

B-Tree

18M18CS002

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Insertion• traverse()

```

for i = 0 to n
    if (leaf == false)
        c[i] → traverse()
    cout << Keys[i]
    if (leaf == false)
        c[i] → traverse()

```

• Insert(k)

```

if (root == NULL)
{
    root = new Btree(d, true)
    root → Keys[0] = k
    root → n = 1
}

```

```

else

```

// If root is full then tree ↑ in height
 if (root → n == $2 * d - 1$)

// Making old root as child of new root
 s → c[0] = root

// split old root by calling the function
 s → splitChild(v, root)

// Deciding which node shld have new key
 if ($S \rightarrow \text{keys}[0] < k$)

$p++$

$S \rightarrow C[i] \rightarrow \text{insertNonfull}(k)$

$\text{root} = S$

}

else

// If root is not full then call function not full
 $\text{root} \rightarrow \text{insertNonfull}(k)$

• InsertNonfull(k)

{ if (leaf == true)

{ while ($i \geq 0$ & $\text{Key}[i] > k$)

{

$\text{keys}[p+1] = \text{key}[i];$

$p--;$

}

$\text{keys}[p+1] = k$

}

else

{

// If node is not leaf

// Find child which is going to have new element

// check if chosen node is full

if ($C[p+1] \rightarrow n = 2 * d - 1$)

{

splitchild($p+1, C[p+1]$)

$C[p+1] \rightarrow \text{insertnonfull}(k);$

}

}

childsplit (i, y)

```
{  
    z → n = d - 1  
    for j = 0 to d - 1  
        z → Keys[j] = y → Keys[j + d]
```

```
    if (y → leaf == false)  
    {
```

```
        for j = 0 to d  
            z → c[j] = y → c[j + d]
```

```
    }
```

```
    y → n = d - 1; // reduce no of keys in y
```

```
    for j = n - 1 to j ≥ i  
        Keys[j + 1] = Keys[j]
```

```
    Keys[i] = y → Keys[d - 1]
```

```
    n = n + 1
```

```
}
```