

DSA through C++

Binary Search Tree



Saurabh Shukla (MySirG)

Agenda

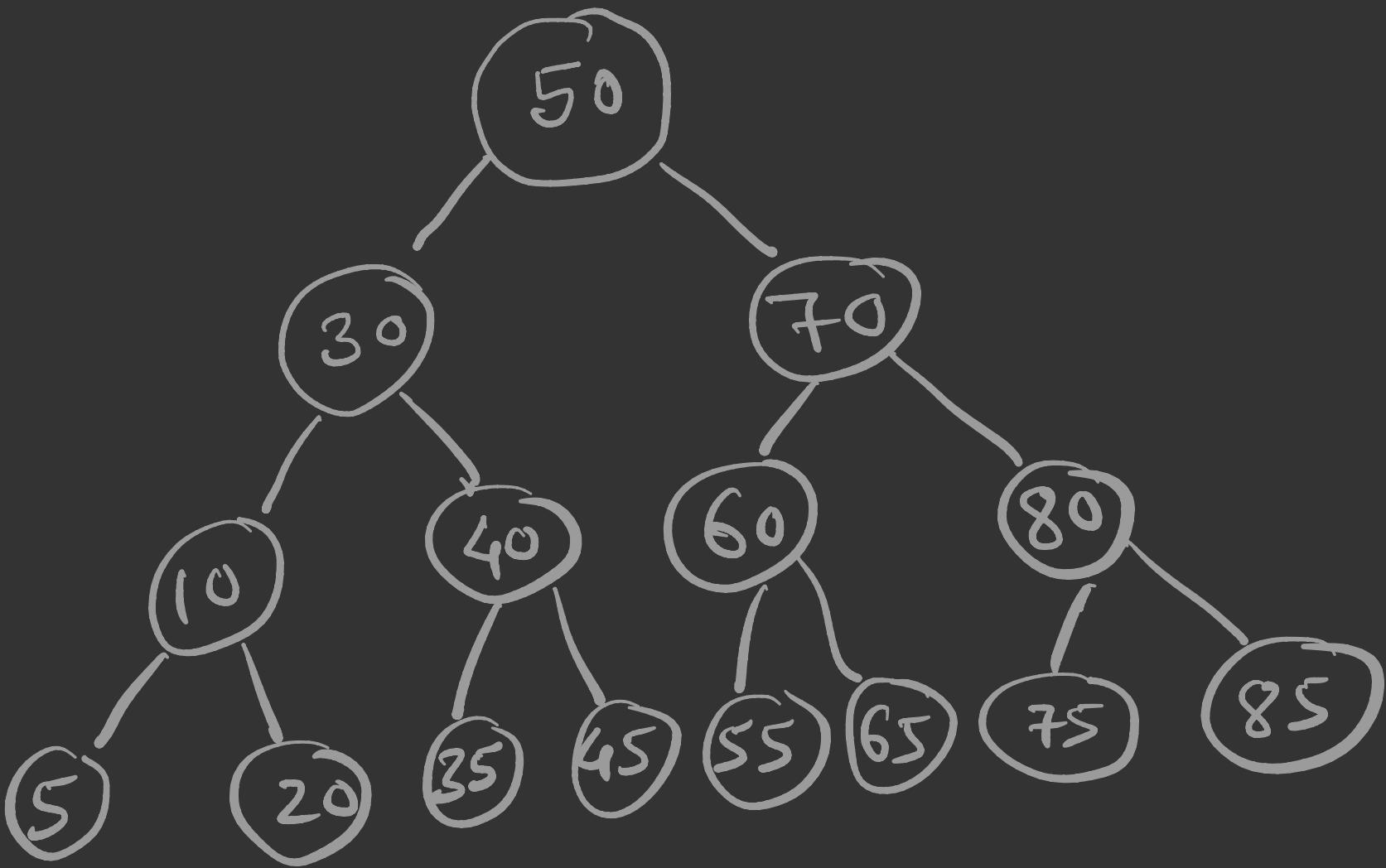
- ① Binary Search Tree
- ② Implementation of BST

Binary Search Tree

A binary search tree is the most important data structure, that enables one to search for and find an element with an average running time

$$f(n) = O(\log_2 n)$$

Duplicate values are not allowed in BST (By default)



Binary Search Tree is a binary tree with the value at node N is greater than every value in the left subtree of N and is less than every value in the right subtree of N .

