

# Point Location

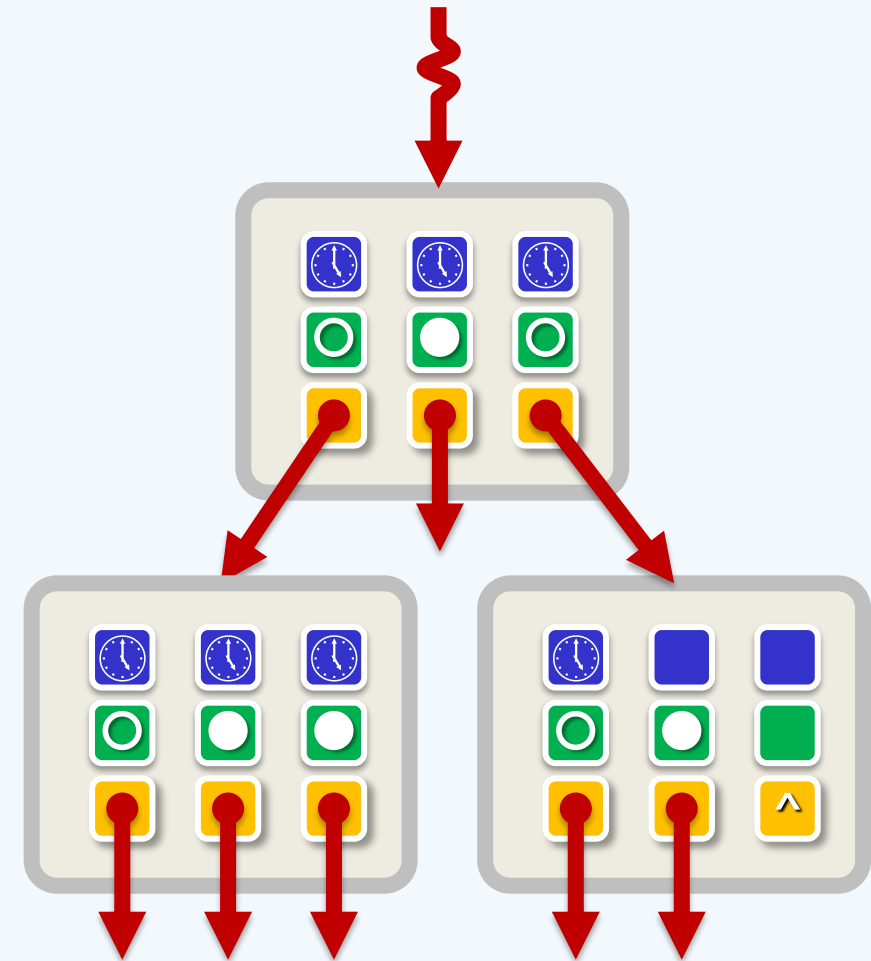
Limited Node Copying  
- Split

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## Solving Overflow

- ❖ To **add** a pointer to a node,
  - if there is at least 1 spare slot,  
we just assign it to the pointer
  - otherwise, we just **copy** the node



## Copy + Link

❖ When a new node is created by **copying**, we

- initialize it with

- **k NULL pointers** and

- the same **left/right pointers**

- as its **elder brother** and

- set a pointer to the new node  
in the parent of its brother

❖ If the parent has no free slot,  
it will, too, be copied and linked

