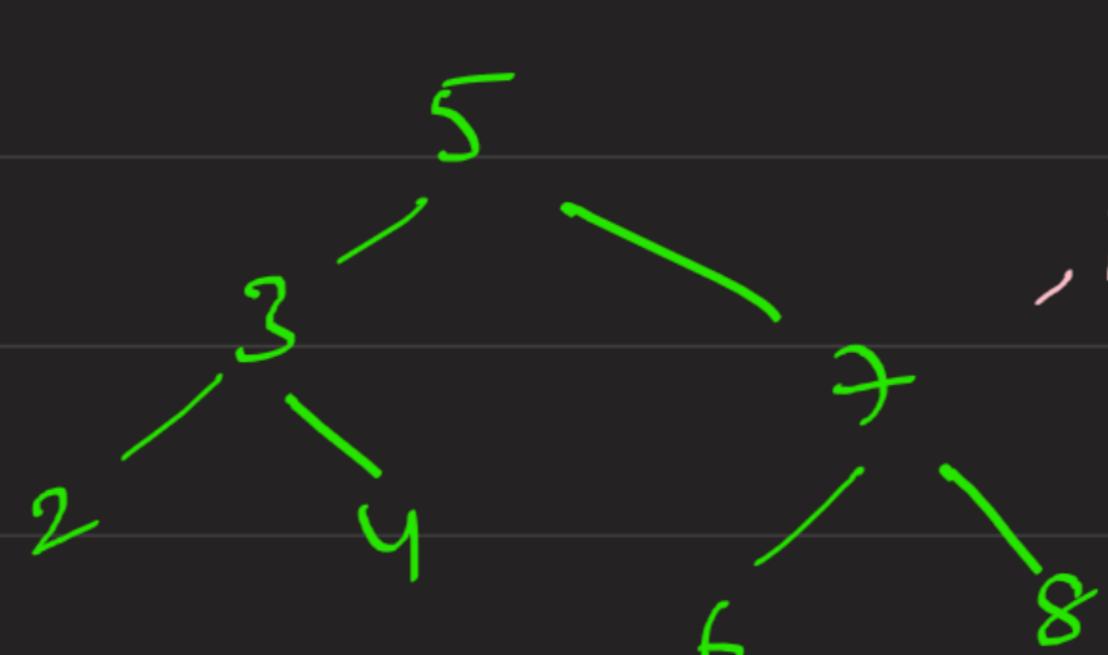
\* Handling different cases for deletion...

