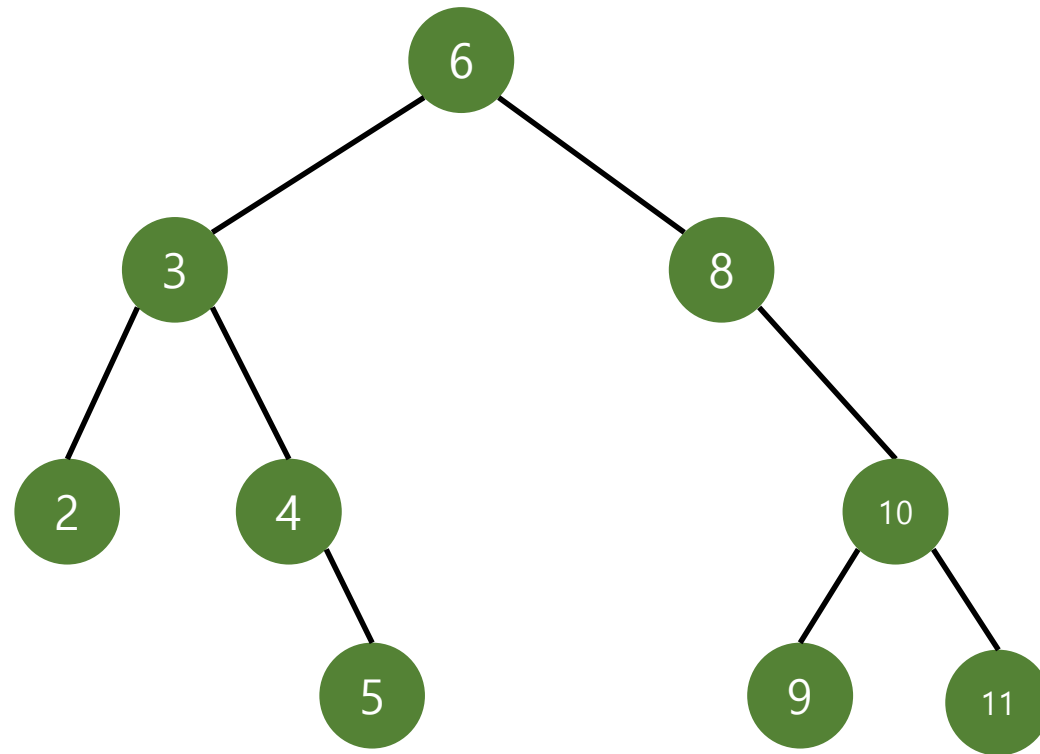
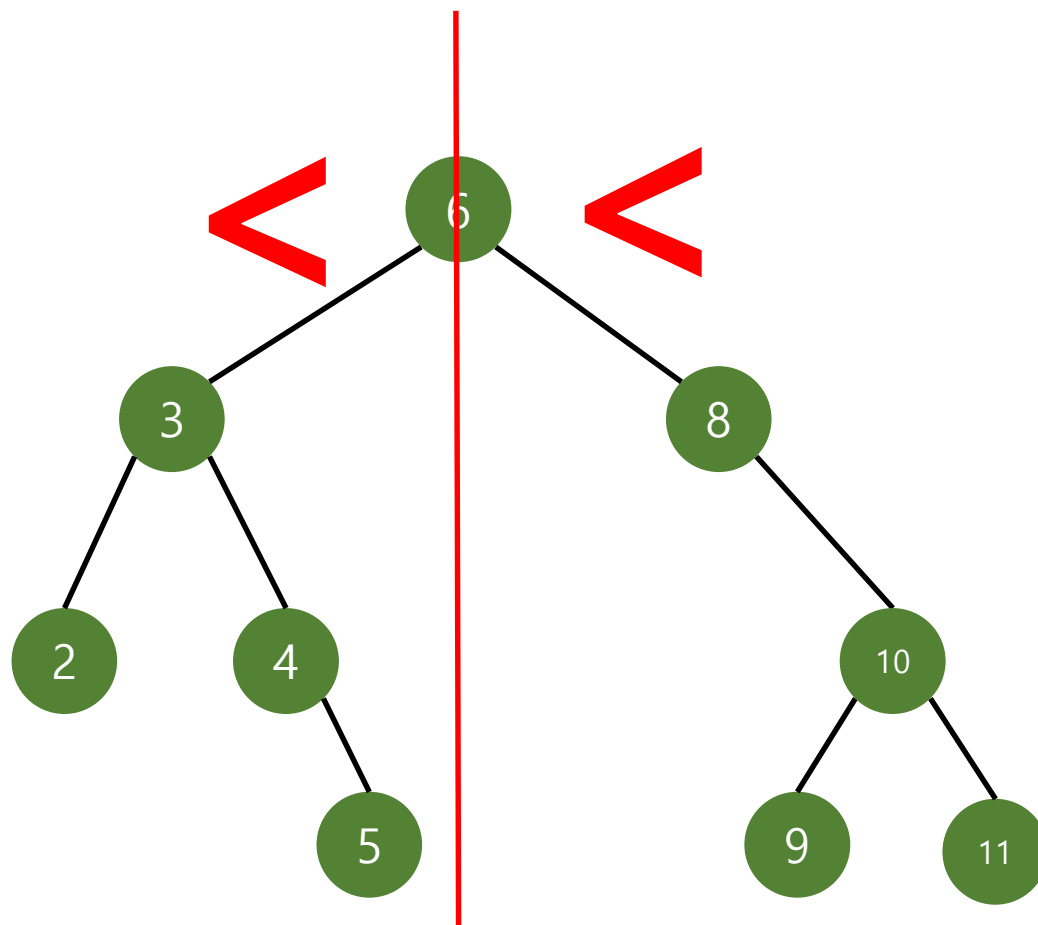


