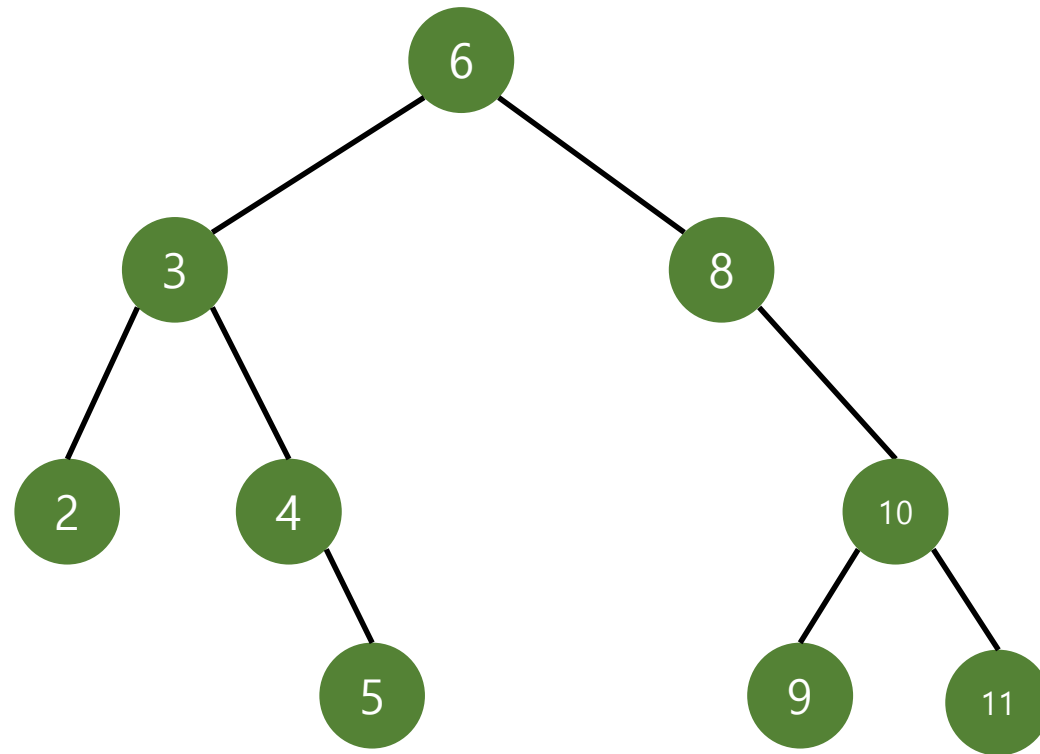
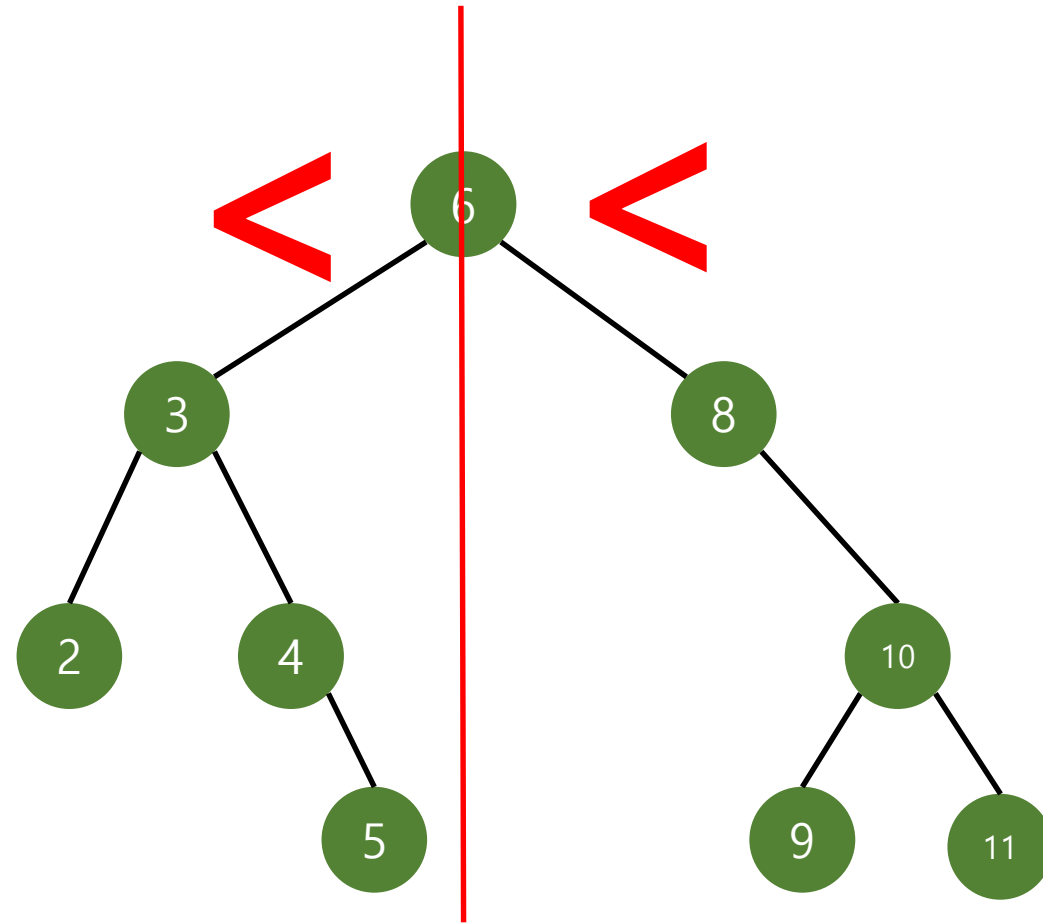