Case ① : No children {leaf node}



simply make the node null

\* Set the parent reference link to null



, if Key = 4  $\Rightarrow$



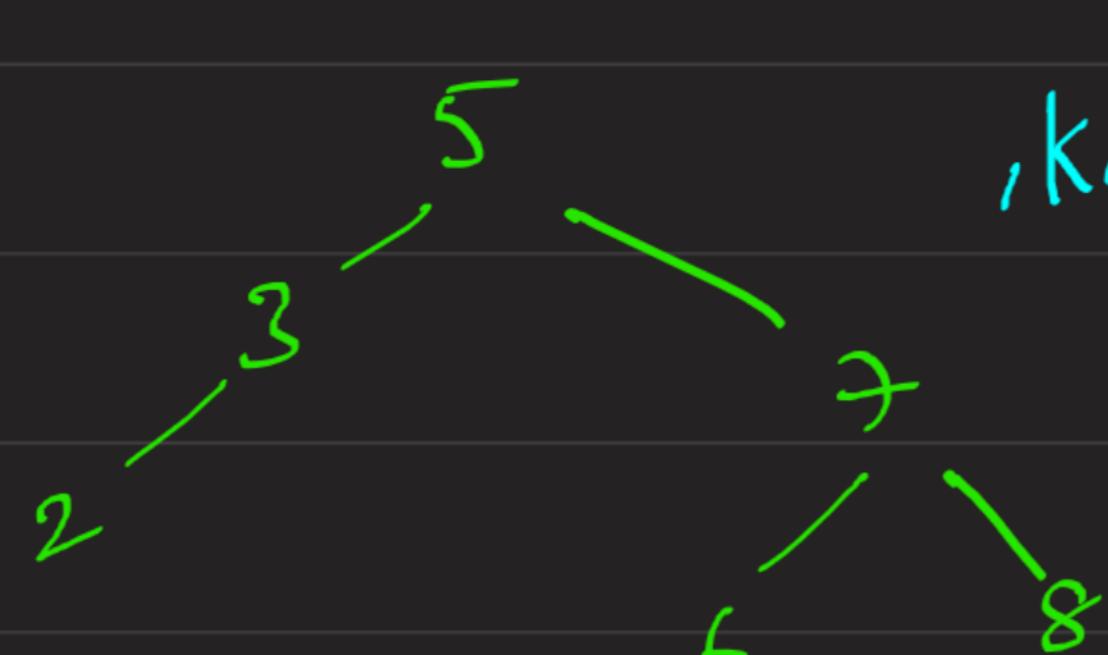
make node 3's right pointer to null

Case ② : 1 children

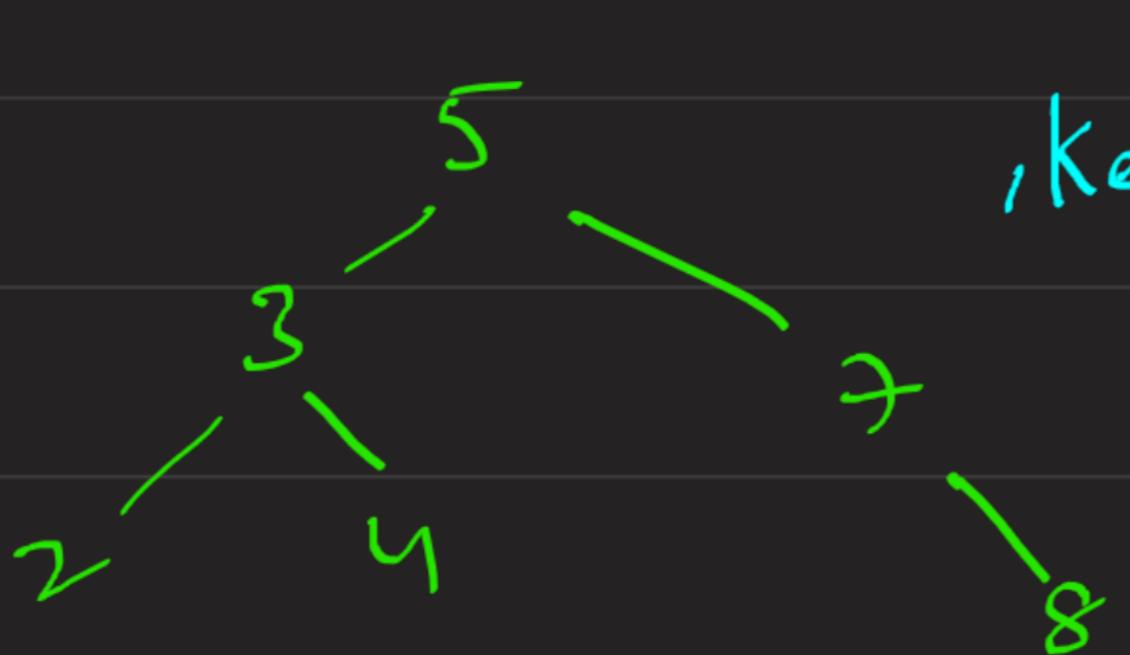
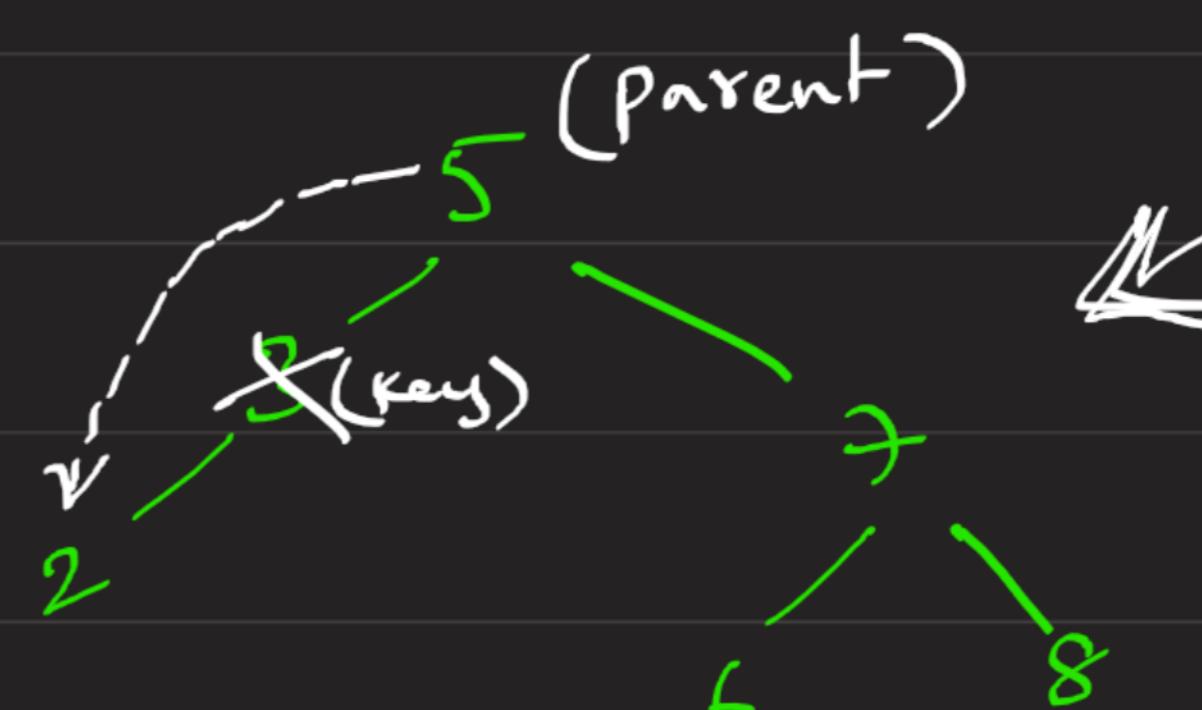
\* Remove the node and connect its child directly to its parent