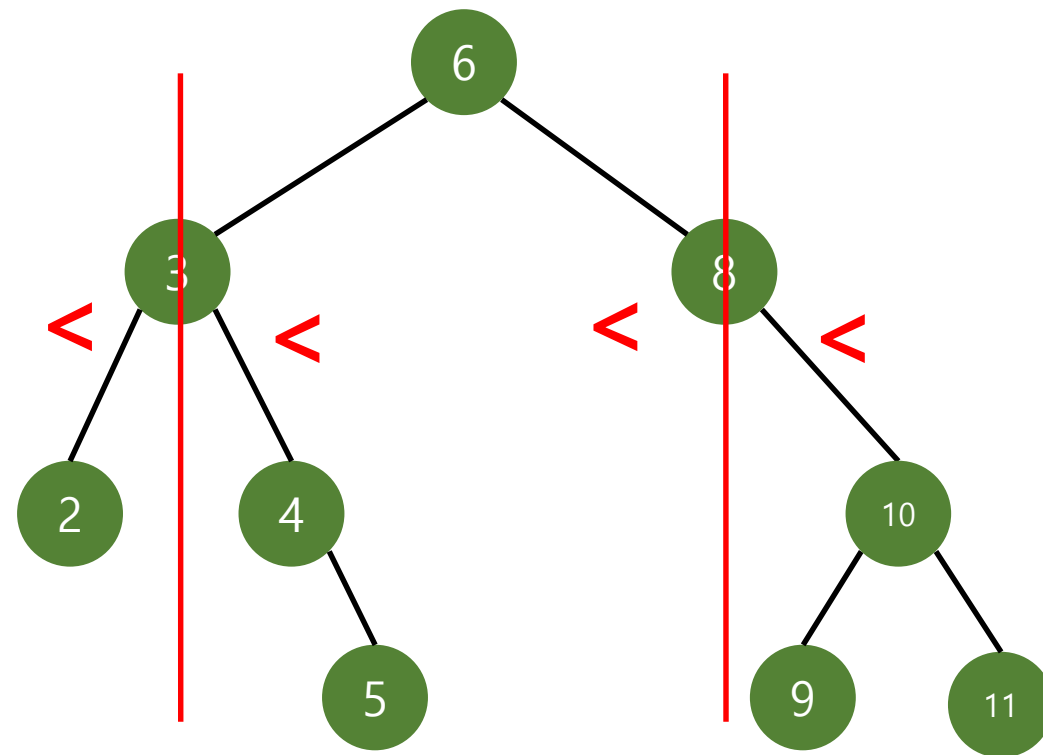
Data structure

BST

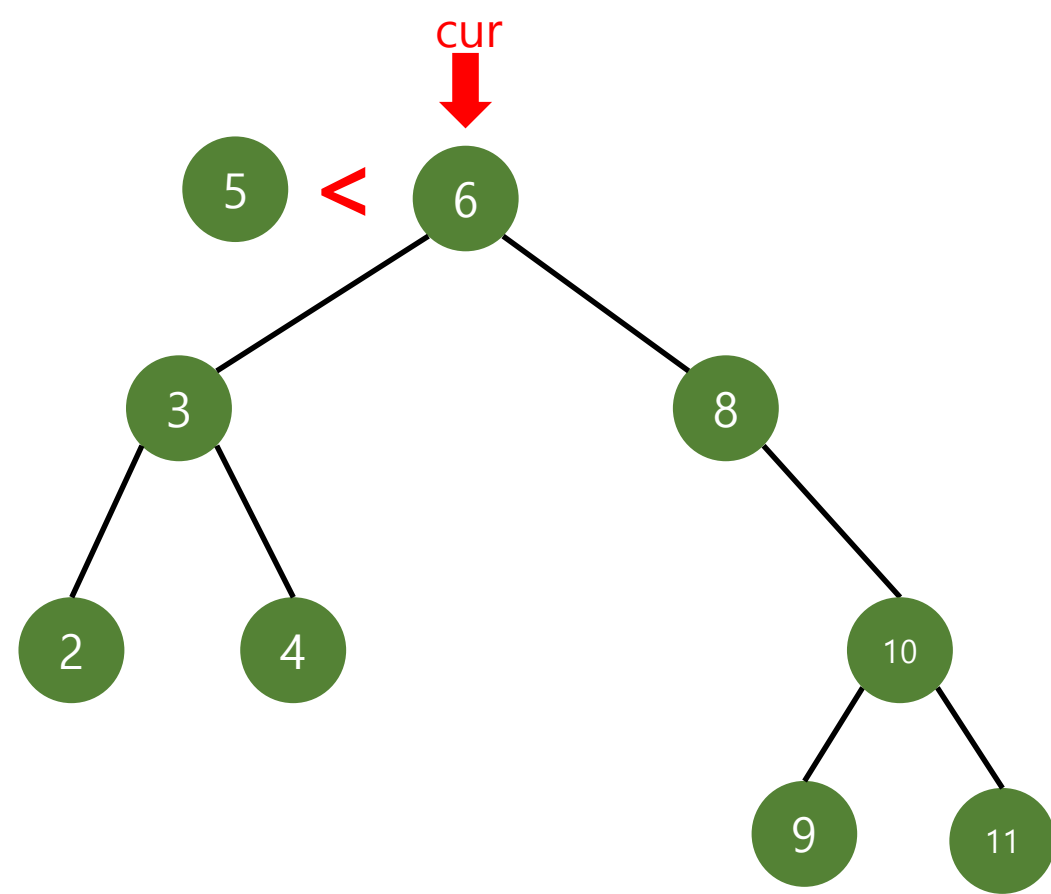
BST



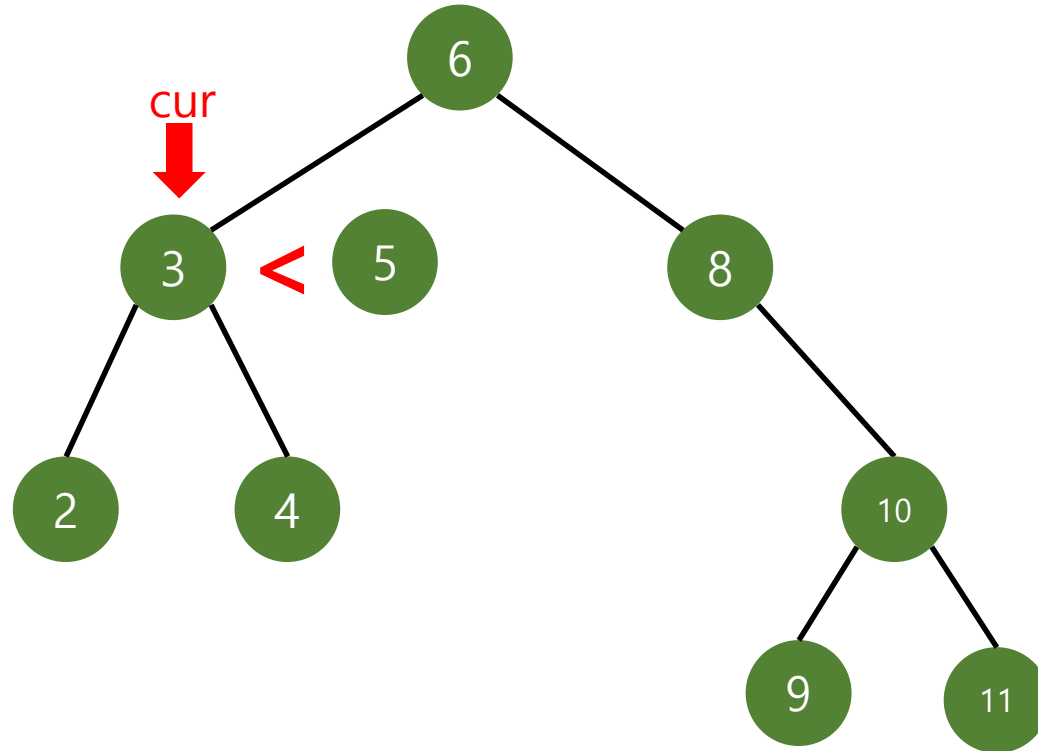




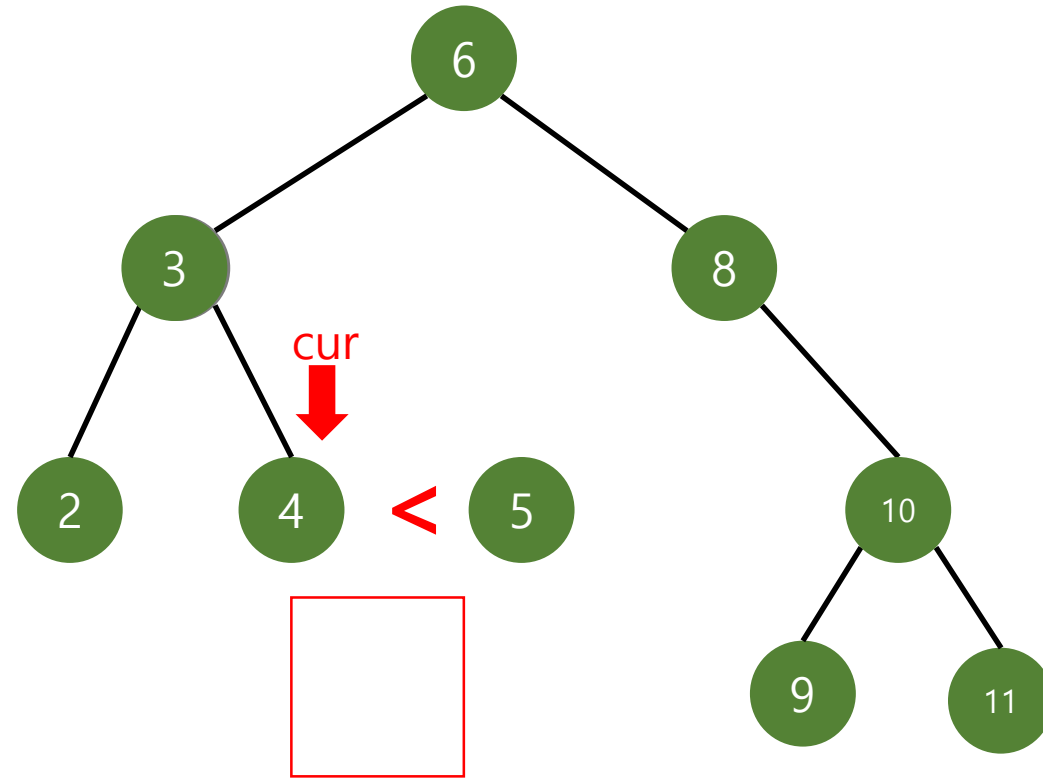
Insert - 1



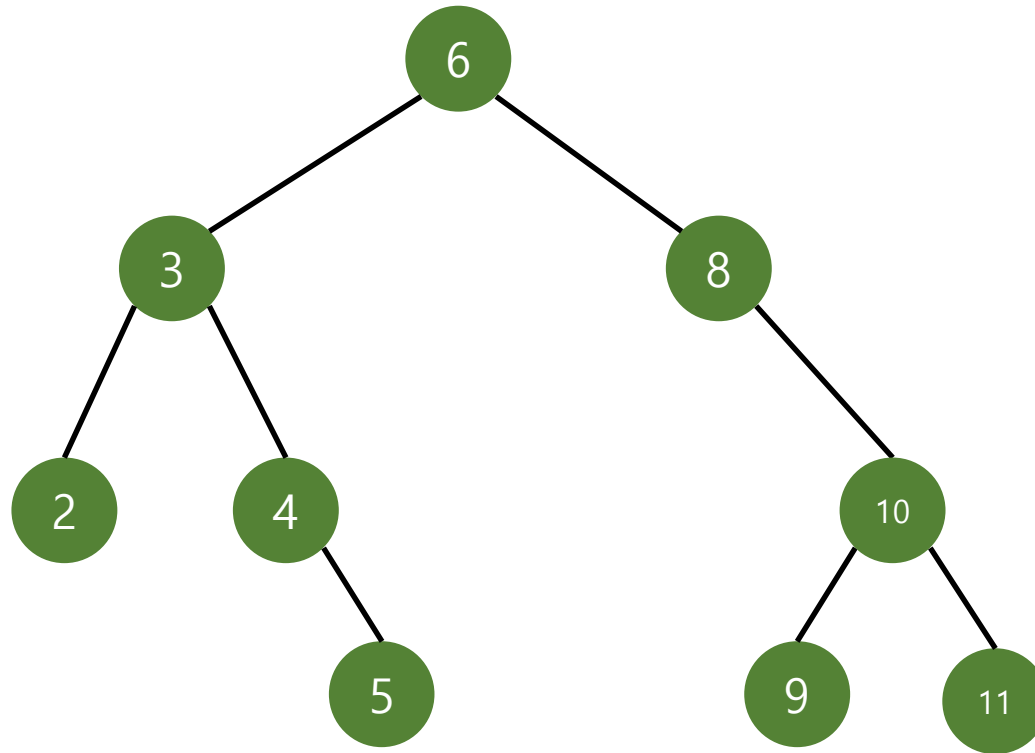
Insert - 2



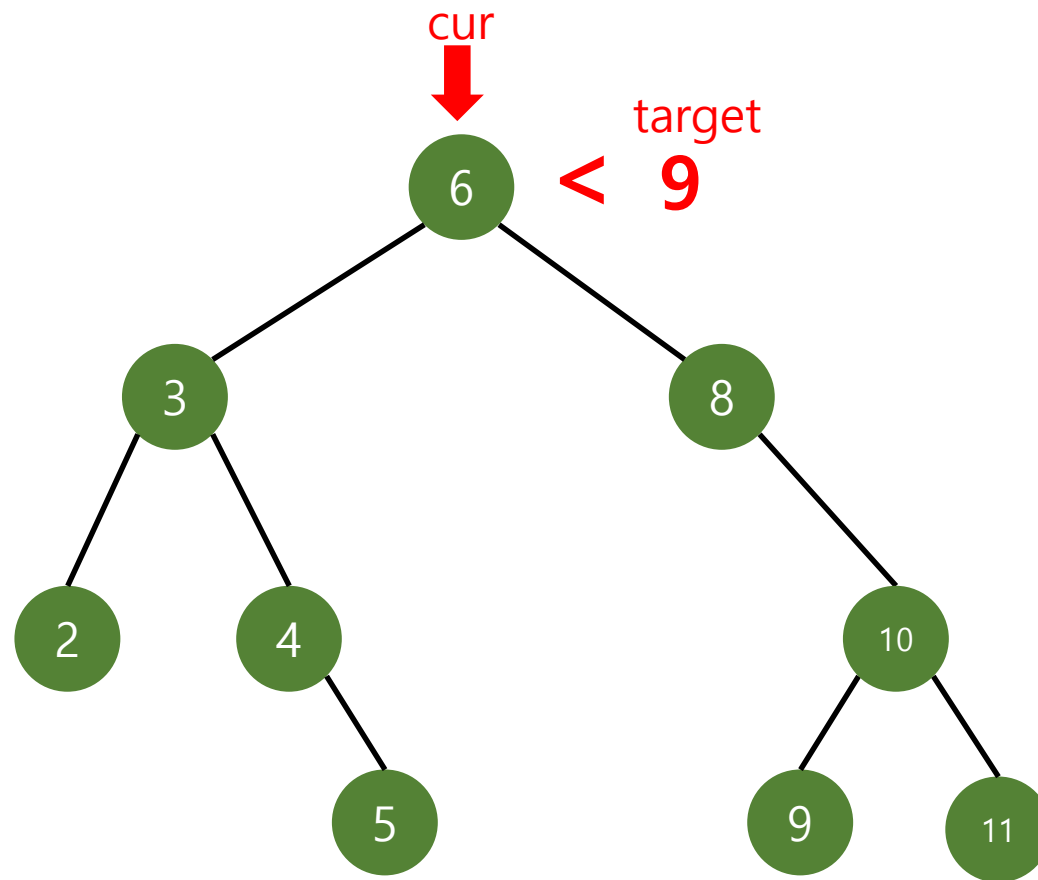
Insert - 3