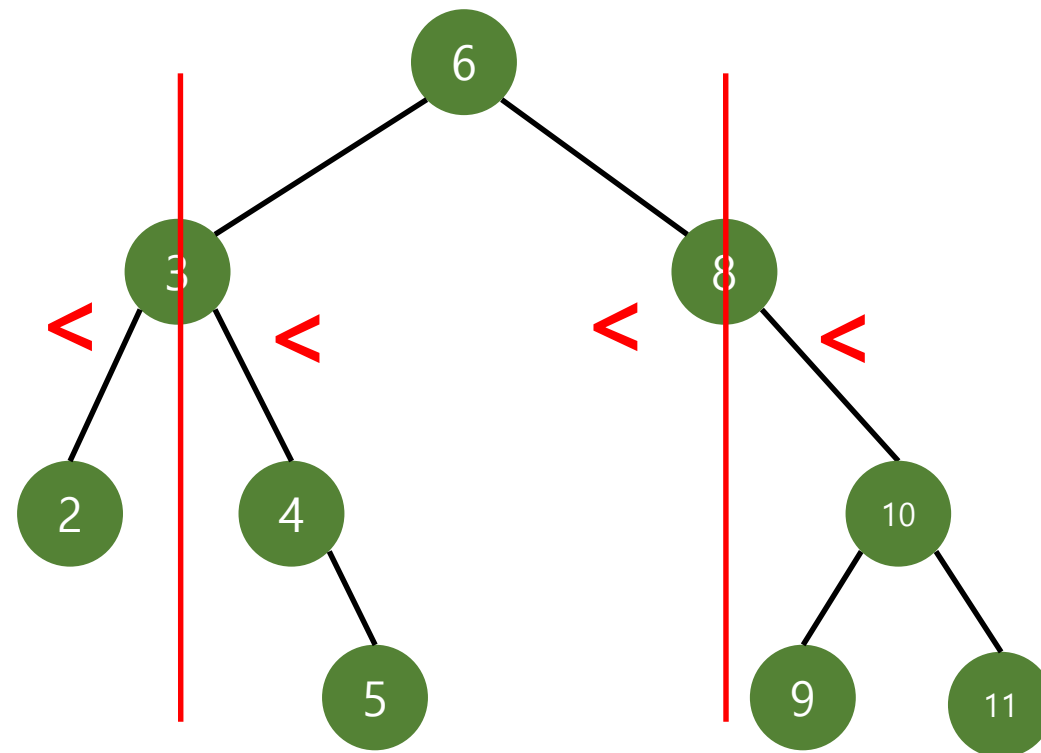
Data structure

BST

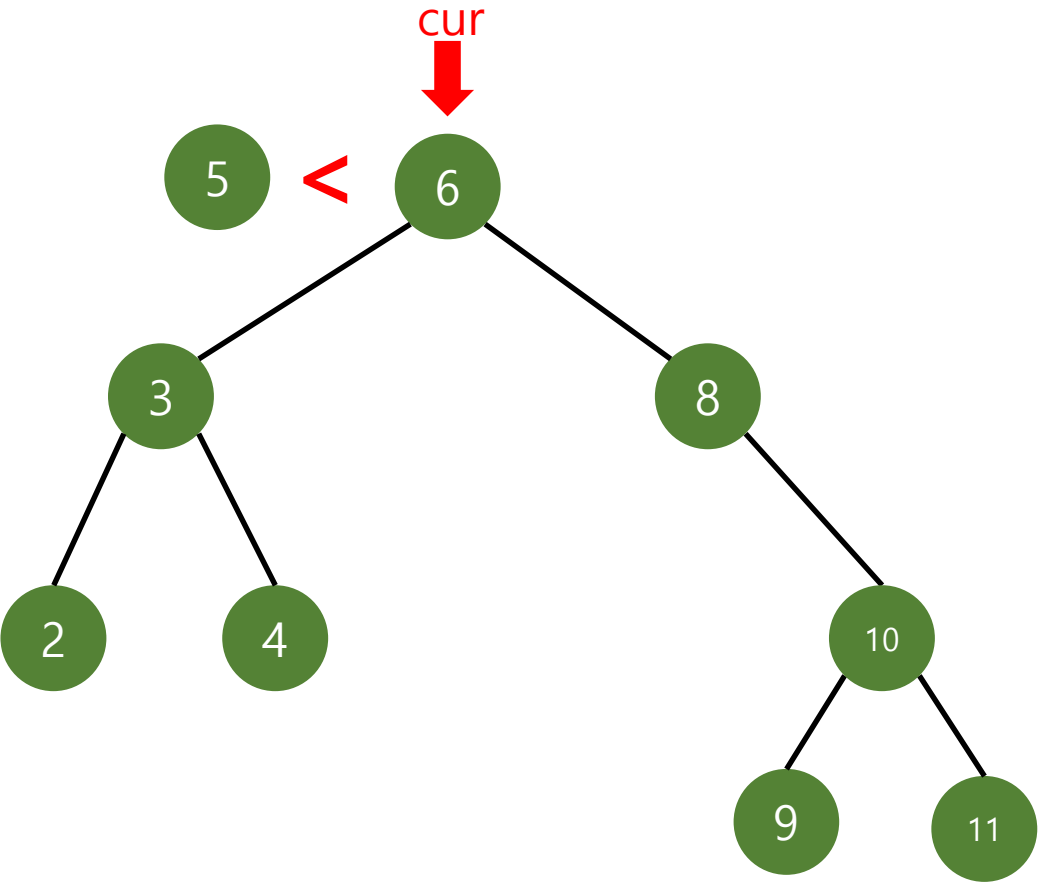
BST



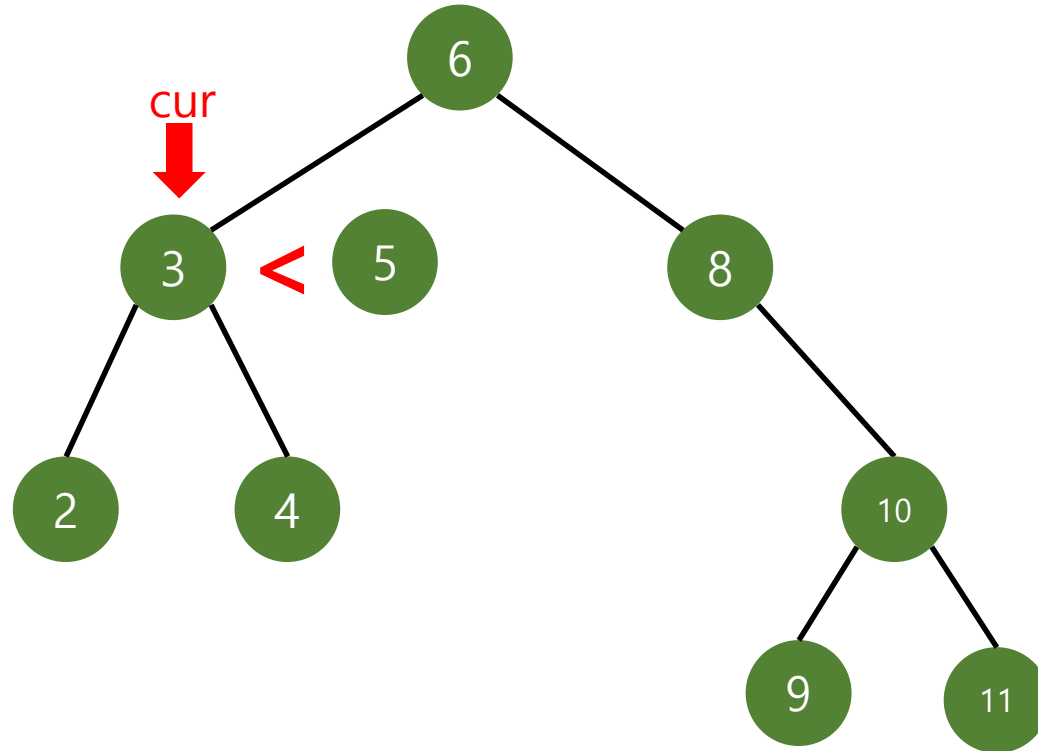




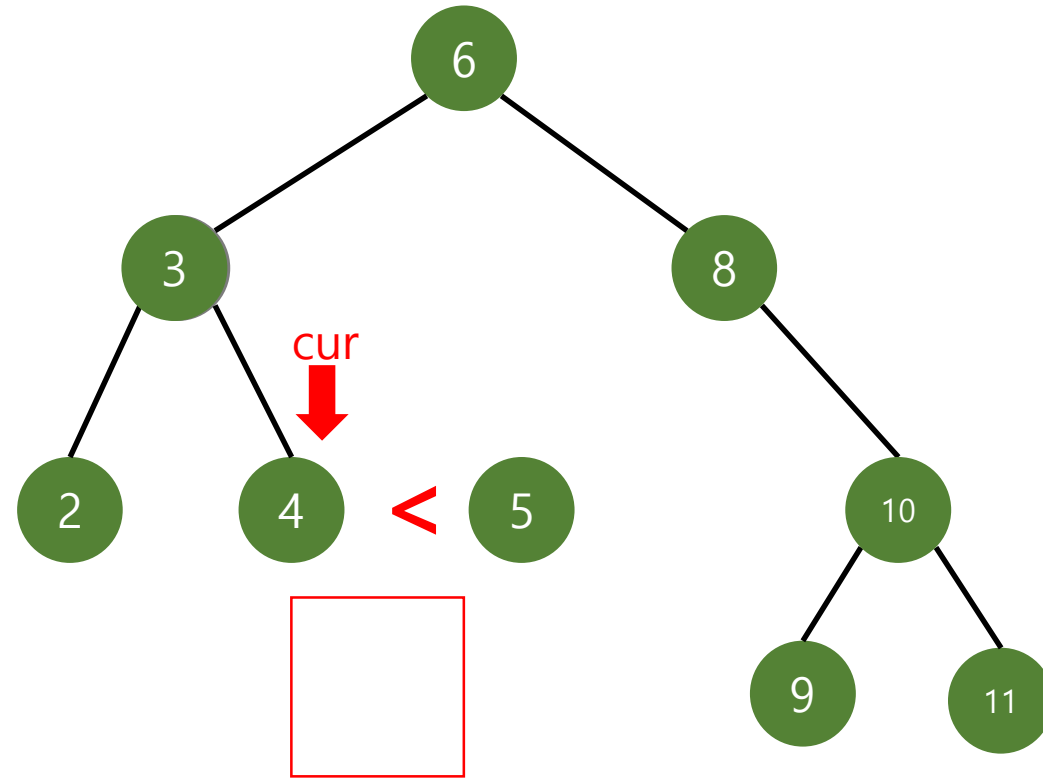
Insert - 1



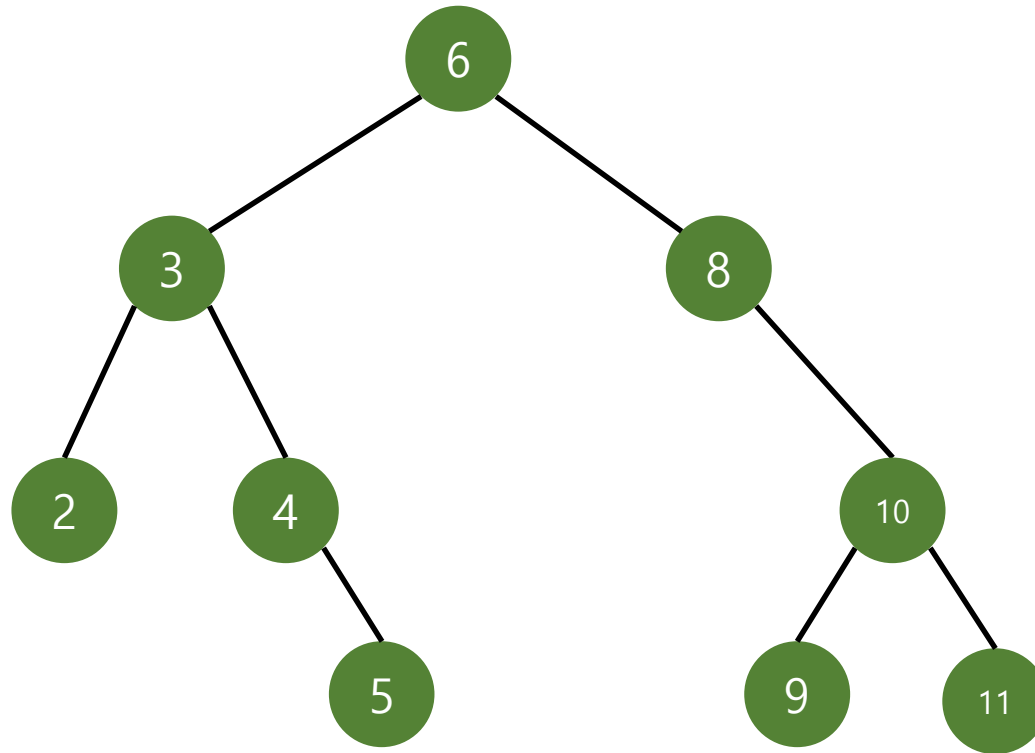
Insert - 2



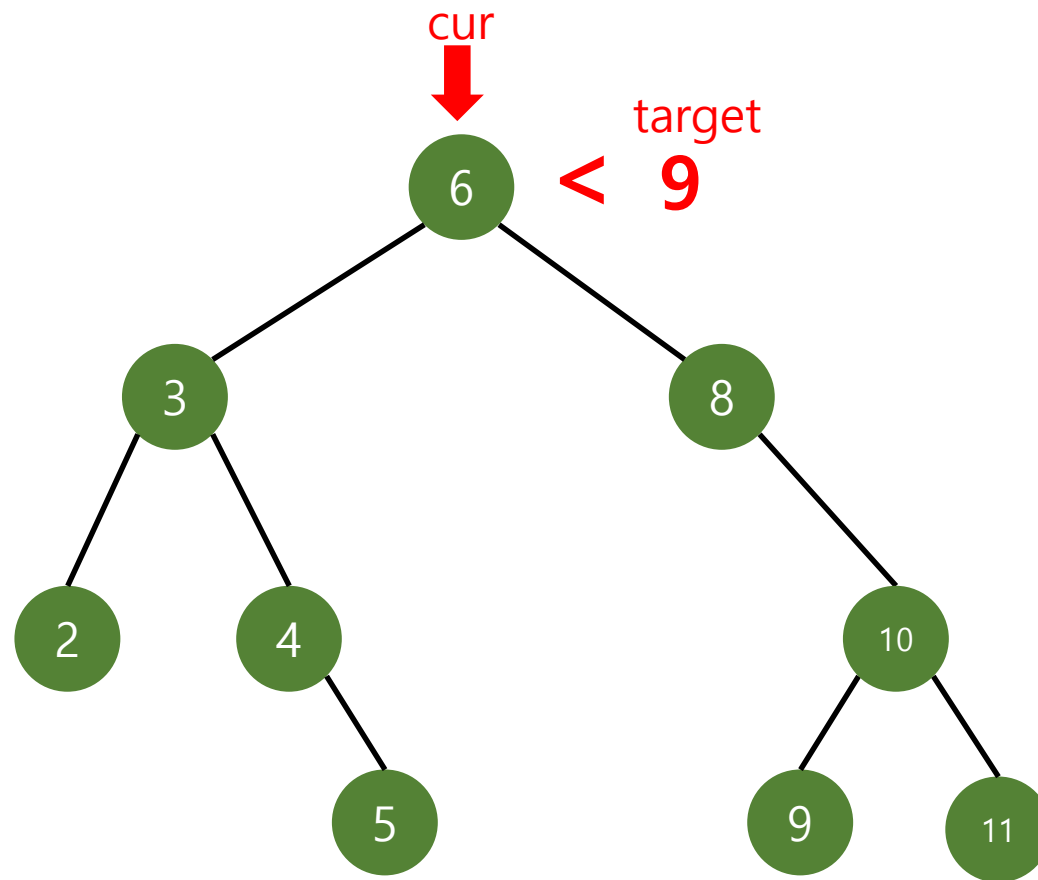