Unless, explicitly said, BST doesn't allow duplicate values.

Implementation

- ① node
- ② Insertion
- ③ Traversing
- ④ Search
- ⑤ Deletion

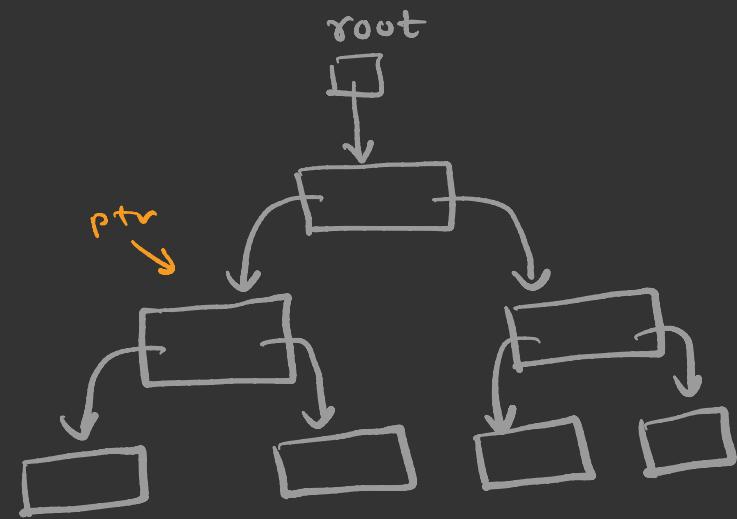
node

```
struct node  
{  
    node *left;  
    int item;  
    node *right;  
};
```



Insertion data

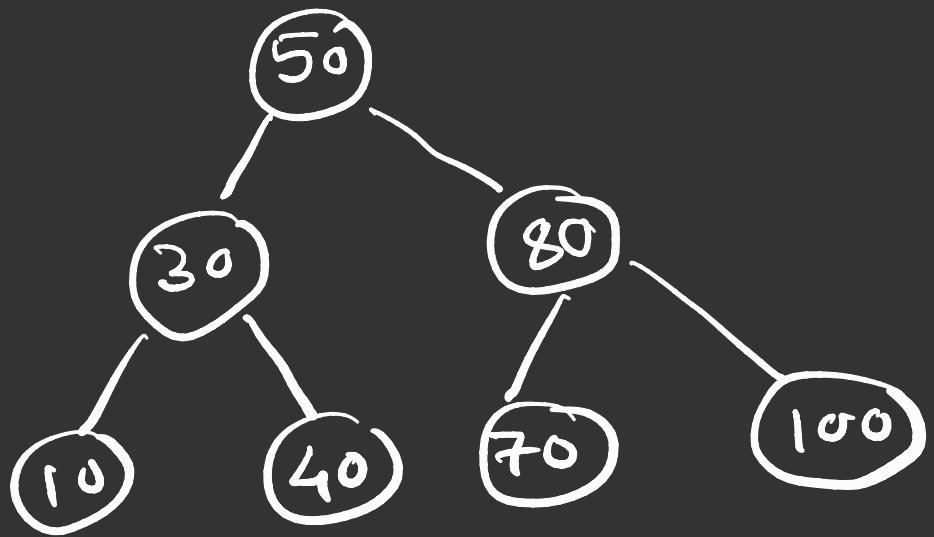
```
ptr = root;  
while (ptr)  
{  
    if (ptr->item == data)  
    {  
        break;  
    }  
    else if (data < ptr->item)  
    {  
        if (ptr->left == NULL)  
        {  
            node *n = new node;  
            n->left = NULL;  
            n->item = data;  
            n->right = NULL;  
            ptr->left = n;  
            break;  
        }  
        else  
            ptr = ptr->left;  
    }  
}
```