\* If the node has only left child, connect the left child to the parent

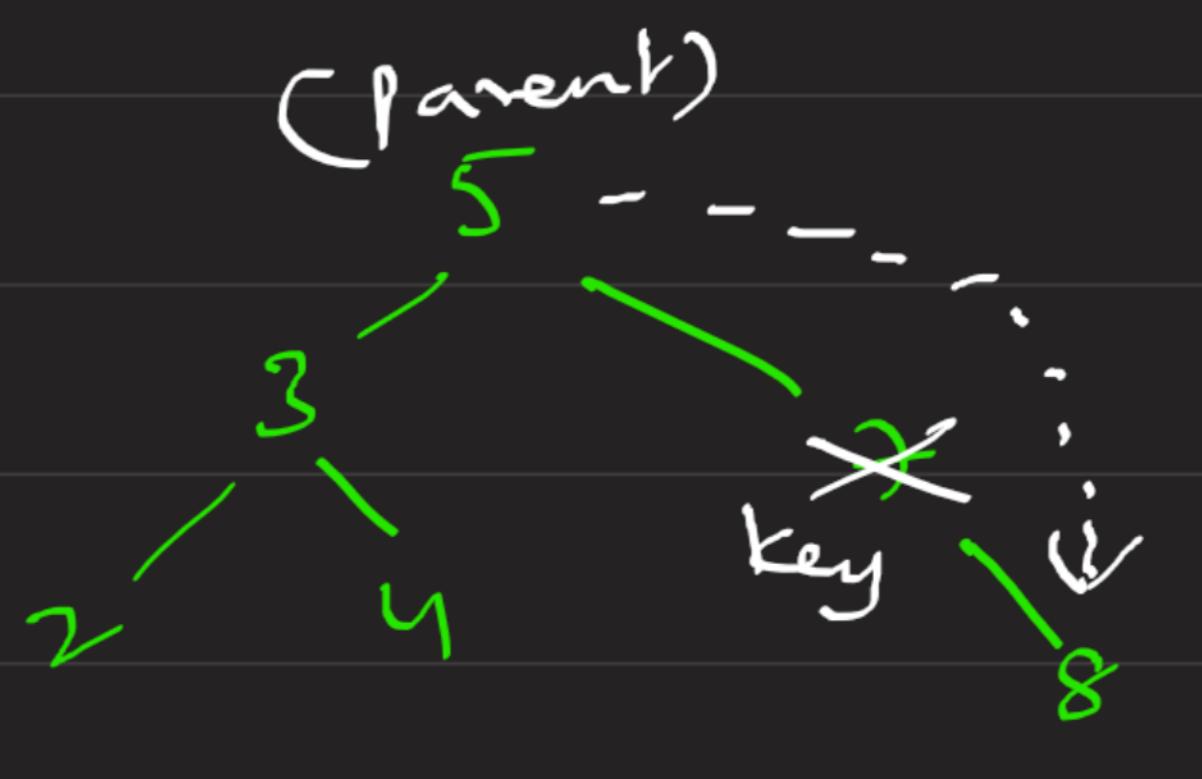
\* If the node has only right child, connect the right child to the parent