Insert - 3



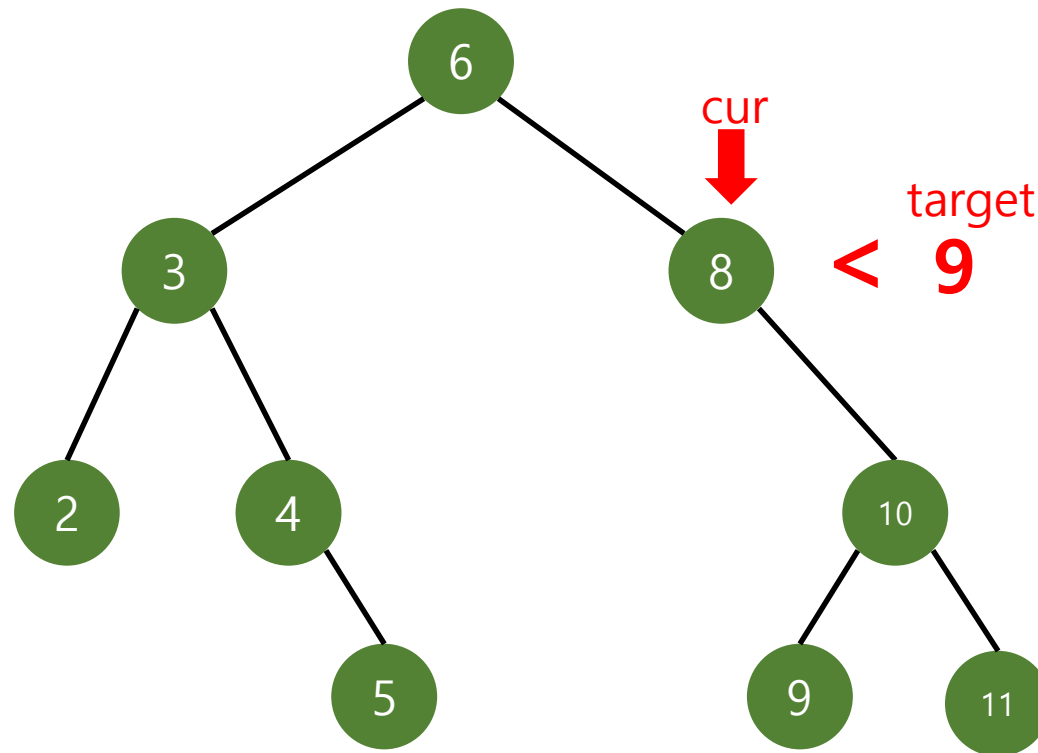
Insert - 4



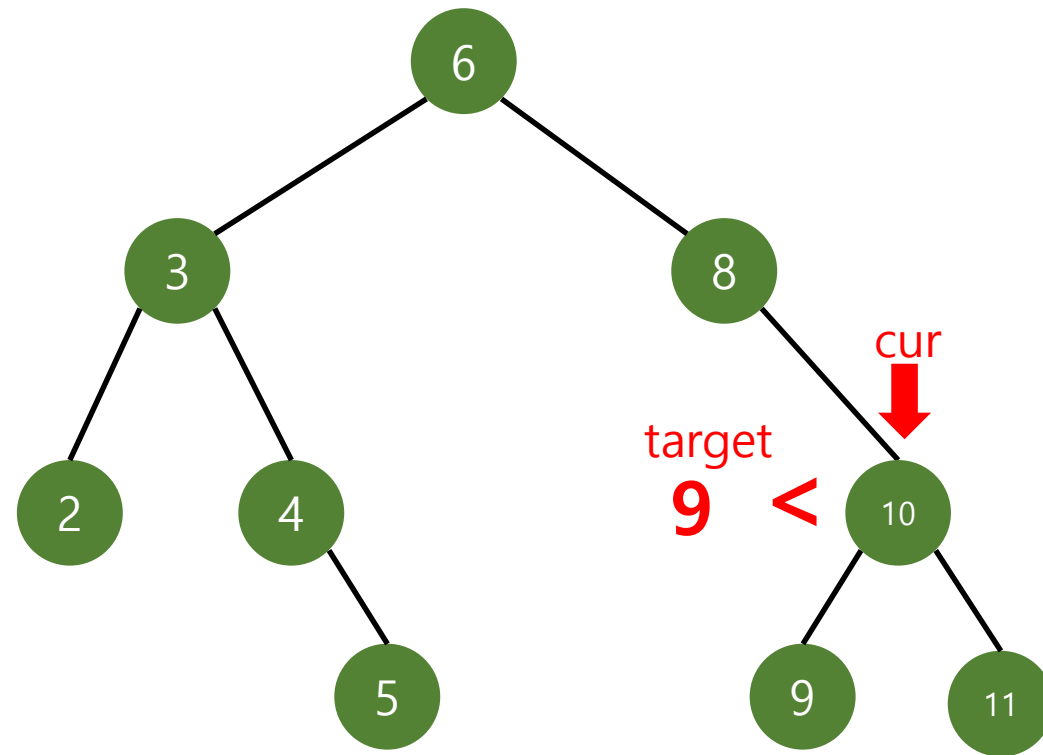
search - 1



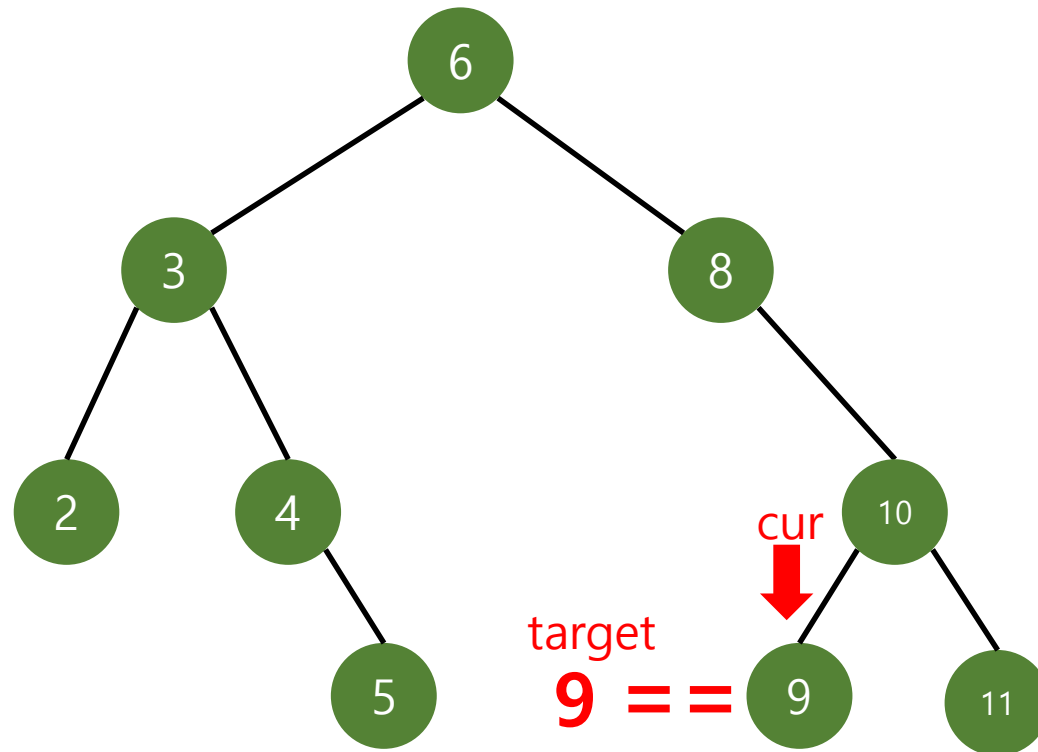
search - 2



search - 3



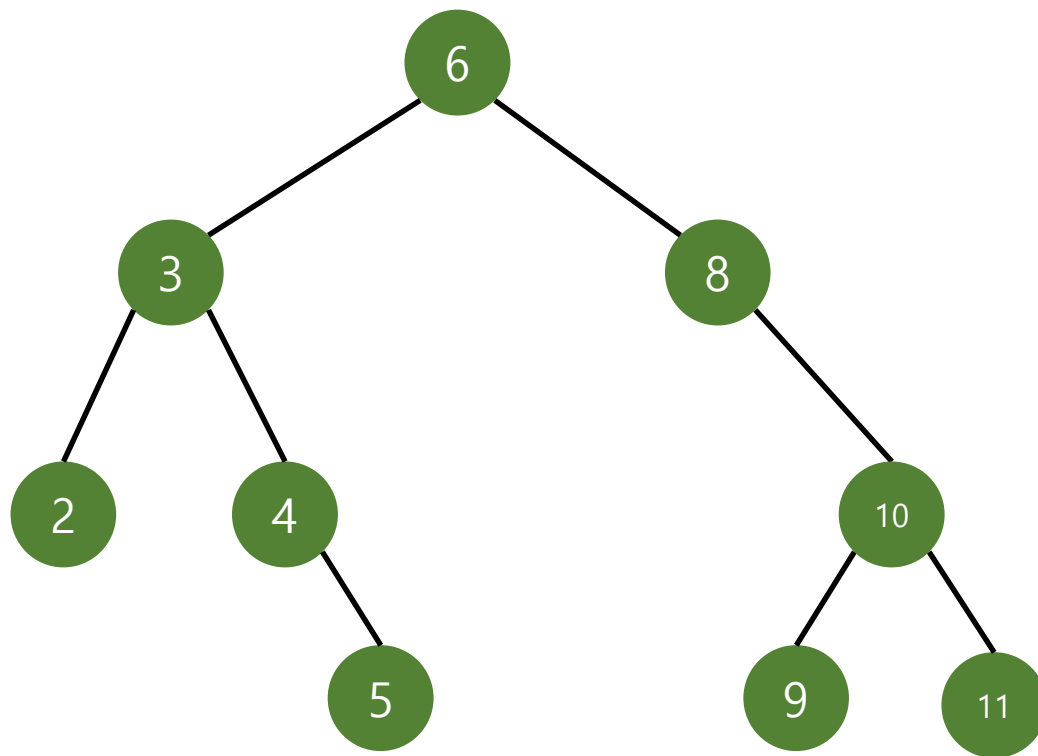
search - 4



remove

노드를 지울 때 3가지 상황

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



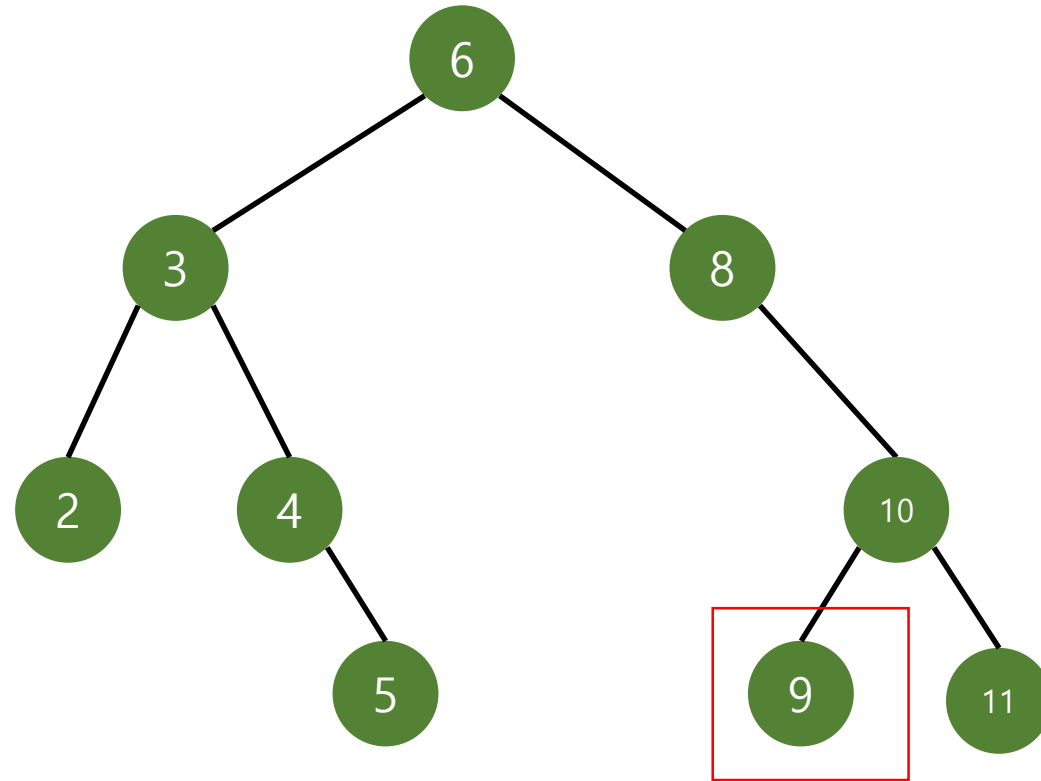
노드를 지울 때 3가지 상황

remove

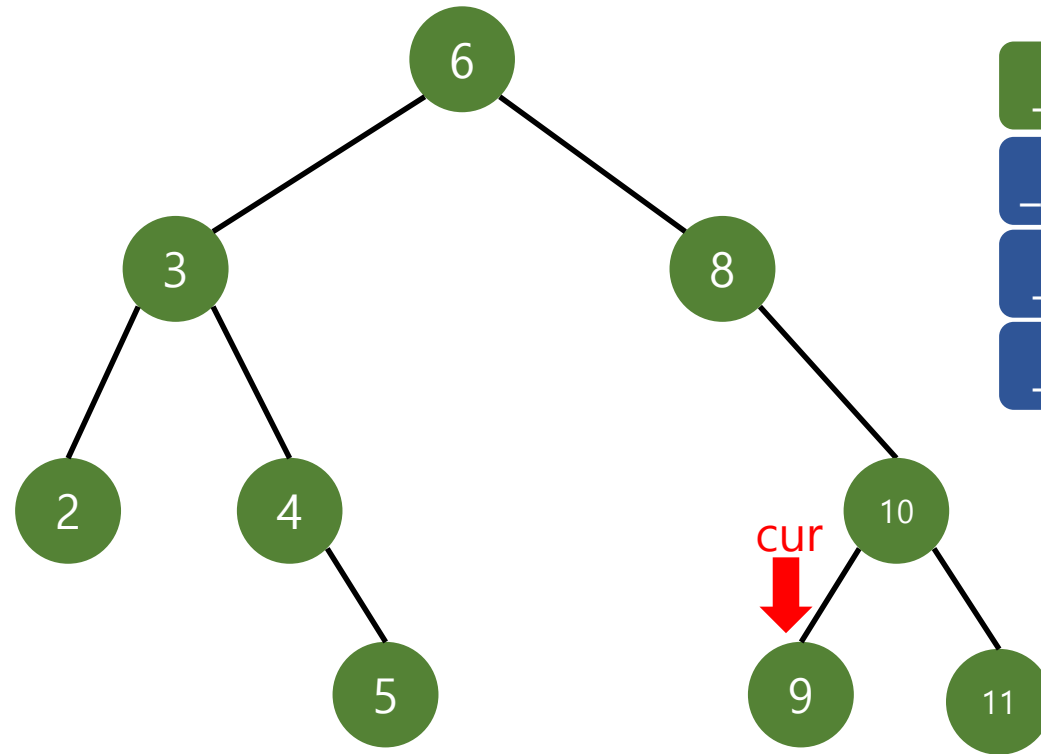
1. 지울 노드가 단말 노드

2. 자식 노드가 하나일 때

3. 자식 노드가 둘일 때



remove



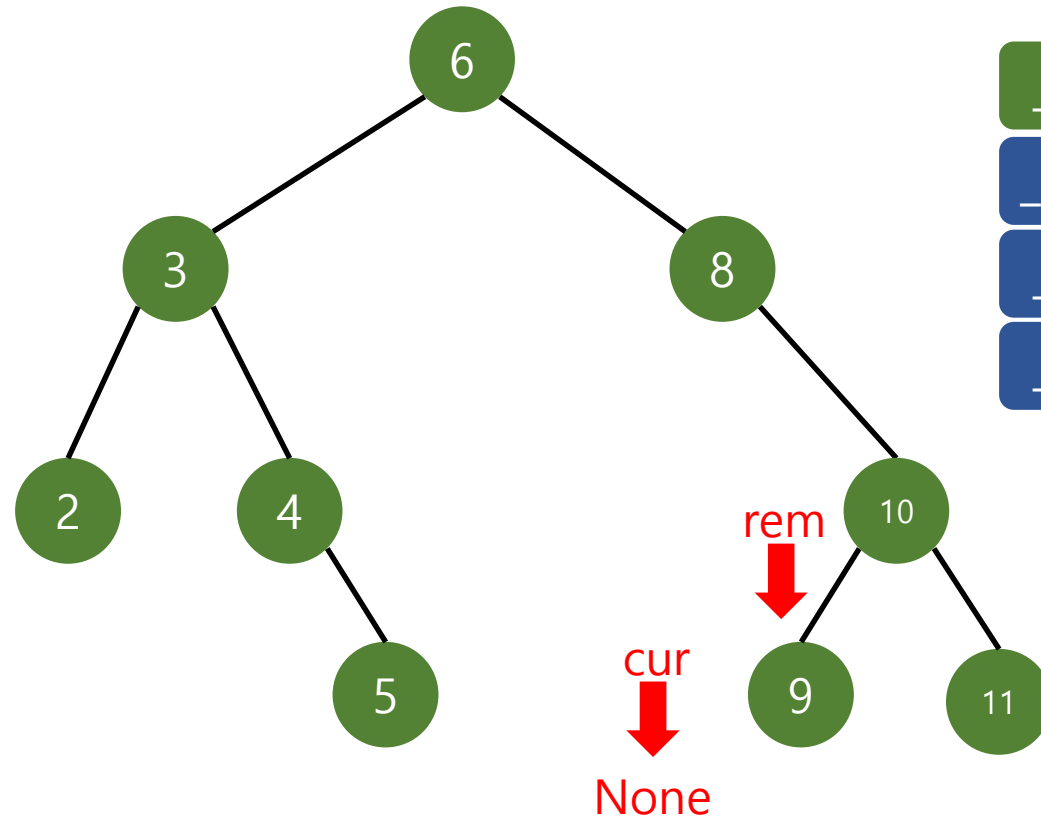
`__remove_recursion(node 9, 9)`

`__remove_recursion(node 10, 9)`