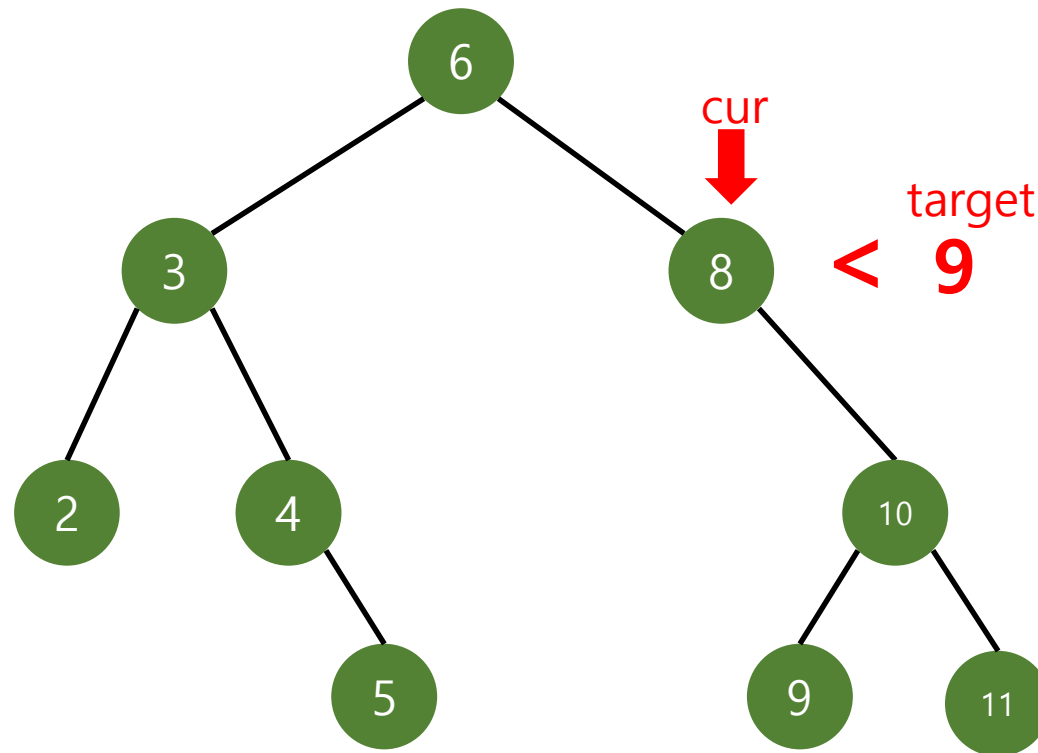
Insert - 4



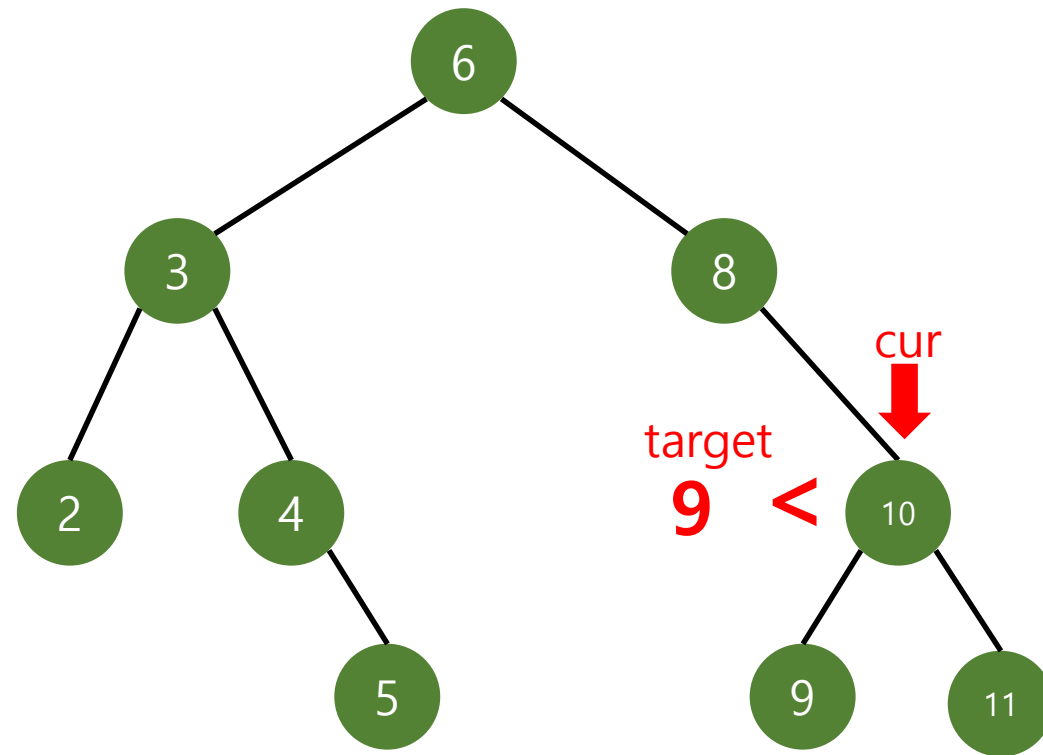
search - 1



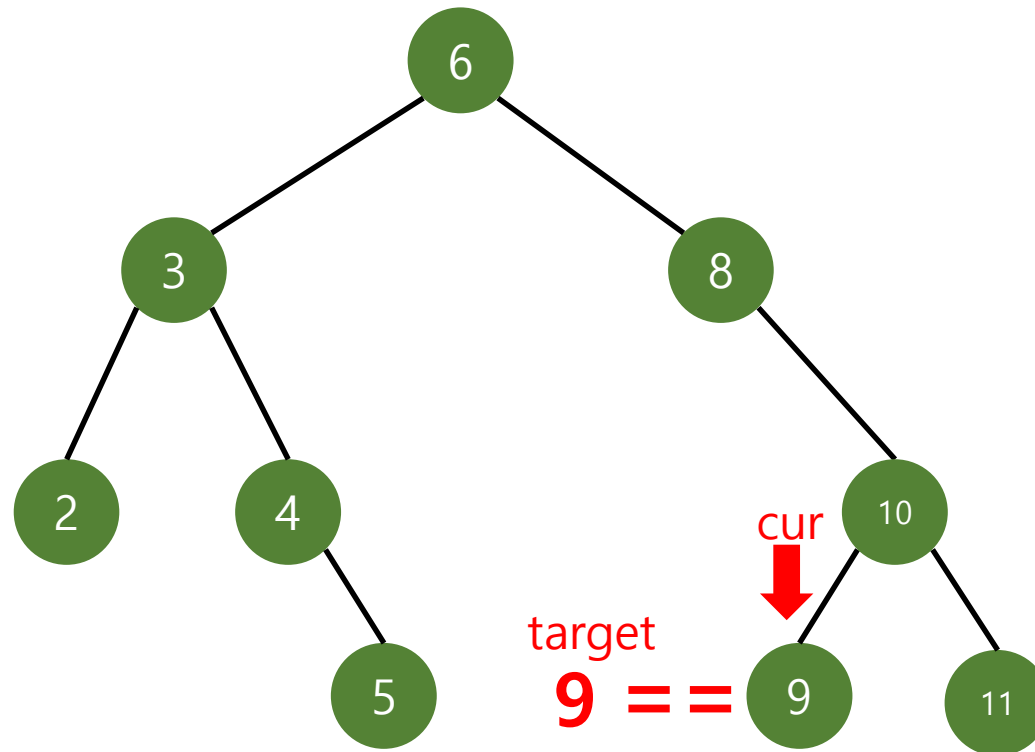
search - 2



search - 3



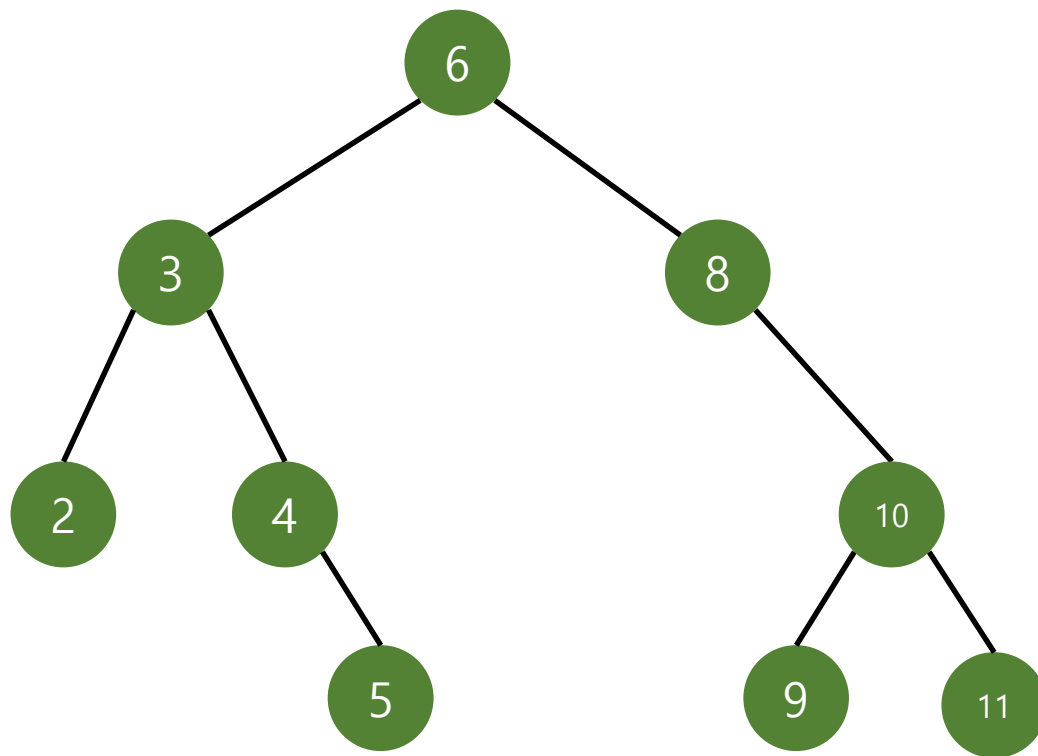
search - 4



remove

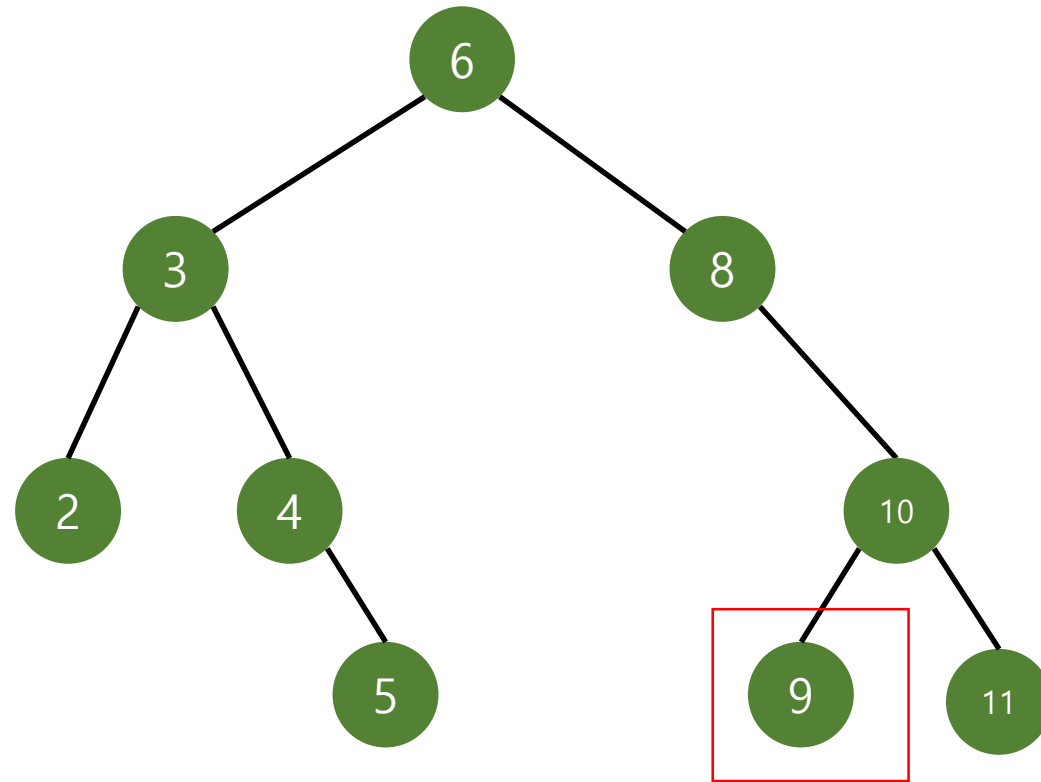
노드를 지울 때 3가지 상황

1. 지울 노드가 리프 노드
2. 자식 노드가 하나일 때
3. 자식 노드가 둘일 때

