

ADS - Lab 4 (AVL Trees)

```
class node
{
    public:
        int data;
        node * left;
        node * right;
        int height;
};

node * getnode(int data)
{
    node * p = new node();
    p->data = data;
    p->left = null;
    p->right = null;
    p->height = 1;
    return p;
}

int tree_height(node * p)
{
    if (p == NULL)
        return 0;
    return p->height;
}

node * rot_right(node * b)
{
    node * a = b->left;
    node * s = b->right;
    a->right = b;
    b->left = s;
    b->height = max(tree_height(b->left), tree_height(b->right)) + 1;
    a->height = max(tree_height(a->left), tree_height(a->right)) + 1;
    return a;
}
```

```

node *rot-left(node *a)
{
    node *b = a->right;
    node *s = a->left;
    b->left = a;
    a->right = s;
    a->height = max(tree_height(a->right), tree_height(a->left)) + 1;
    b->height = max(tree_height(b->left), tree_height(b->right)) + 1;
    return b;
}

```

```

int bal(node *p)
{
    if (p == NULL)
        return 0;
    return height(p->left) - height(p->right);
}

```

```

node *insertion(node *root, int data)
{
    if (root == NULL)
        return getnode(data);
    if (data < root->data)
        root->left = insertion(root->left, data);
    else if (data > root->data)
        root->right = insertion(root->right, data);
    else
        return root;
    root->height = max(tree_height(root->left), tree_height(root->right)) + 1;
    root->height = max(tree_height(root->left), tree_height(root->right)) + 1;
    int bl = bal(root);
    if (bl > 1 && data < root->left->data)
        return rot-right(root);
    if (bl < -1 && data > root->right->data)
    if (bl < -1 && data > root->right->data)
        return rot-left(root);
    if (bl > 1 && data > root->left->data)
    {

```



```
root->left = rot-left(root->left);
return rot-right(root);
```

```
}
if (bal < -1 && data < root->left->data)
{
    root->right = rot-right(root->right);
    return rot-left(root);
}
return root;
```

```
node * deletion (node * root, int item)
```

```
{
    if (root == NULL)
        return root;
```

```
    if (item < root->data)
```

```
        root->left = deletion (root->left, item);
```

```
    else if (item > root->data)
```

```
        root->right = deletion (root->right, item);
```

```
    else
```

```
    {
        if (root->left == NULL || root->right == NULL)
```

```
        {
            node * temp = root->left ? root->left : root->right;
```

```
            if (temp == NULL)
```

```
            {
                temp = root;
```

```
                root = NULL;
```

```
            }
```

```
        else
```

```
            *root = *temp;
```

```
            free(temp);
```

```
        }
```

```
    else
```

```
    {
        node * temp = minvalue (root->right);
```

```
        root->data = temp->data;
```

```
        root->right = deletion (root->right, temp->data);
```

```
    }
```

```
}
```

```
if (root == NULL)
    return root;
root->height = max(tree_height(root->left), tree_height(root->right))
                + 1;
```

```
int bl = bal(root);
if (bl > 1 && balance(root->left) >= 0)
    return rot-right(root);
if (bl < -1 && balance(root->right) <= 0)
    return rot-left(root);
if (bl > 1 && balance(root->left) < 0)
{
    root->left = rot rot-left(root->left);
    return rot-right(root);
}
if (bl < -1 && balance(root->right) > 0)
{
    root->right = rot-right(root->right);
    return rot-left(root);
}
return root;
```