BINARY SEARCH TREE DELETION

```
#include <stdio.h>
#include <stdlib.h>
struct node {
  int data;
  struct node* left;
  struct node* right;
struct node* createNode(int data){
  struct node* newNode=(struct node*)malloc(sizeof(struct node));
  newNode->data=data;
  newNode->left=newNode->right=NULL;
  return newNode;
}
struct node* insert(struct node* root,int data){
  if (root==NULL)return createNode(data);
  if (data<root->data)
    root->left=insert(root->left,data);
  else if (data>root->data)
    root->right=insert(root->right,data);
  return root;
struct node* findMin(struct node* root) {
  while(root->left != NULL)
    root=root->left;
  return root;
struct node* deleteNode(struct node* root,int key){
  if (root==NULL)
              return root;
  if(key<root->data)
    root->left=deleteNode(root->left,key);
  else if(key > root->data)
    root->right=deleteNode(root->right,key);
  else {
    if (root->left==NULL){
       struct node* temp=root->right;
       free(root);
       return temp;
    else if (root->right==NULL){
       struct node* temp=root->left;
       free(root);
       return temp;
    struct node* temp=findMin(root->right);
    root->data=temp->data;
    root->right=deleteNode(root->right,temp->data);
```

```
}
  return root;
void inorder(struct node* root) {
  if (root!=NULL) {
     inorder(root->left);
     printf("%d ",root->data);
     inorder(root->right);
int main(){
  struct node* root=NULL;
  root = insert(root, 50);
  insert(root, 30);
  insert(root, 70);
  insert(root, 20);
  insert(root, 40);
  insert(root, 60);
  insert(root, 80);
  printf("Inorder traversal before deletion: ");
  inorder(root);
  root = deleteNode(root, 50);
  printf("\nInorder traversal after deleting 50: ");
  inorder(root);
  return 0;
```

OUTPUT: