

PROGRAM-2

of ancestion

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9) WAP to perform insertion, deletion A searching operation on a skip list

Void Skiphist:: Insert Element (int koy)

Node\* cult = head; Node\* update [mankevel + 1]; memset (update; 0, sizeof (Node\*)\*(Manlevel+1));

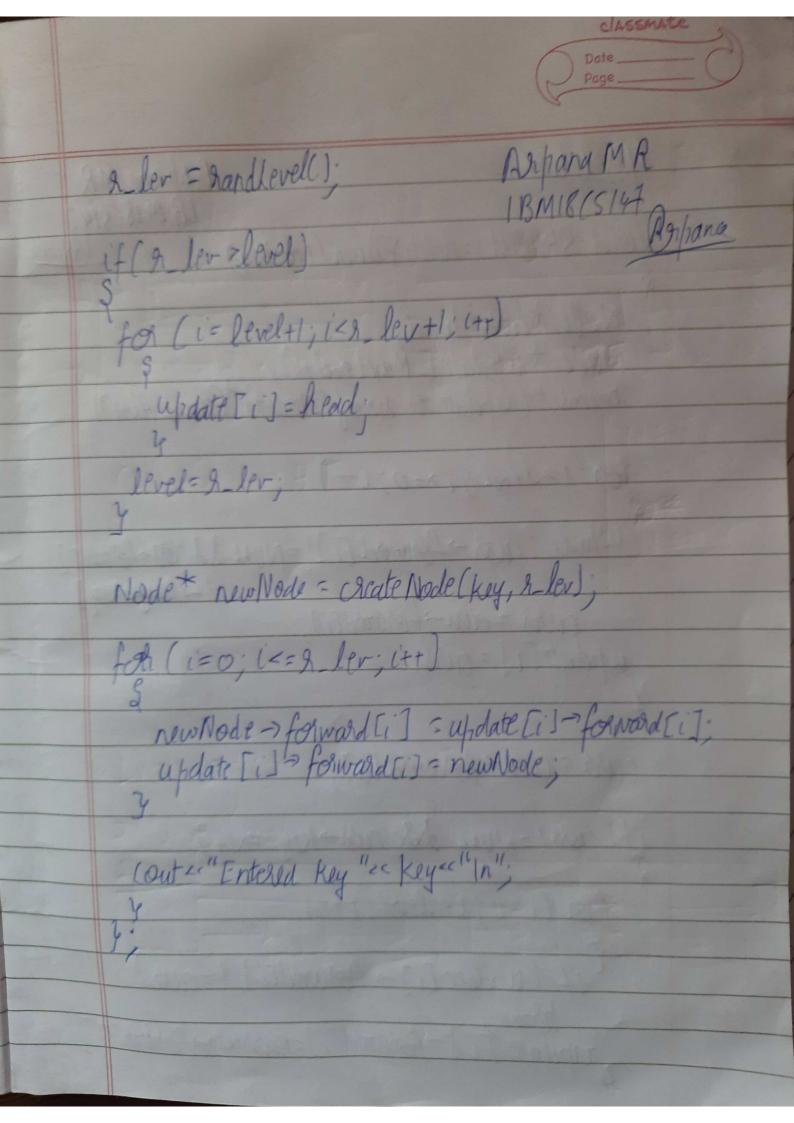
for ( i=level; i>=0; i-)

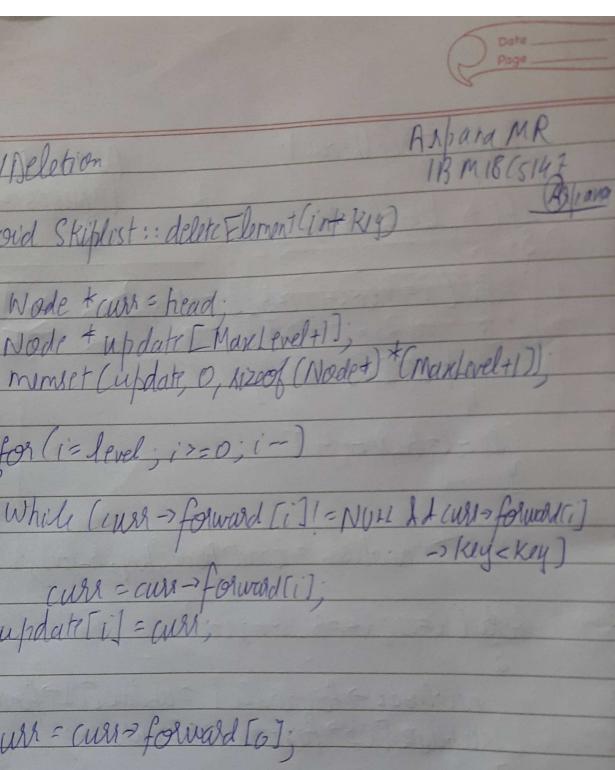
while Cour > forward[i] [= NULL AA CURA > for

update [i] = cur;

CUM = GUR - forward[0];

Sif Cause == NULL / CUR > Key! = key)





curs=curs-forward[i];
update[i]=curs; curr = curr > forward [6]; if (cula != NULL des cult > Key == key) for (i=0; i< level; i++) I'f (update [i] > forward[i] (= current > forward[]

4 plate [i] -> forward[i] = current -> forward[]

void Skiplist: delete Floment (int ky)

for (i= level; i>=0; i-)

1/ Beletion

CLASSMALE while (level > 0 18 head > forward [level] = 0 couter " Deleted key is "er keyer" |n"; 11 Sparchily void Skiplist : = search Flument (int key) Node + CUSI = head: for (i= level; i>=0; i--) while (cust > forward [i] & A cust > forward [i] - Key Cust = cust - forward [i] curr = cur - forward [0]; ( Curr & A curry Key == key)
Couter & Rey Found "ex" In";