`__remove_recursion(node 8, 9)`

`__remove_recursion(node 6, 9)`

remove



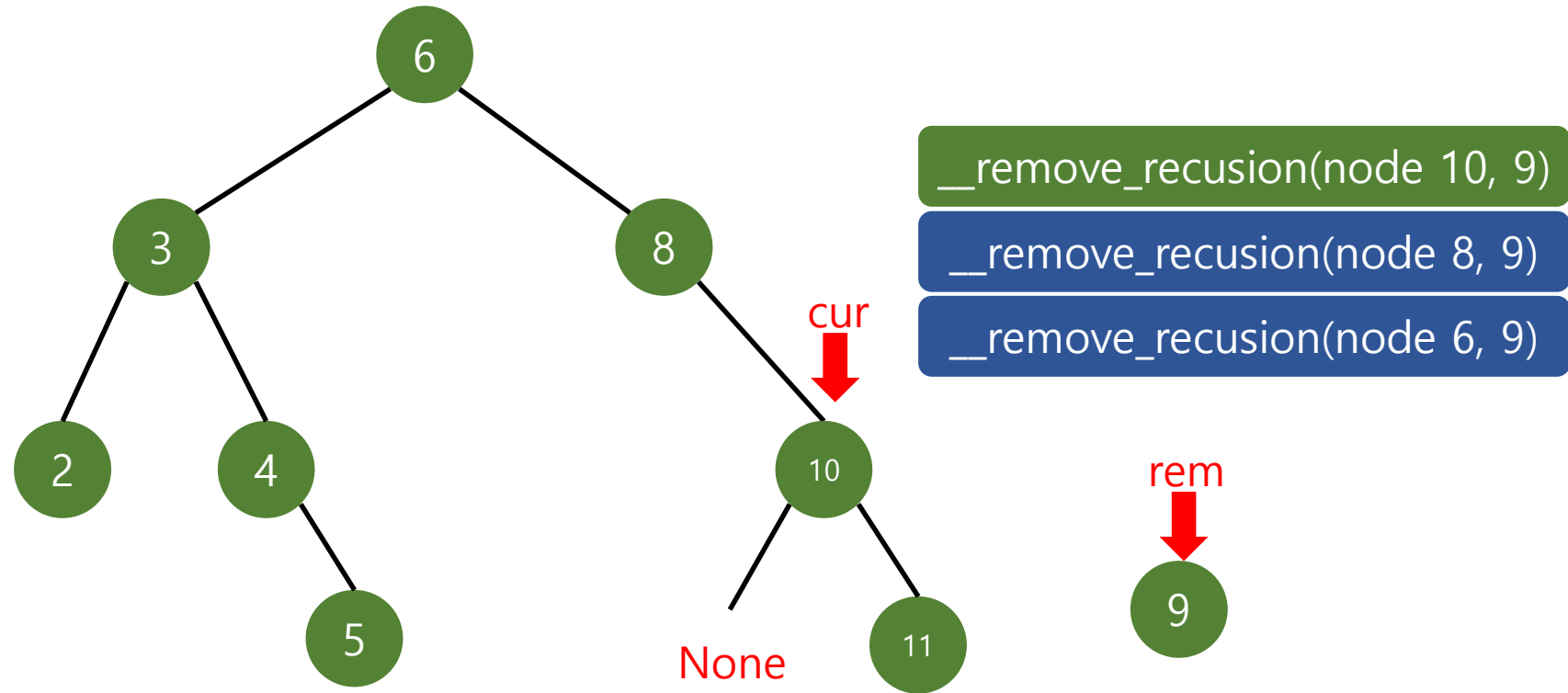
`__remove_recursion(node 9, 9)`

`__remove_recursion(node 10, 9)`

`__remove_recursion(node 8, 9)`

`__remove_recursion(node 6, 9)`

remove



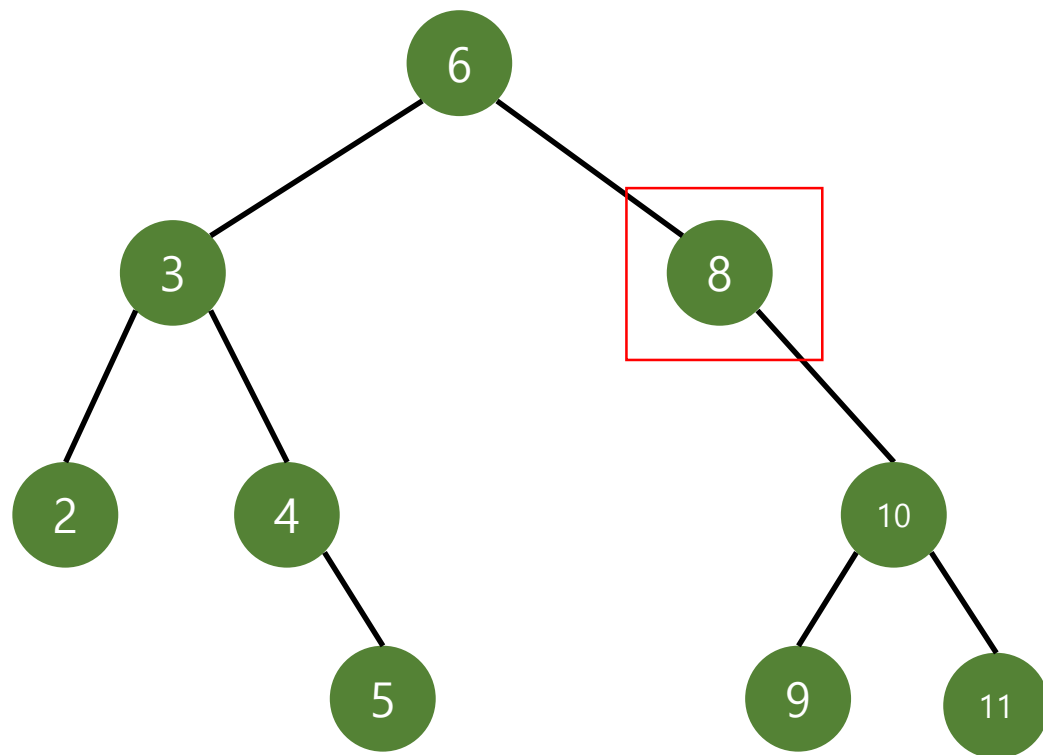
