

# Rajalakshmi Engineering College

Name: Abinash G  
Email: 240701007@rajalakshmi.edu.in  
Roll no: 240701007  
Phone: 7708525200  
Branch: REC  
Department: I CSE AG  
Batch: 2028  
Degree: B.E - CSE

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 5\_COD\_Question 1

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

John is learning about Binary Search Trees (BST) in his computer science class. He wants to create a program that allows users to delete a node with a given value from a BST and print the remaining nodes using an in-order traversal.

Implement a function to help him delete a node with a given value from a BST.

##### ***Input Format***

The first line of input consists of an integer N, representing the number of nodes in the BST.

The second line consists of N space-separated integers, representing the values of the BST nodes.

The third line consists of an integer V, which is the value to delete from the BST.

### **Output Format**

The output prints the space-separated values in the BST in an in-order traversal, after the deletion of the specified value.

If the specified value is not available in the tree, print the given input values in-order traversal.

Refer to the sample output for formatting specifications.

### **Sample Test Case**

Input: 5  
10 5 15 2 7  
15  
Output: 2 5 7 10

### **Answer**

```
#include <stdio.h>
#include <stdlib.h>
```

```
struct TreeNode {
    int data;
    struct TreeNode* left;
    struct TreeNode* right;
};
```

```
struct TreeNode* createNode(int key) {
    struct TreeNode* newNode = (struct TreeNode*)malloc(sizeof(struct
TreeNode));
    newNode->data = key;
    newNode->left = newNode->right = NULL;
    return newNode;
}
```

```
// You are using GCC
typedef struct TreeNode Node;
struct TreeNode* insert(struct TreeNode* root, int key)
```

```

{
    if(root==NULL)
    {
        return createNode(key);
    }
    else if(key < root->data)
    {
        root->left=insert(root->left,key);
    }
    else if(key>root->data)
    {
        root->right=insert(root->right,key);
    }
    return root;
}

```

```

struct TreeNode* findMin(struct TreeNode* root)
{
    if(root!=NULL)
        while(root->left!=NULL)
            root=root->left;
    return root;
}

```

```

struct TreeNode* deleteNode(struct TreeNode* root, int key)
{
    if(root==NULL)
        return NULL;
    Node* tempNode;
    if(key < root->data)
    {
        root->left=deleteNode(root->left,key);
    }
    else if(key > root->data)
    {
        root->right=deleteNode(root->right,key);
    }
}

```

```

else if(root->left && root->right)
{
    tempNode=findMin(root->right);
    root->data=tempNode->data;
    root->right=deleteNode(root->right,root->data);
}
else
{
    tempNode=root;
    if(root->left==NULL)
        root=root->right;
    else if(root->right==NULL)
        root=root->left;
    free(tempNode);
}
return root;

//Type your code here
}

```

```

void inorderTraversal(struct TreeNode* root) {
    if(root!=NULL)
    {
        inorderTraversal(root->left);
        printf("%d\n",root->data);
        inorderTraversal(root->right);
    }
    //Type your code here
}

```

```

int main()
{
    int N, rootValue, V;
    scanf("%d", &N);
    struct TreeNode* root = NULL;
    for (int i = 0; i < N; i++) {
        int key;
        scanf("%d", &key);
        if (i == 0) rootValue = key;
        root = insert(root, key);
    }
    scanf("%d", &V);
    root = deleteNode(root, V);
}

```

```
        inorderTraversal(root);  
        return 0;  
    }
```

**Status :** Correct

**Marks :** 10/10