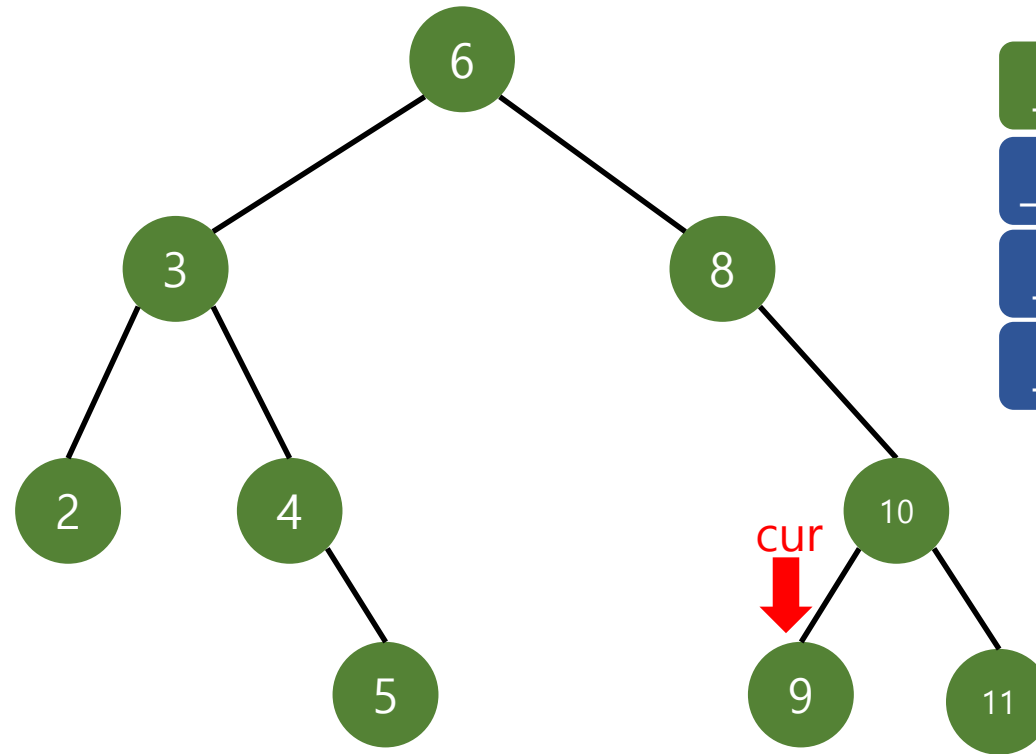


1. 지울 노드가 리프 노드

remove



remove



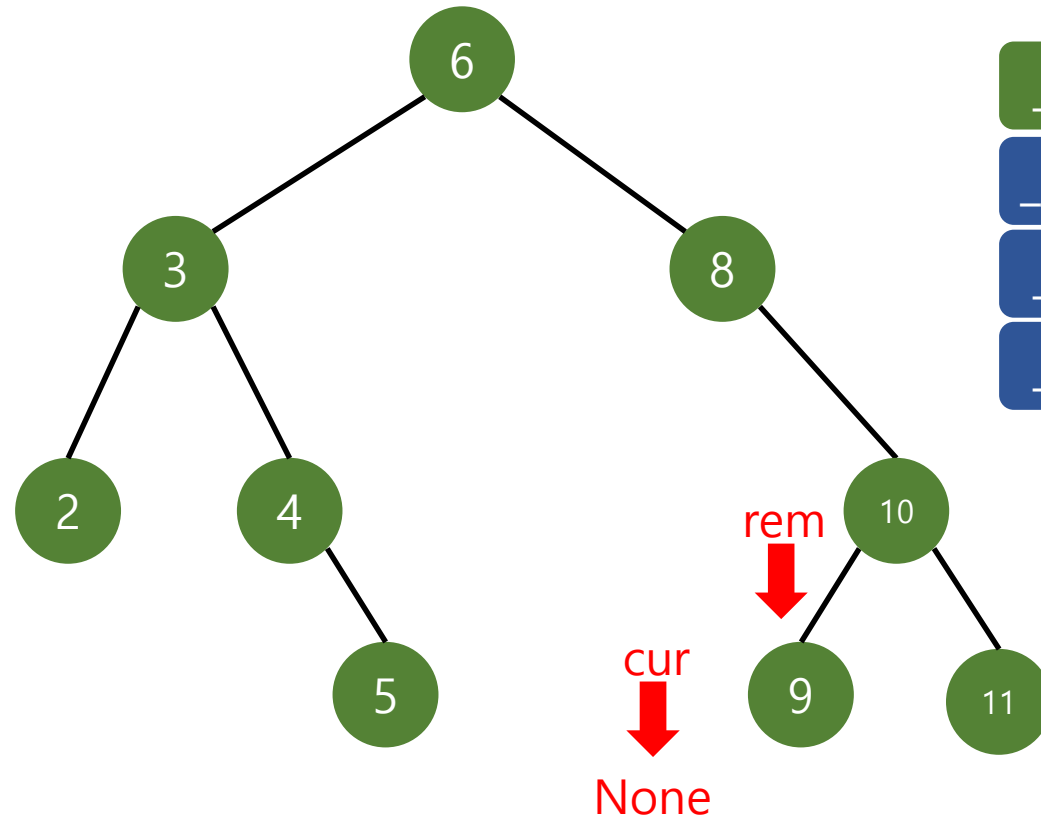
`__remove_recursion(node 9, 9)`

`__remove_recursion(node 10, 9)`

`__remove_recursion(node 8, 9)`

`__remove_recursion(node 6, 9)`

remove



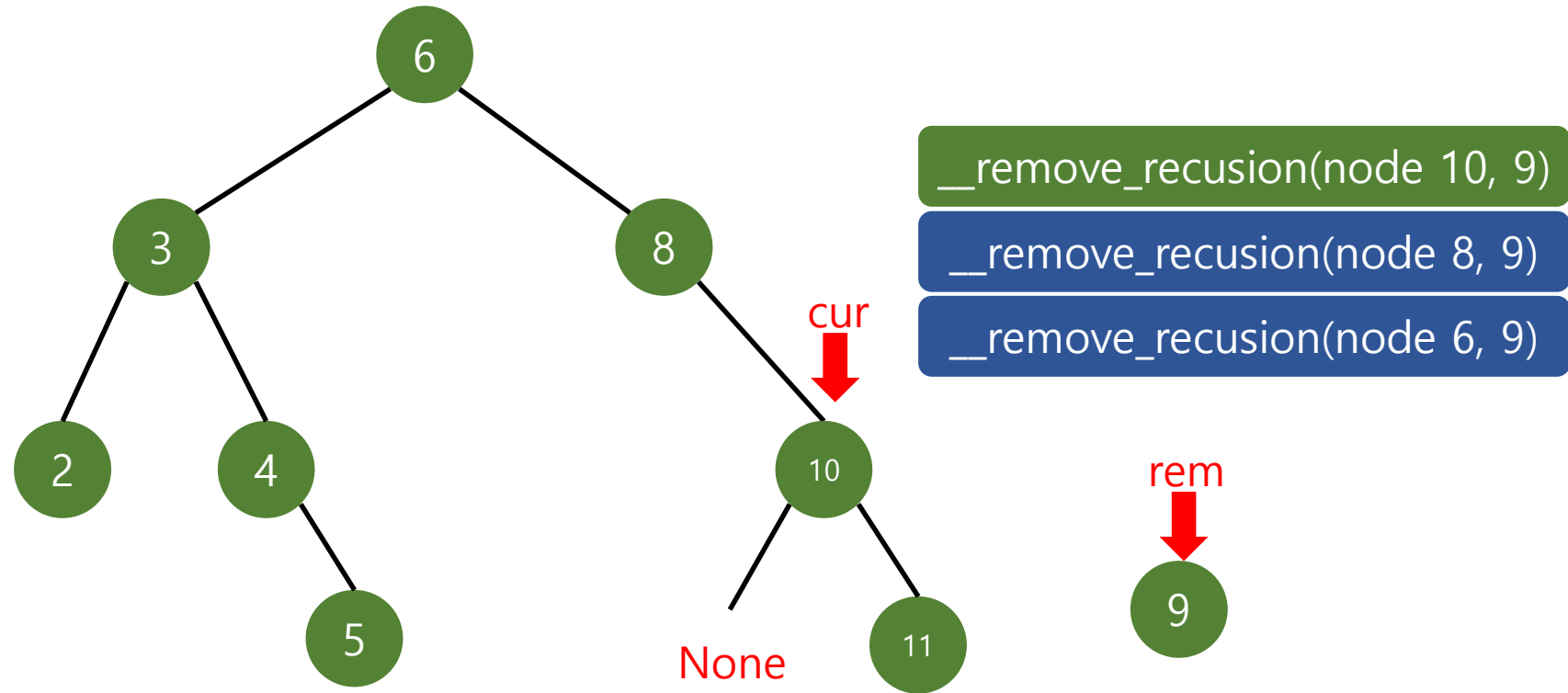
`__remove_recursion(node 9, 9)`