노드를 지울 때 3가지 상황

1. 지울 노드가 단말 노드

2. 자식 노드가 하나일 때

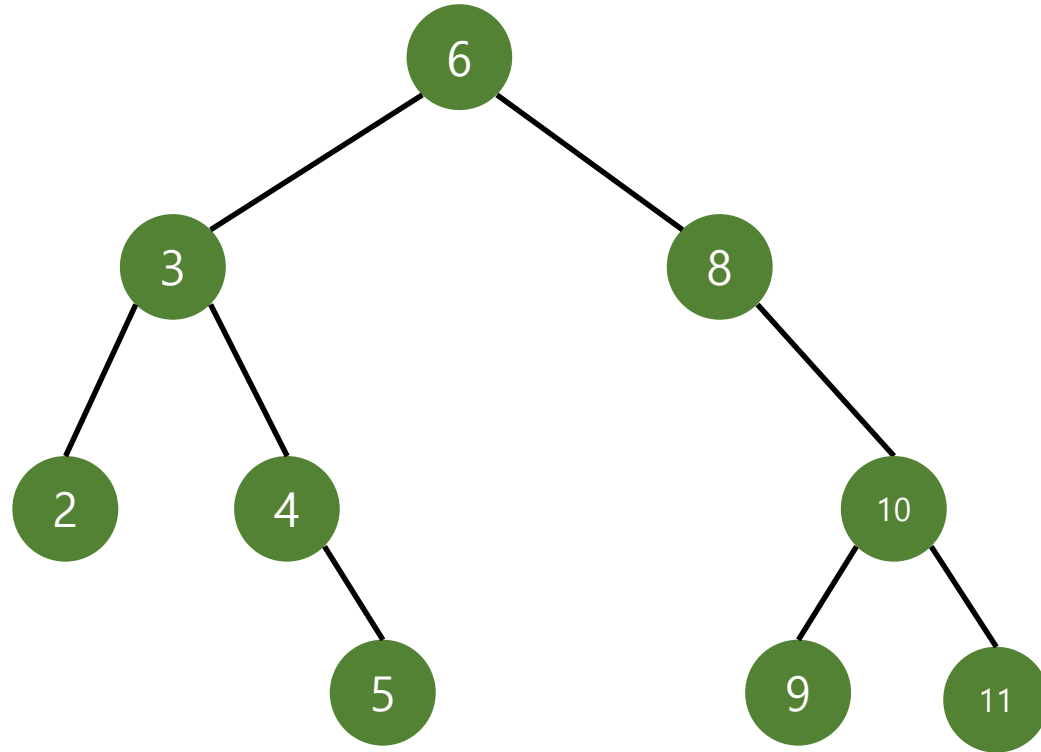
3. 자식 노드가 둘일 때

remove



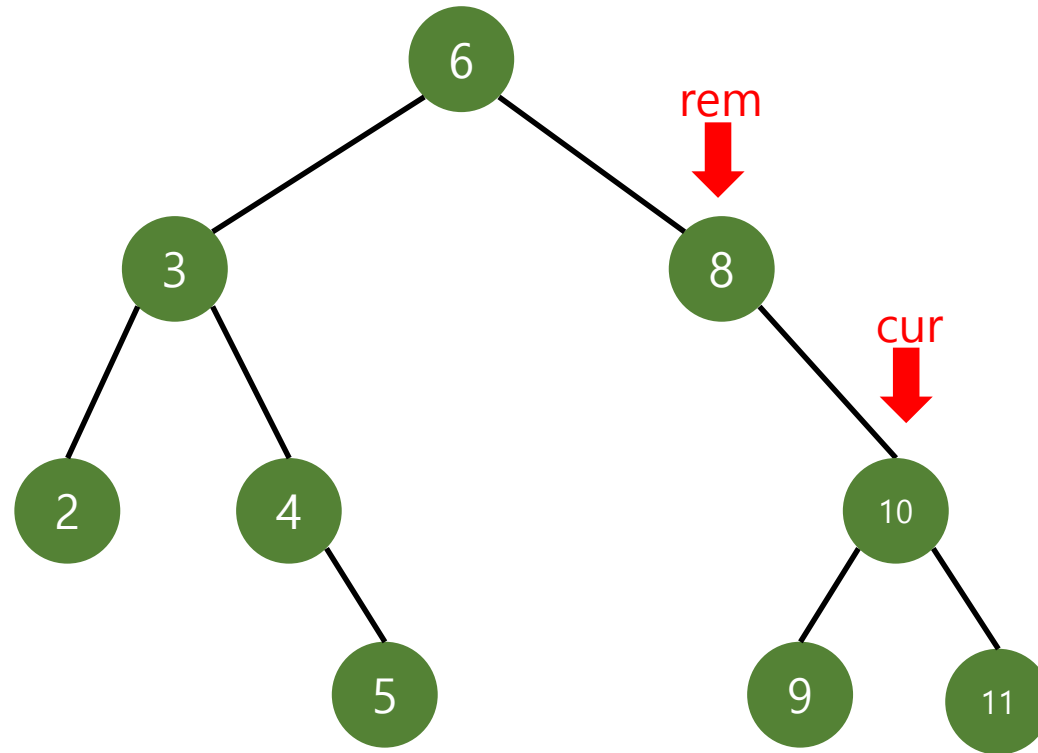
remove

cur
↓



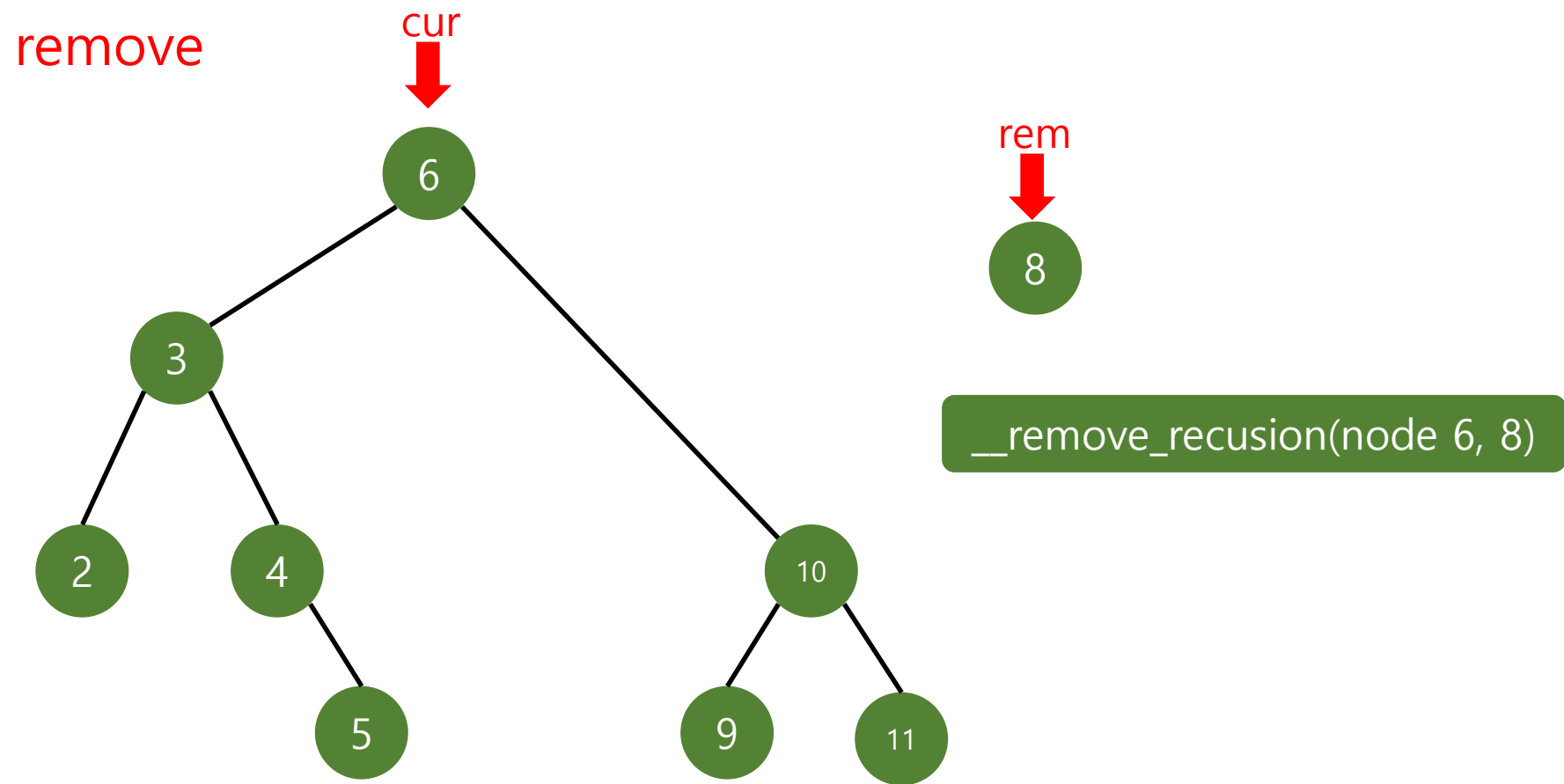
`__remove_recursion(node 6, 8)`

remove



`__remove_recursion(node 8, 8)`