, key = 3



, key = 7

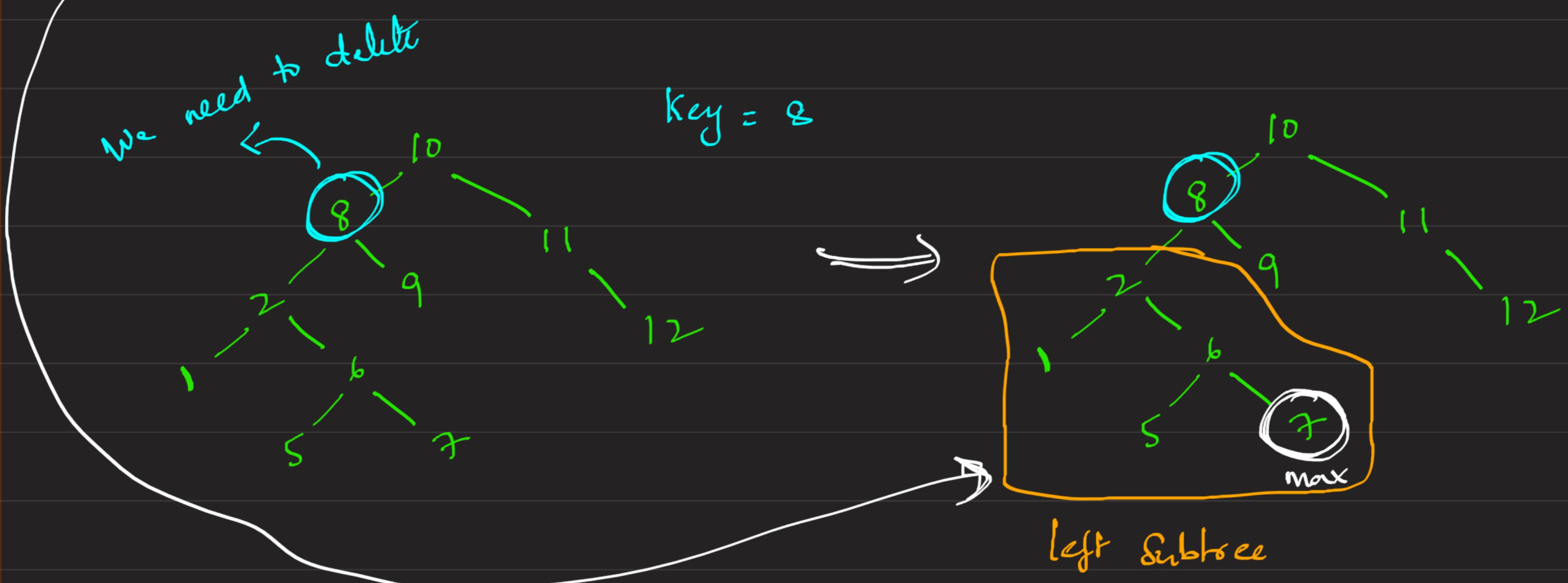


\* So, key understanding up to now is, we need to stay one node above the key node to manage links

Case ③ : Node with two children

\* find the inorder predecessor (Largest node in left subtree)