`__remove_recursion(node 10, 9)`

`__remove_recursion(node 8, 9)`

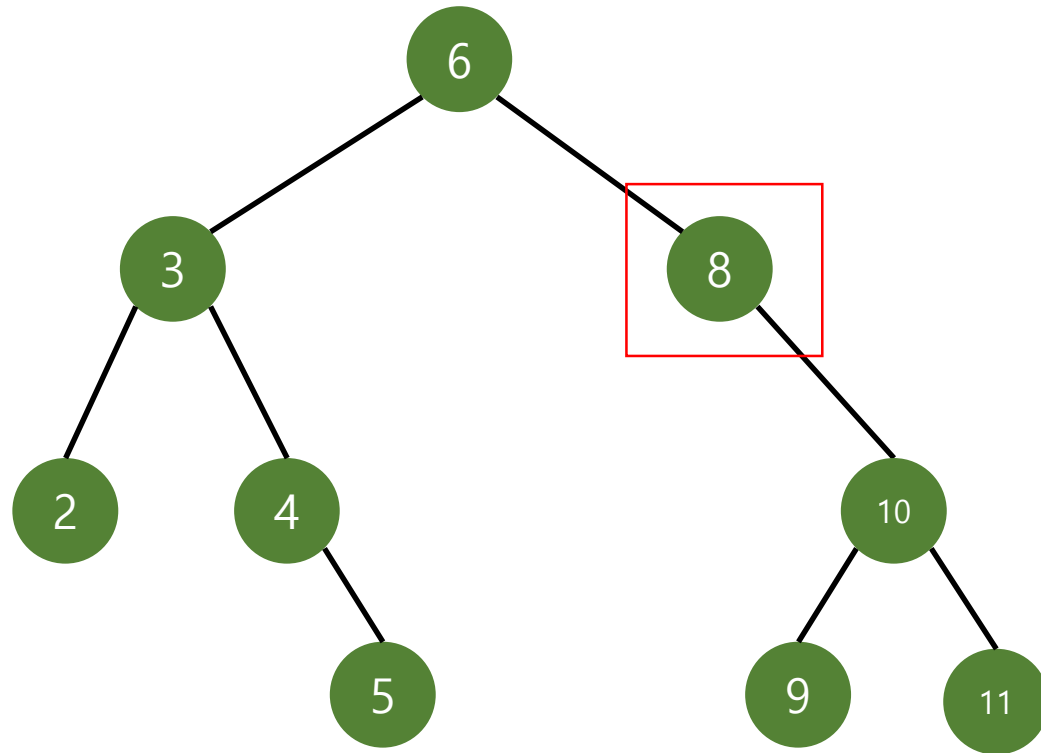
`__remove_recursion(node 6, 9)`

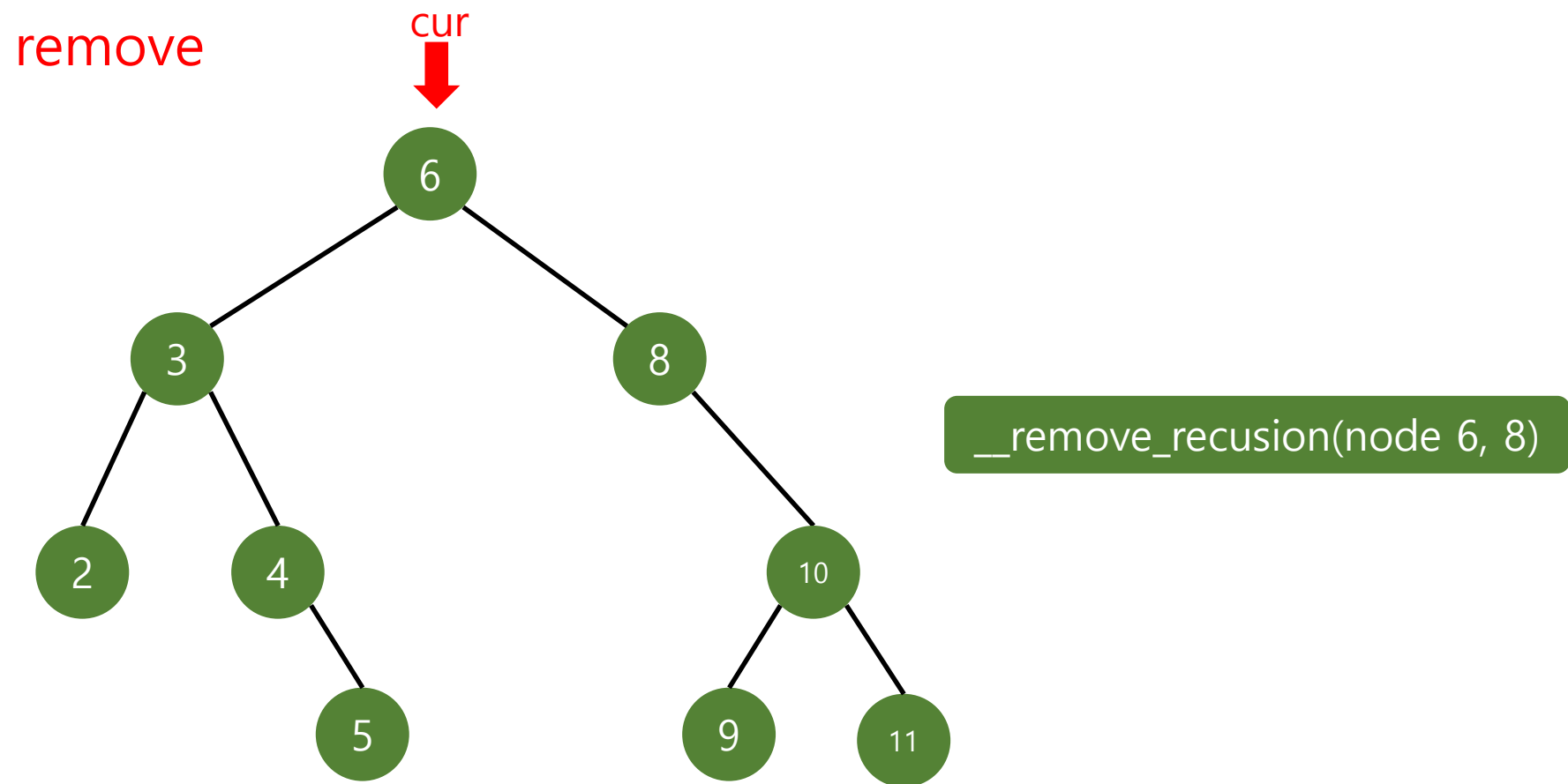
remove



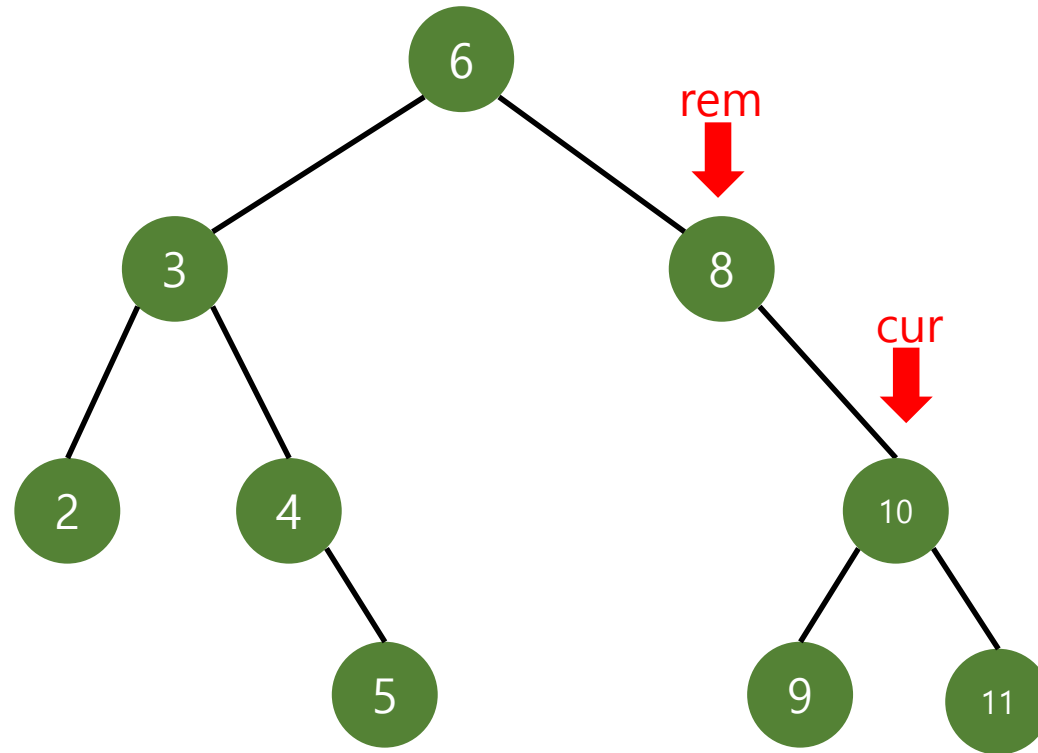
2. 자식 노드가 하나일 때

remove



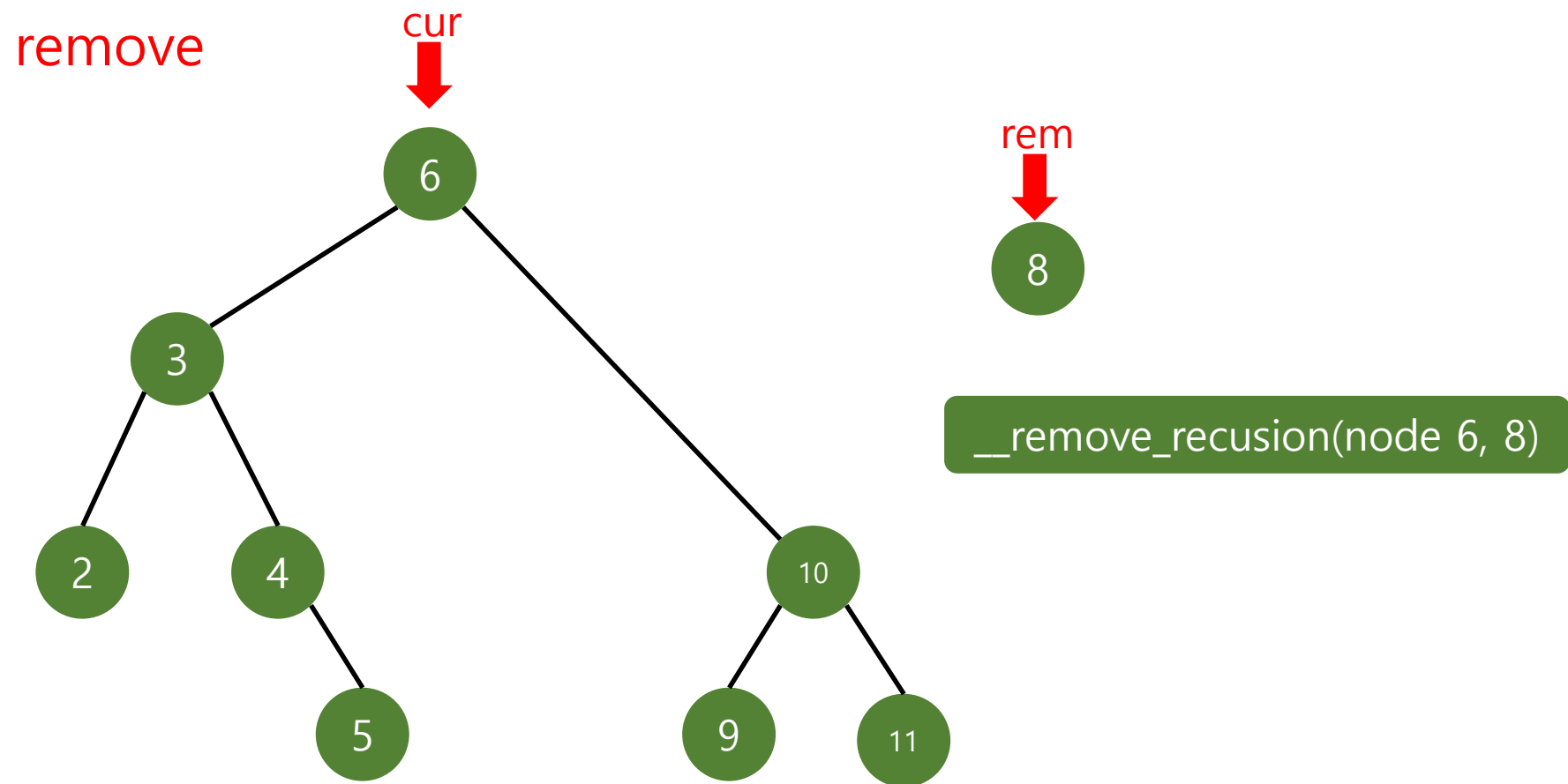


remove



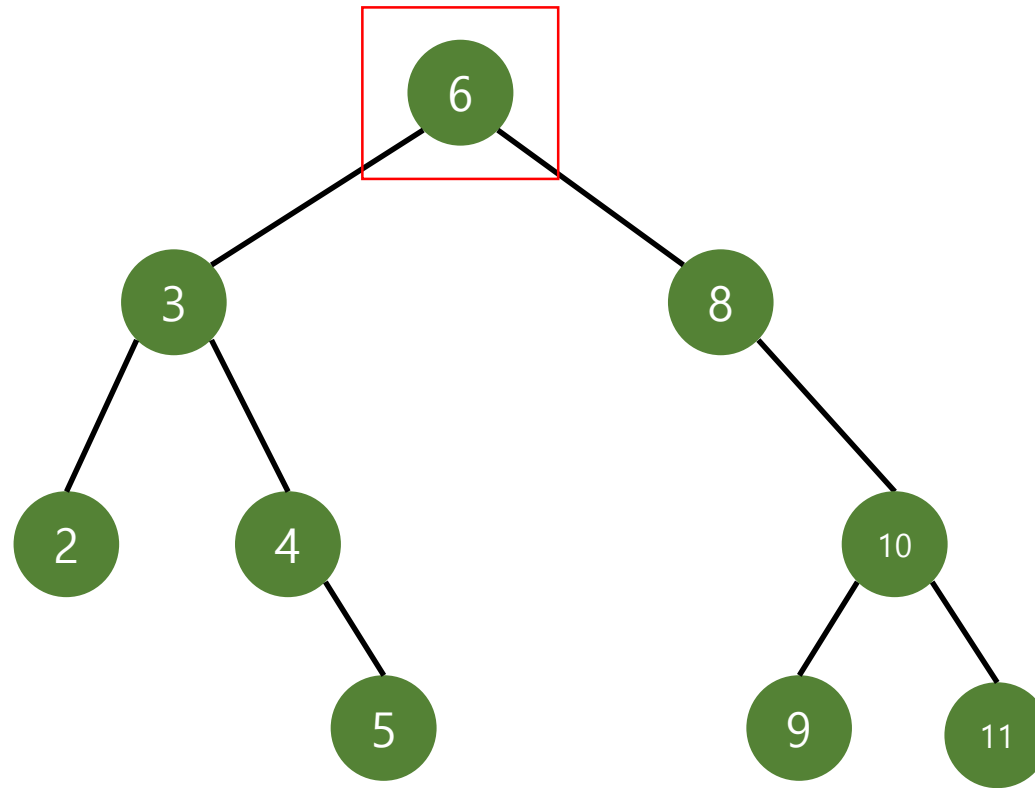