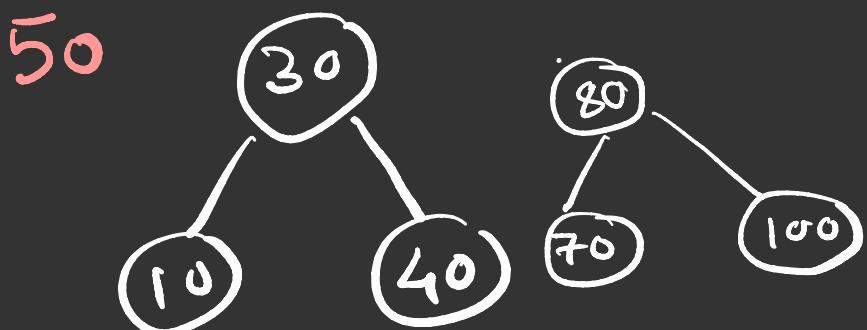
```
else {  
    if (ptr->right == NULL)  
    {  
        node *n = new node;  
        n->left = NULL;  
        n->item = data;  
        n->right = NULL;  
        ptr->right = n;  
        break;  
    }  
    else  
        ptr = ptr->right;  
}
```

traversing

pre order
traversing



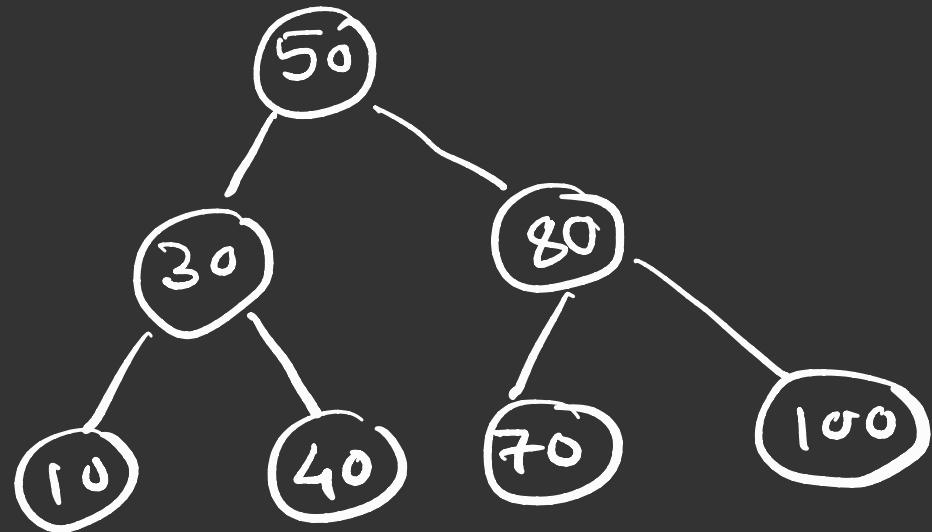
Root | Left Sub Tree | Right Sub Tree



50 30 10 40 80 70 100

