

Pseudo code:

```

class node { } ;
class btree { } ;

void btree::insertion (int item)
{
    if (root == NULL)
    {
        root = new node (m, true);
        root->data[0] = item;
        root->n = 1;
    }
    else
    {
        if (root->n == 2 * L - 1)
        {
            node *s = new node (m, false);
            s->child[0] = root;
            s->splitchild (0, root);
            int i = 0;
            if (s->data[0] < item)
                i++;
            s->child[i] -> insertionnonfull(item);
            root = s;
        }
        else
            root -> insertionnonfull(item);
    }
}

```

void node::insertion non full (int item)

{

int i = n-1;

if (leaf == true)

{

while (i >= 0 && data[i] > item)

{ data[i+1] = data[i];

i--;

}

data[i+1] = item;

n = n+1;

}

else

{

while (i >= 0 && data[i] > item)

i--;

if (child[i+1] == 2 * m - 1)

{

splitchild (i+1, child[i+1]);

if (data[i+1] < item)

i++;

}

child[i+1] -> insertion non full (item);

}

}