`__remove_recursion(node 8, 8)`

`__remove_recursion(node 6, 8)`



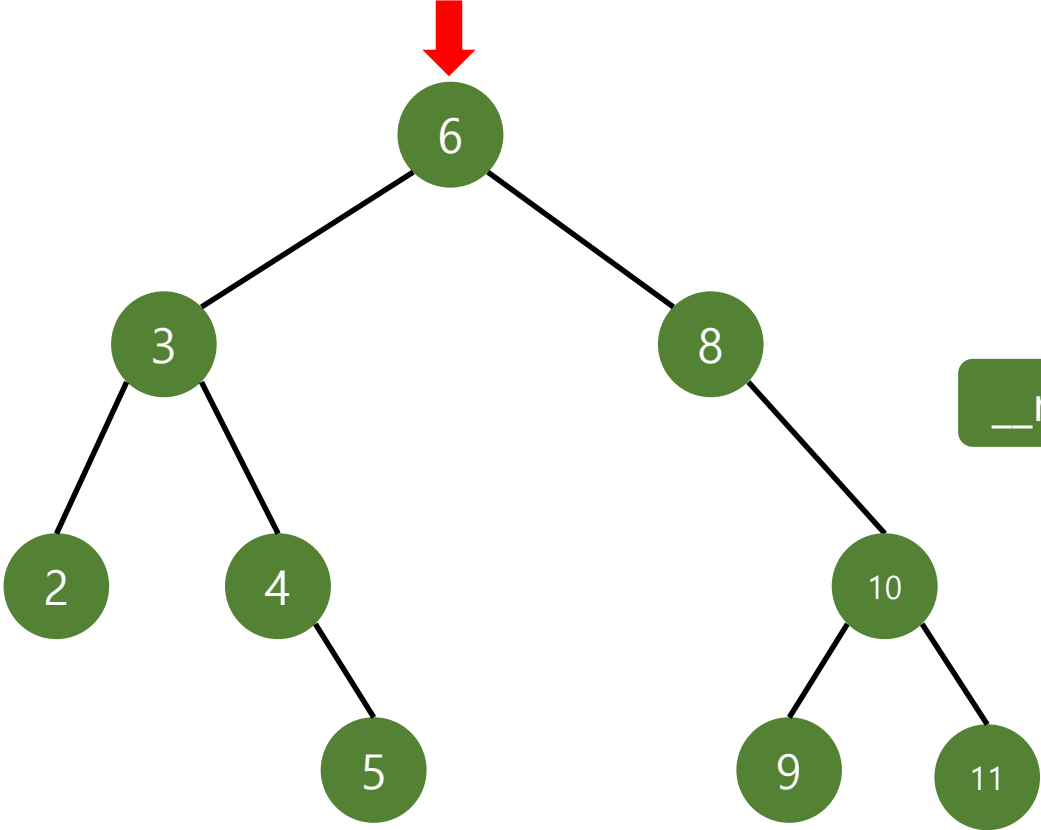
3. 자식 노드가 둘일 때

remove



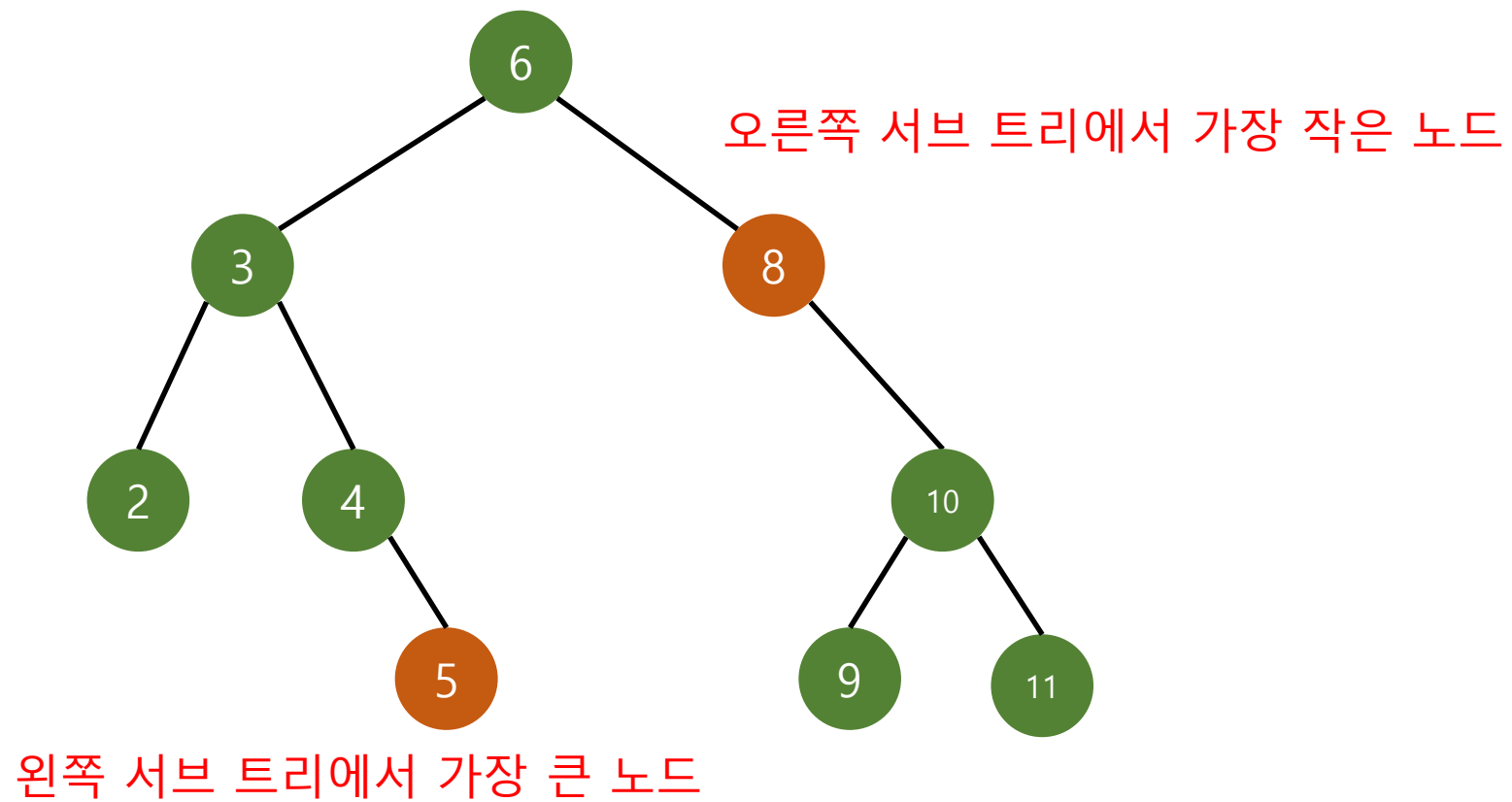
remove

cur

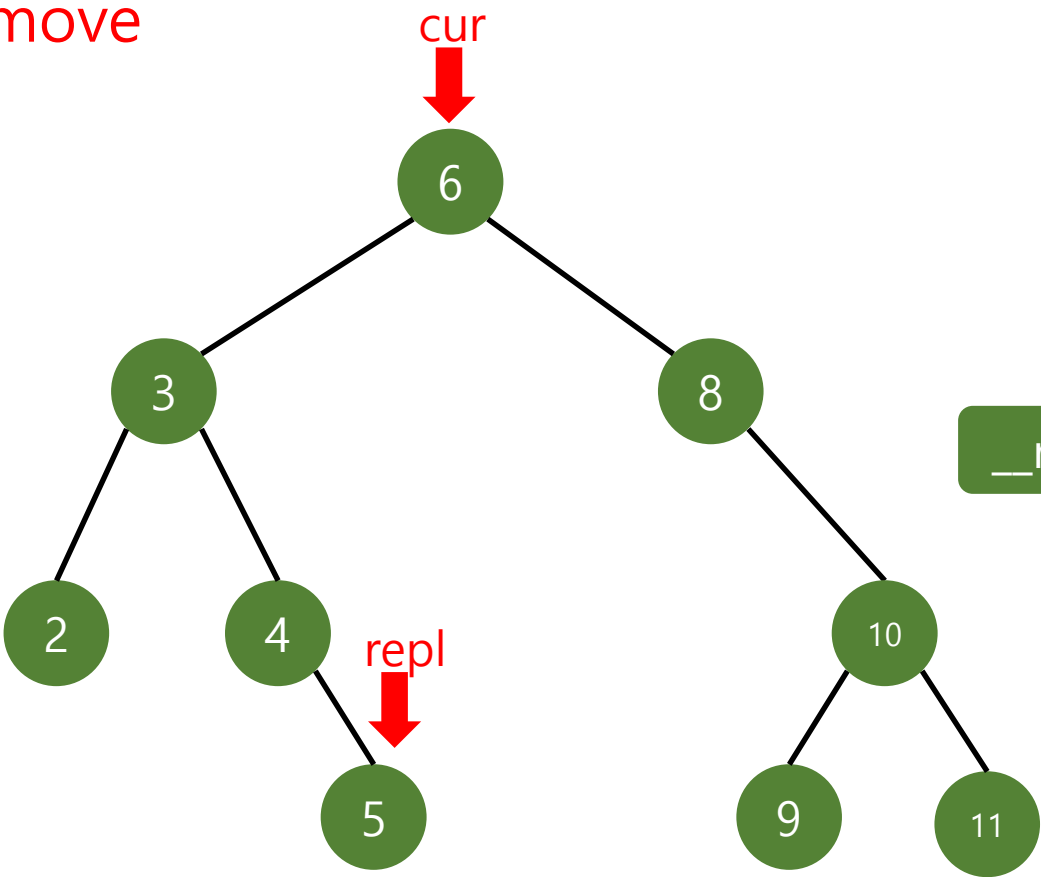


`__remove_recursion(node 6, 6)`

대체 노드

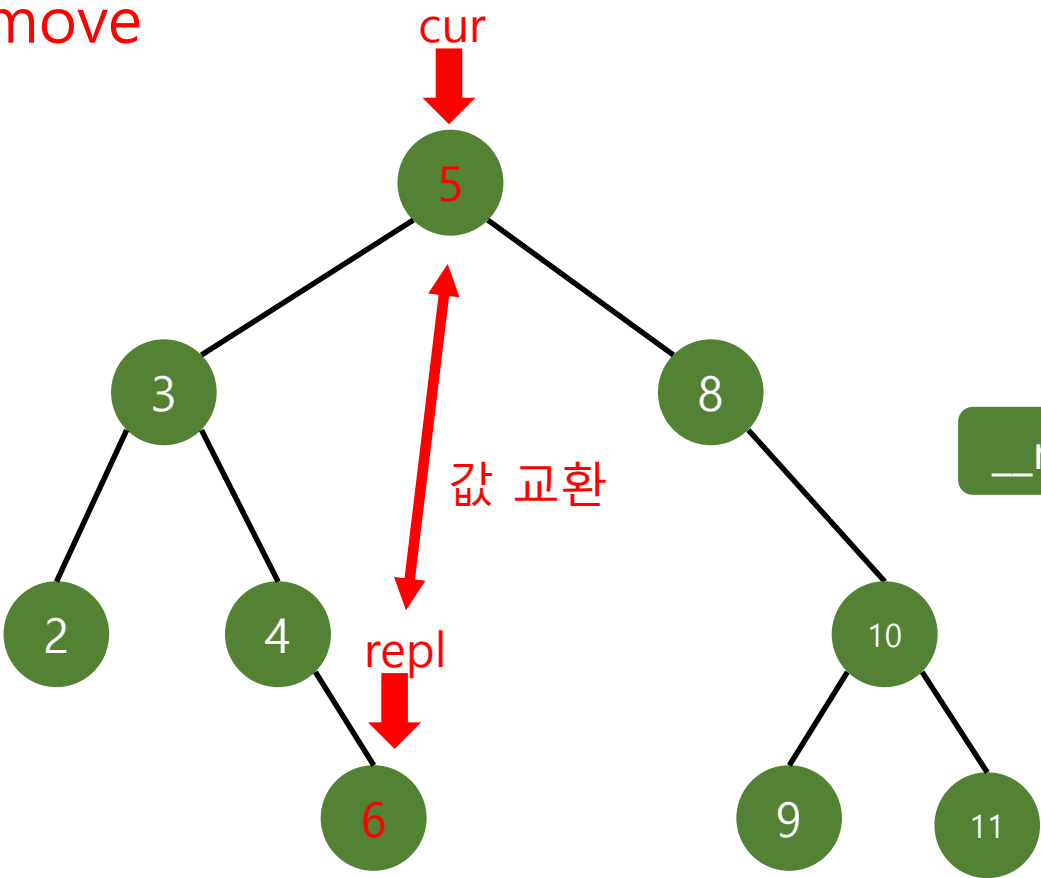


remove