50 30 10 40 80 70 100

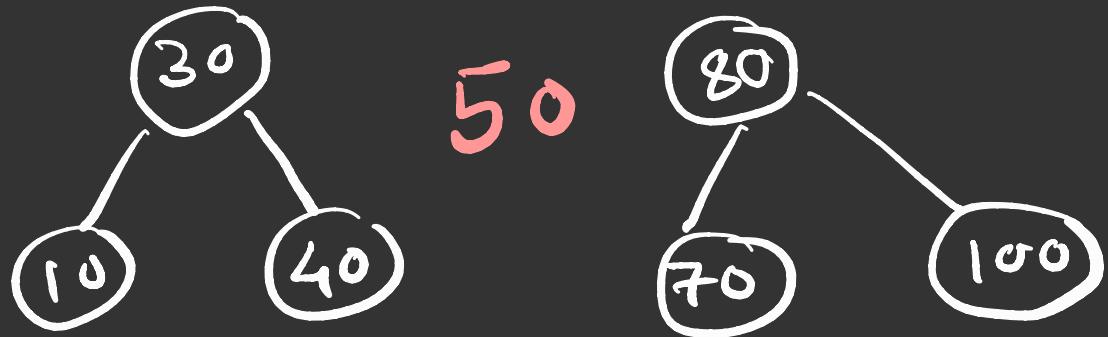
Inorder traversal



Left
Subtree

Root

Right
Subtree



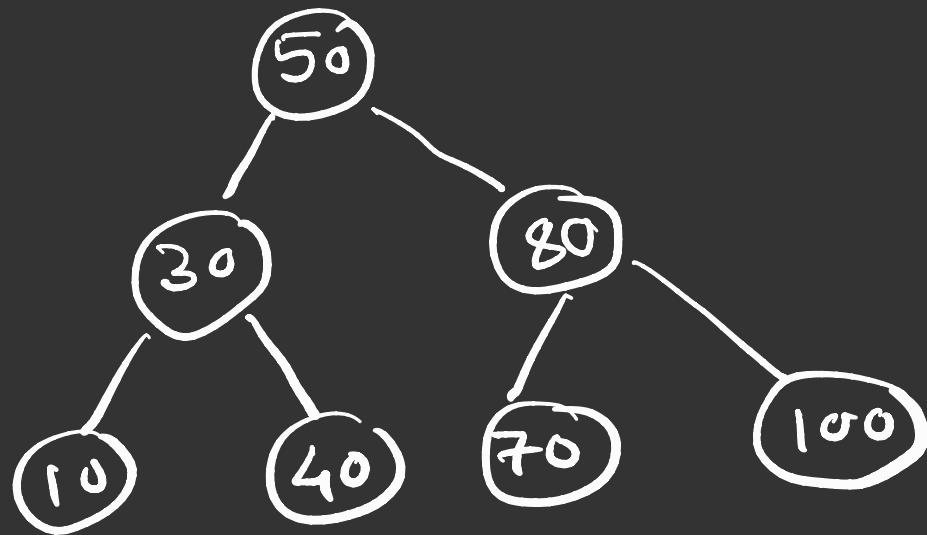
10 30 40

70 80 100

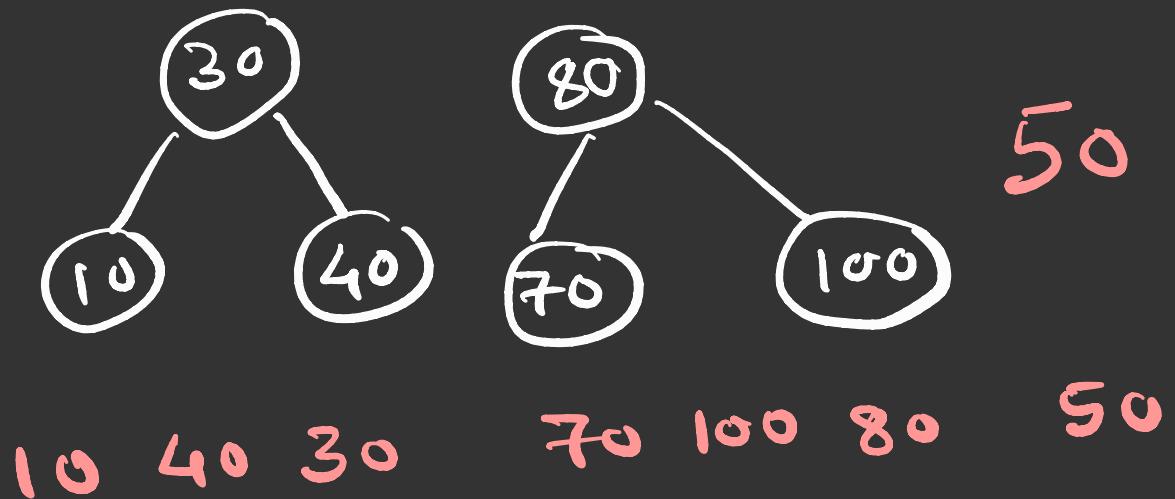
10 30 40 50 70 80 100

Inorder traversal of BST always gives sorted order of elements.

Postorder traversal



Left Subtree Right Subtree Root



10 40 30 70 100 80 50

10 No child

40 Single child

80 Two children

Deletion