\* and Set it as its points to key node's right node



And make node 7 points to key node's left node



\* So remember, if you want to delete a node, you need to change the link of its parent, so keep tracking parent is important

```

public TreeNode help(TreeNode root){
    if(root.left == null && root.right == null) return null;
    if(root.left == null){
        return root.right;
    }
    else if(root.right == null){
        return root.left;
    }
    else{
        TreeNode maxLeftNode = find(root.left);
        TreeNode rightNode = root.right;
        maxLeftNode.right = rightNode;
    }
    return root.left;
}

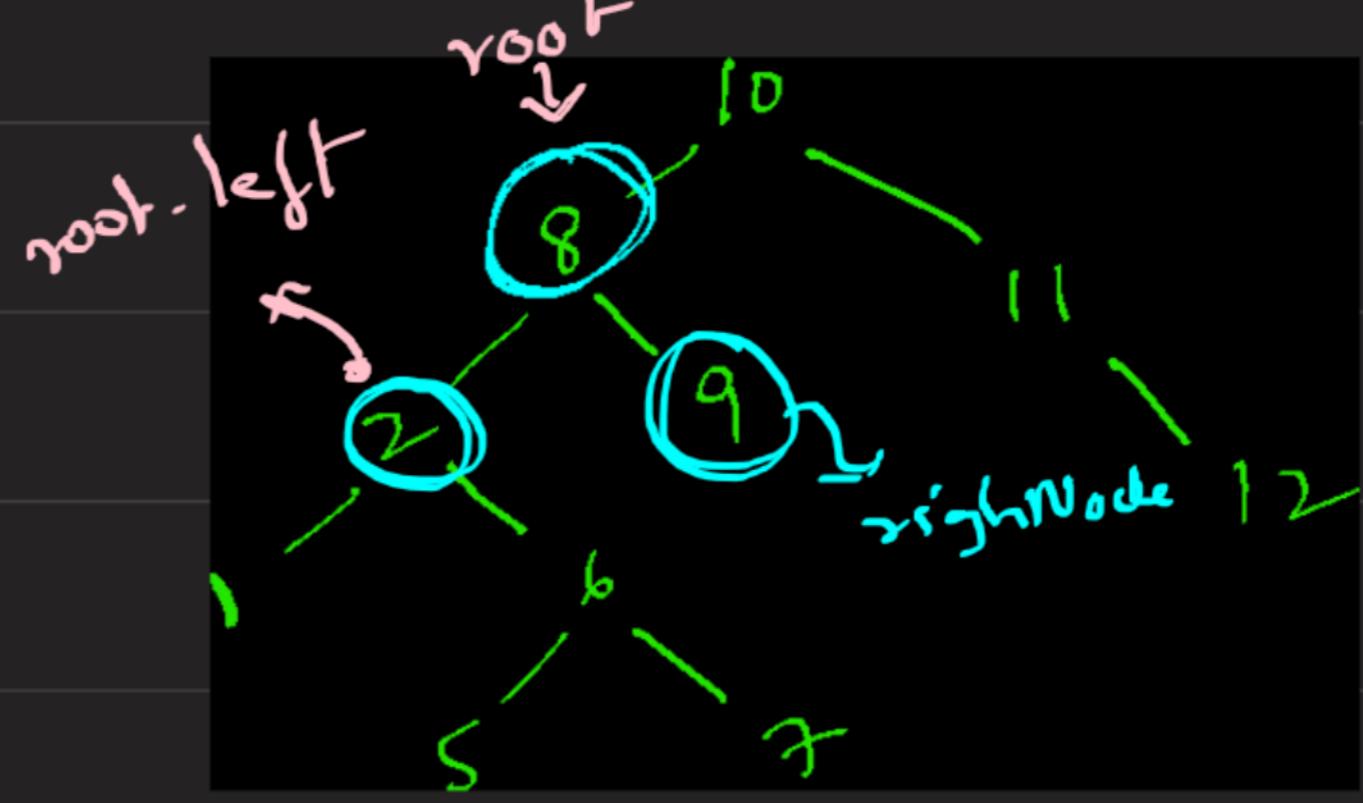
```

→ Case ①

→ Case ②

→ Case ③

Link maxNode  
of left subtree to rightNode



```

public TreeNode find(TreeNode root){
    while(root.right!=null){
        root = root.right;
    }
    return root;
}

```

This will calculate max  
value in left subtree

→ it returns node ⑦

return **root.left**

Because ✓

temp.right = help(temp.right);

if root.right is the node  
we need to delete



the (root.right) link need to be modified

temp.left = help(temp.left);

if root.left is the node  
we need to delete

the (root.left) link need to be modified

So, return the modified new **head**