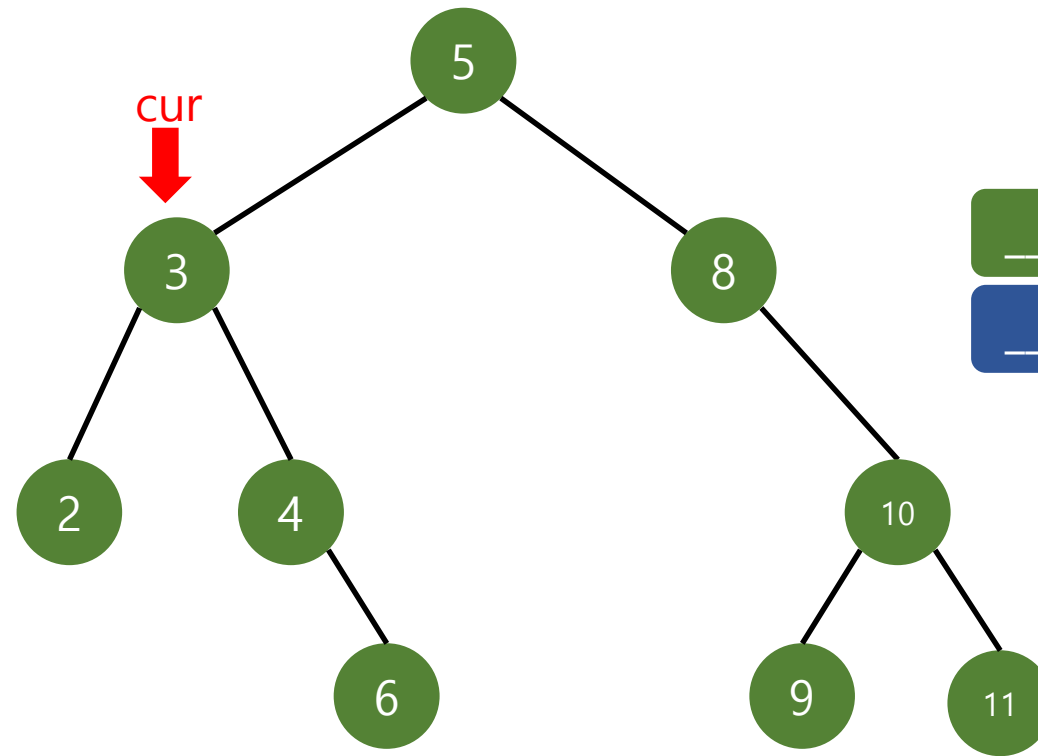
`__remove_recursion(node 6, 6)`

remove



`__remove_recursion(node 6, 6)`

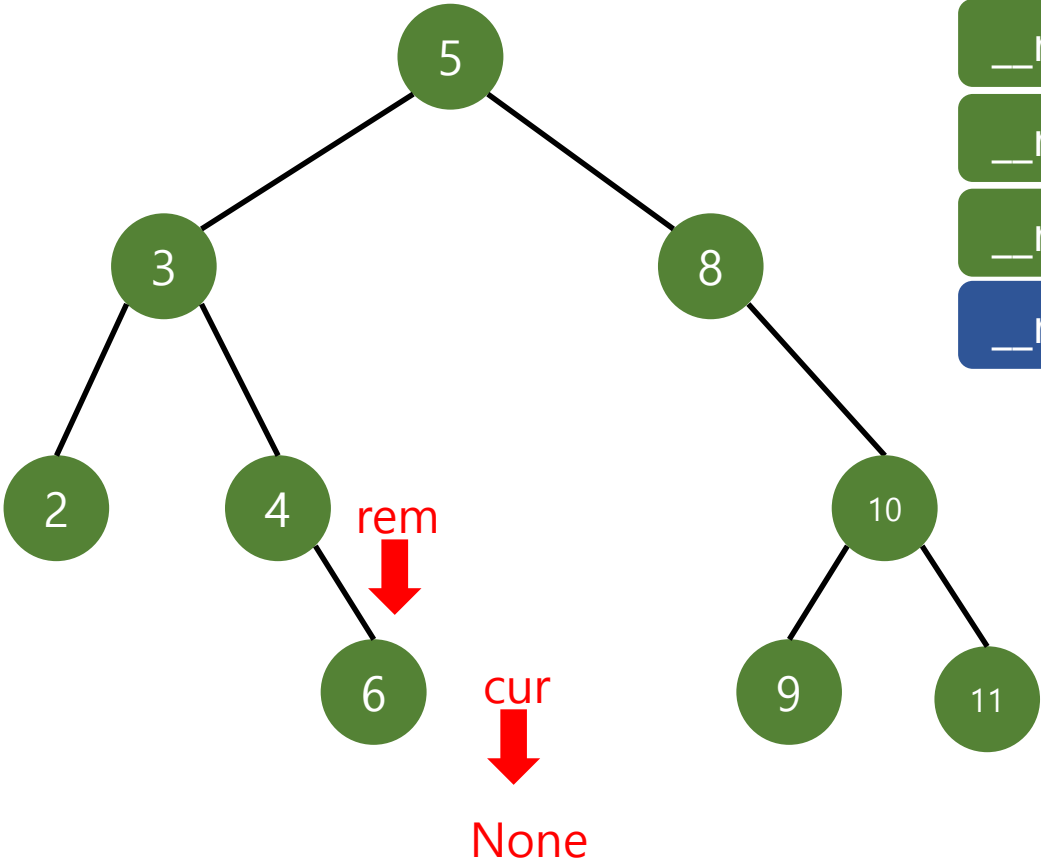
remove



`__remove_recursion(node 3, 6)`

`__remove_recursion(node 6, 6)`

remove

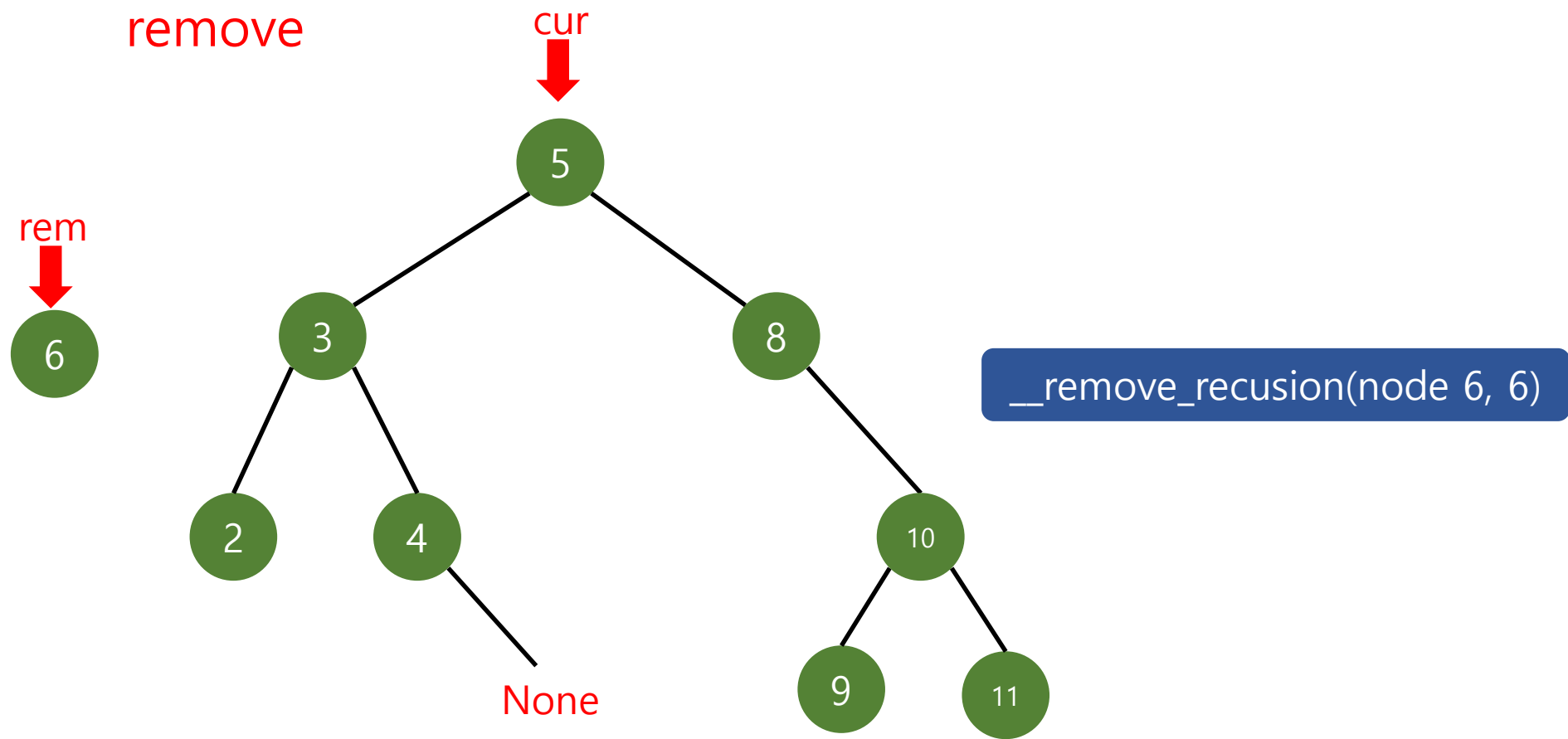


`__remove_recursion(node 6, 6)`

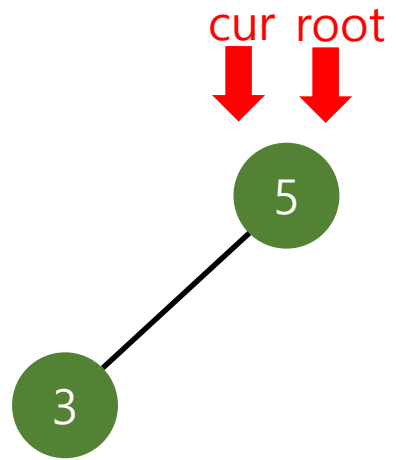
`__remove_recursion(node 4, 6)`

`__remove_recursion(node 3, 6)`

`__remove_recursion(node 6, 6)`

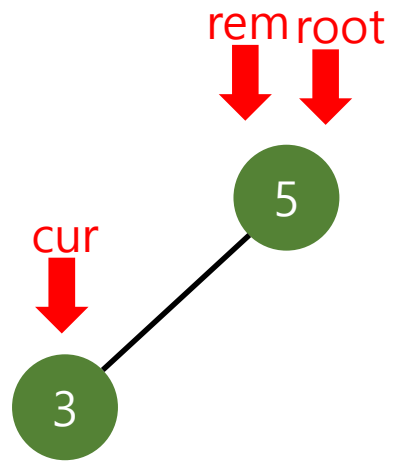


Remove()함수에서 루트 노드를 업데이트하는 이유



```
__remove_recursion(node 5, 5)
```

Remove()함수에서 루트 노드를 업데이트하는 이유



```
__remove_recursion(node 5, 5)
```

Remove()함수에서 루트 노드를 업데이트하는 이유

루트를 업데이트 해줘야 함.