`__remove_recursion(node 6, 8)`

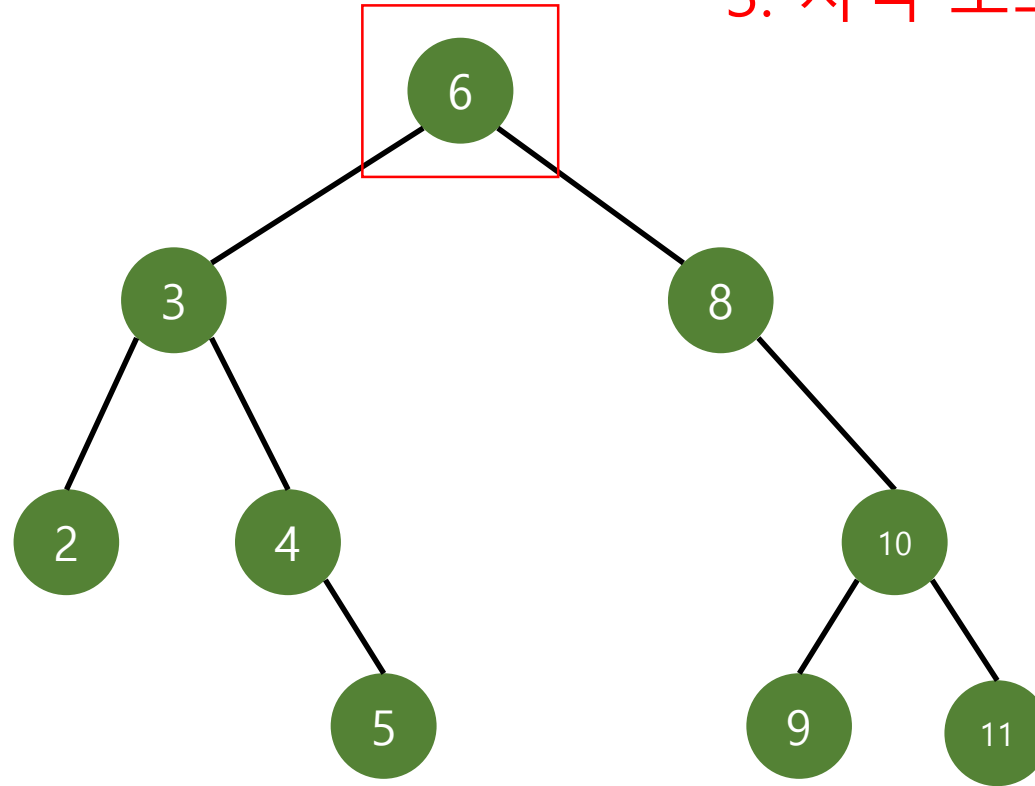


노드를 지울 때 3가지 상황

1. 지울 노드가 단말 노드
2. 자식 노드가 하나일 때

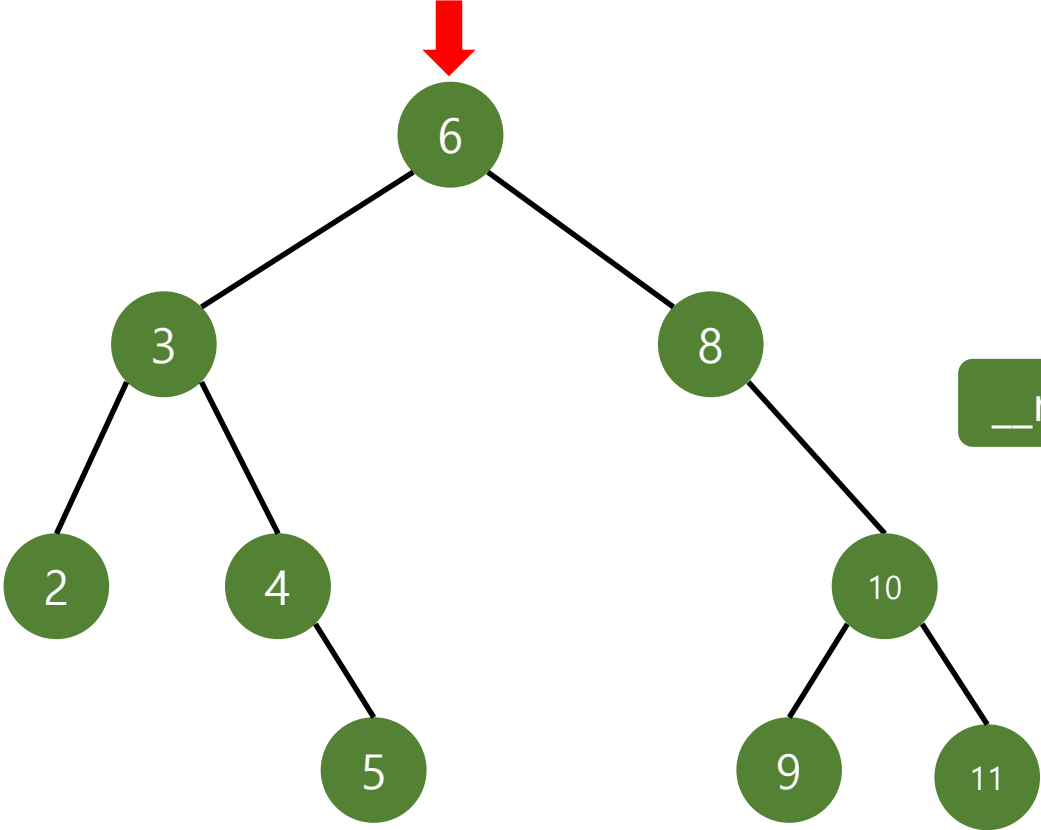
3. 자식 노드가 둘일 때

remove



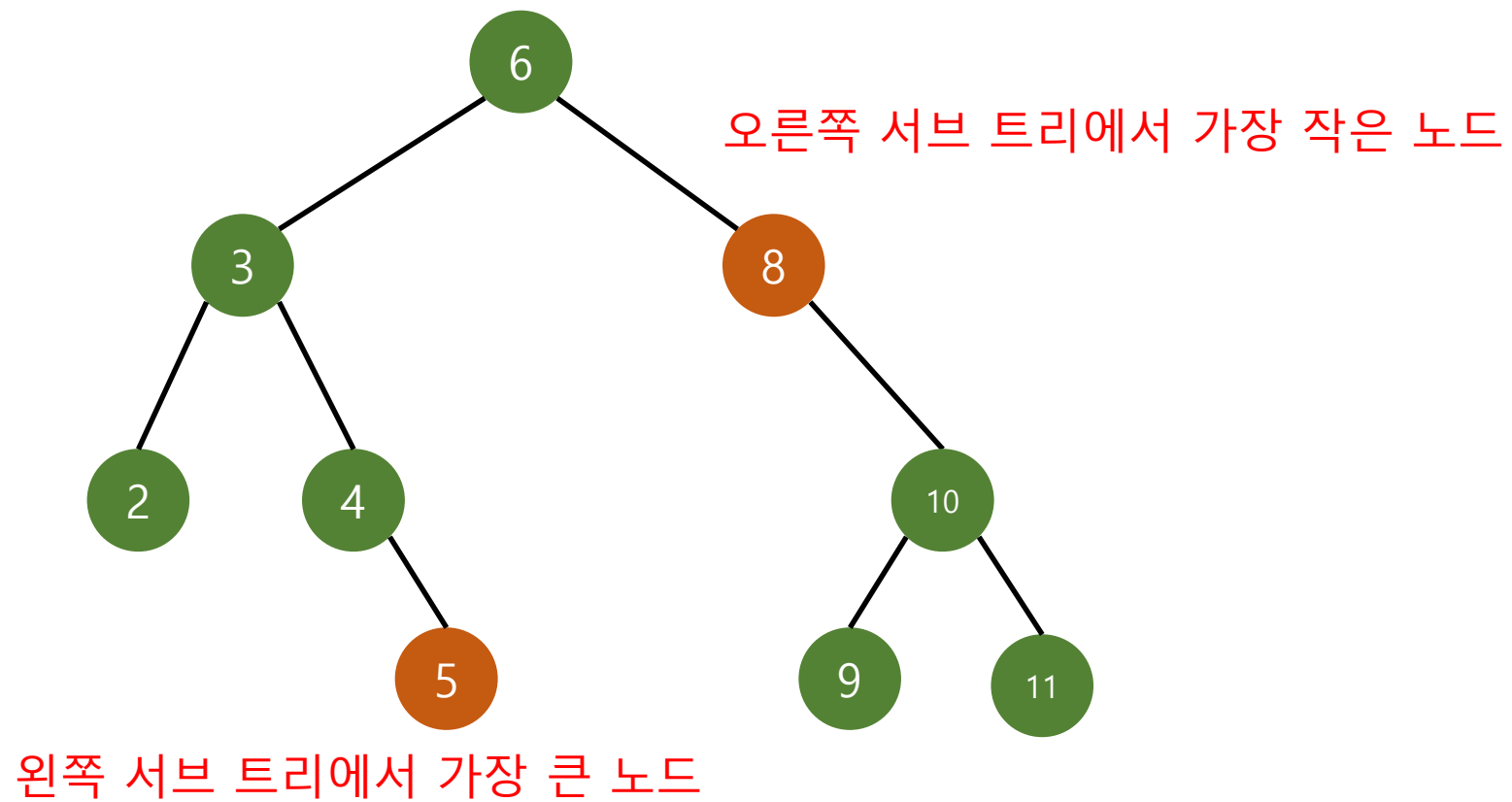
remove

cur

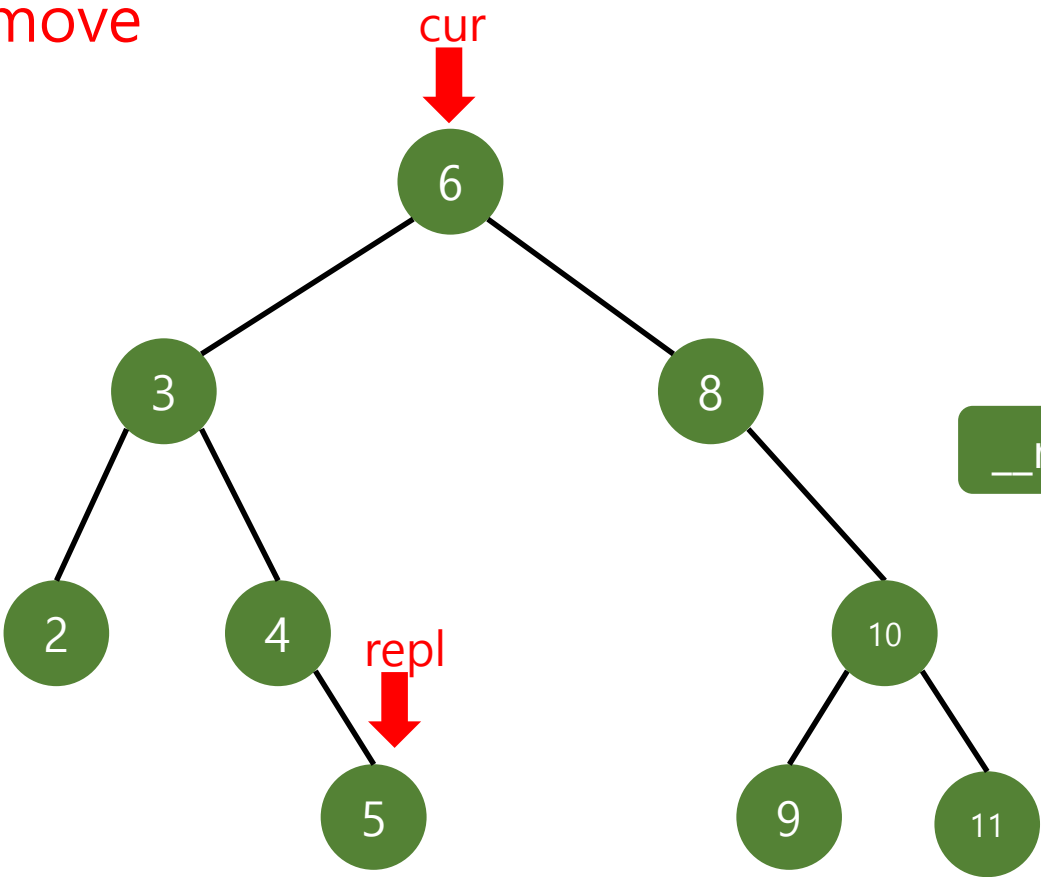


`__remove_recursion(node 6, 6)`

