

ALGORITHM:

Binary Search Tree

Step 1: start

Step 2: Declare a structure and structure pointers for insertion, deletion and search operation and also declare a function for inorder traversal.

Step 3: Declare a pointer as root and also the required variable.

Step 4: Read the choice from the user to perform insertion, deletion, searching and inorder traversal.

Step 5: If the user choose to perform insertion operation then read the value which is to be inserted to the root tree from the user.

Step 5.1: The value to be insert pointer and also the root pointer.

Step 5.2: check if !root then allocate memory for the root

Step 5.2: Set the value to the info part of the root and then set left and right part of the root to null and return root.

Step 5.4: check if $\text{root} \rightarrow \text{info} > x$ then call the insert pointer to insert to left of the root

Step 5.5: check if $\text{root} \rightarrow \text{info} < x$ then call the insert pointer to insert to the right of the root

Step 5.6: Return the root.

Step 6: If the user choose to perform deletion operation then read the element to be deleted from the tree pass the root pointer and the item to the delete pointer.

Step 6.1: check if not ptr then print node not found

Step 6.2: Else if $\text{ptr} \rightarrow \text{info} < x$ then call delete pointer by passing the right pointer and the item.

Step 6.3: Else if $\text{ptr} \rightarrow \text{info} > x$ then call delete pointer by passing the left pointer and the item.

Step 6.4: check if $\text{ptr} \rightarrow \text{info} == \text{item}$ then check if $\text{ptr} \rightarrow \text{left} == \text{ptr} \rightarrow \text{right}$ then free ptr and return null.

Step 6.5: Else if $\text{ptr} \rightarrow \text{left} == \text{null}$ then set $\text{ptr} \rightarrow \text{right}$ and free ptr, return ptr

Step 6.6 : Else if $ptr \rightarrow right == null$ then Set
 $p1 = ptr \rightarrow left$ and free ptr , return $p1$

Step 6.7 : Else set $p1 = ptr \rightarrow right$ and $p2 = ptr \rightarrow left$

Step 6.8 : while $p1 \rightarrow left$ not equal to null, Set
 $p1 \rightarrow left = ptr \rightarrow left$ and free ptr , return $p2$

Step 6.9 : Return ptr

Step 7 : If the user choose to perform search operation
then call the pointer to perform search operation

Step 7.1 : Declare the necessary pointers and variables

Step 7.2 : Read the element to be searched.

Step 7.3 : while ptr check if $item > ptr \rightarrow info$ then
 $ptr = ptr \rightarrow right$

Step 7.4 : Else if $item < ptr \rightarrow info$ then $ptr = ptr \rightarrow left$

Step 7.5 : Else break

Step 7.6 : check if ptr then print that the element
is found.

Step 7.7 : Else print element not found in tree
and return root

Step 8: If the user choose to perform traversal then call the traversal function and pass the root pointers.

Step 8.1: If root not equals to null recursively call the functions by passing root \rightarrow left

Step 8.2: print root \rightarrow info

Step 8.3: call the traversal function recursively by passing root \rightarrow right.

Step 9: End