대체노드

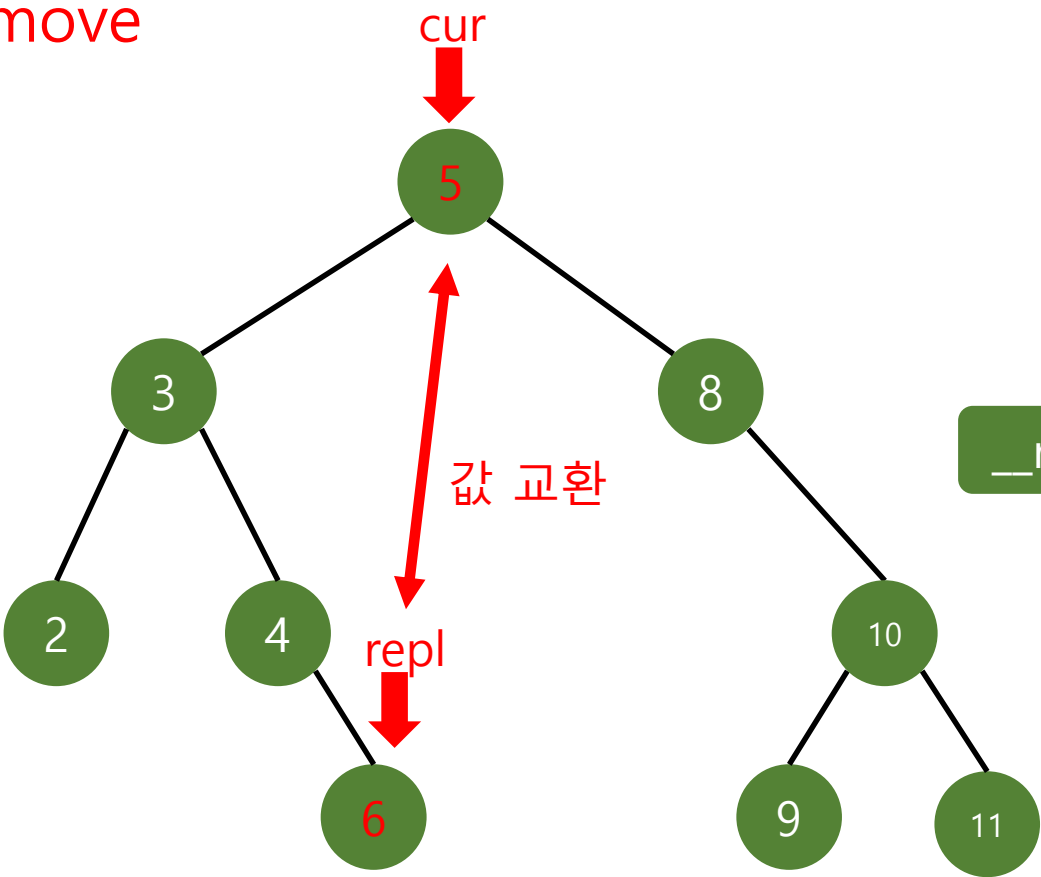


remove



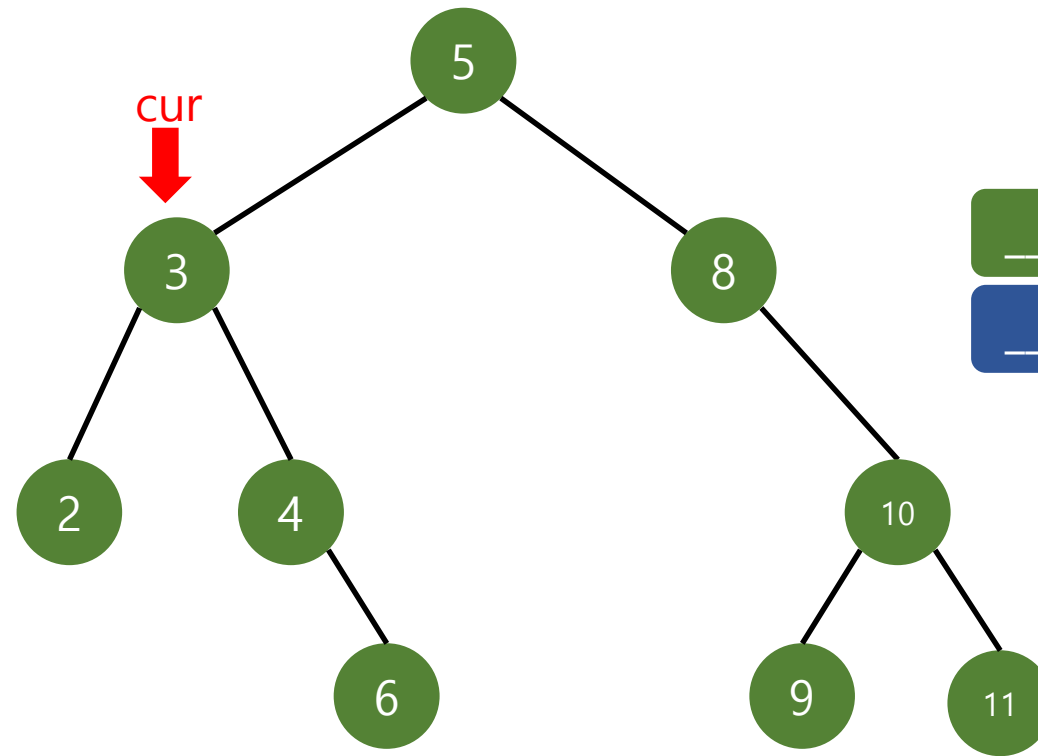
`__remove_recursion(node 6, 6)`

remove



`__remove_recursion(node 6, 6)`

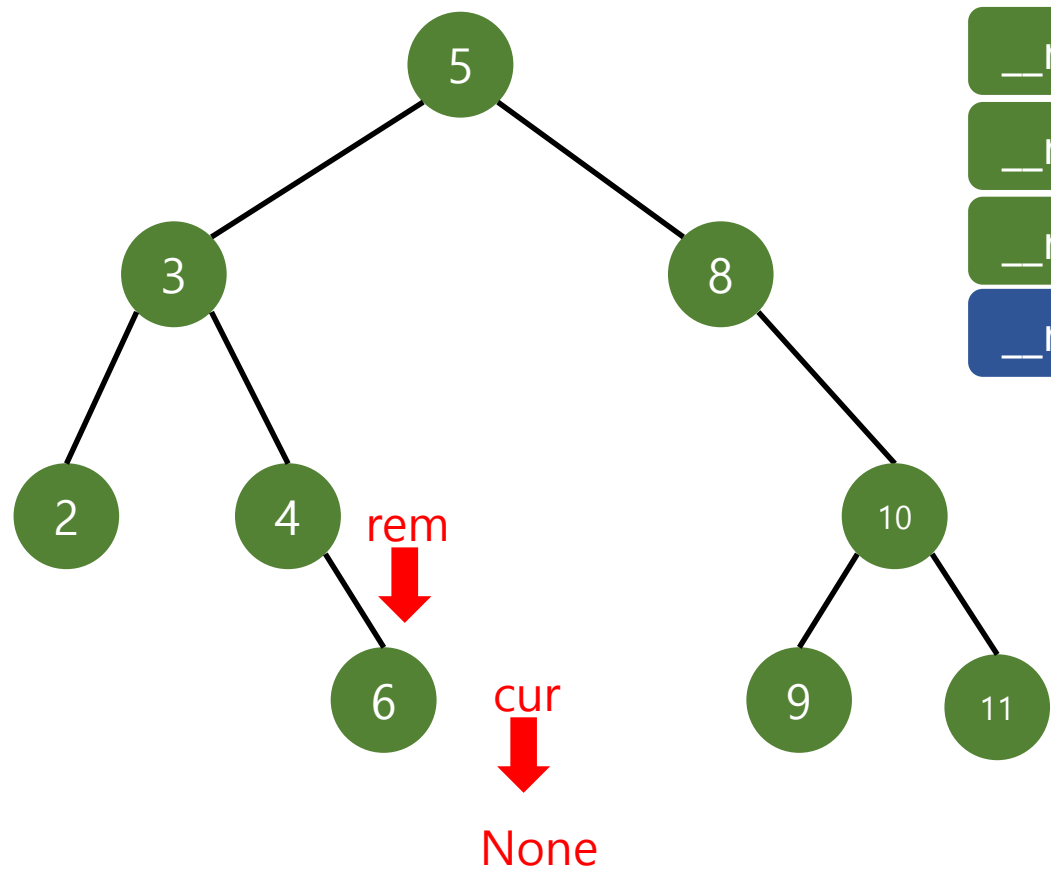
remove



`__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)`

