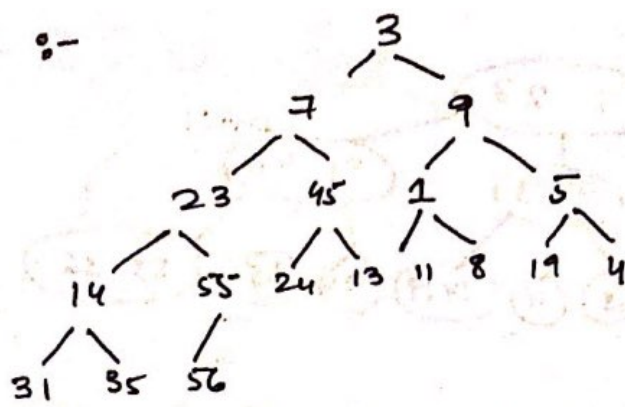


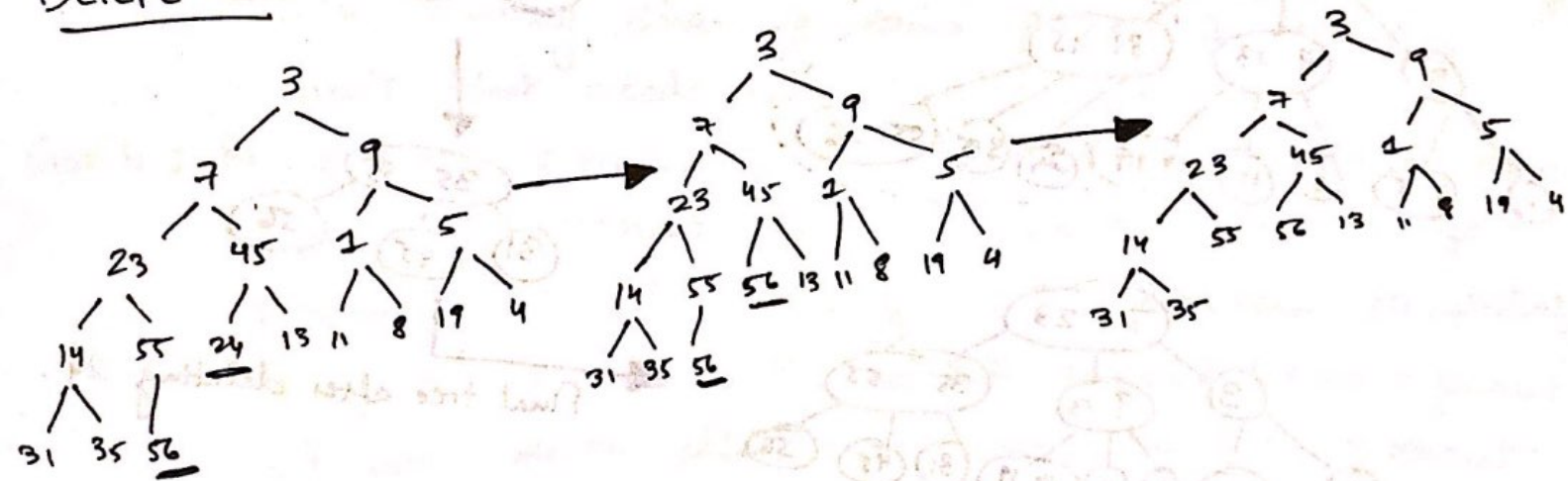
Binary Tree :-



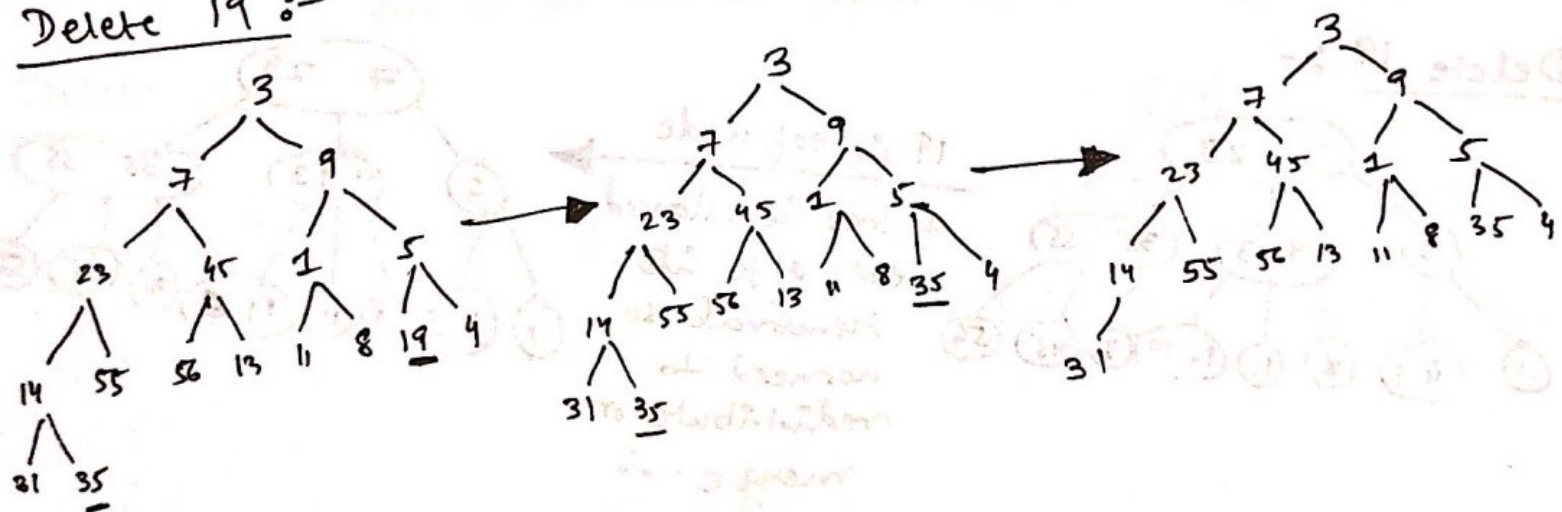
Delete Algo :-

- 1) Start at root node, find deepest rightmost node and node that we want to delete.
- 2) Replace deepest rightmost node's data with node to be deleted.
- 3) Then delete deepest rightmost node.

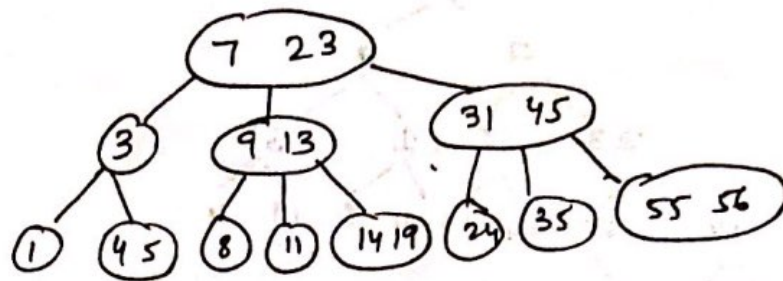
Delete 24 :-



Delete 19 :-



2-3 Tree :-

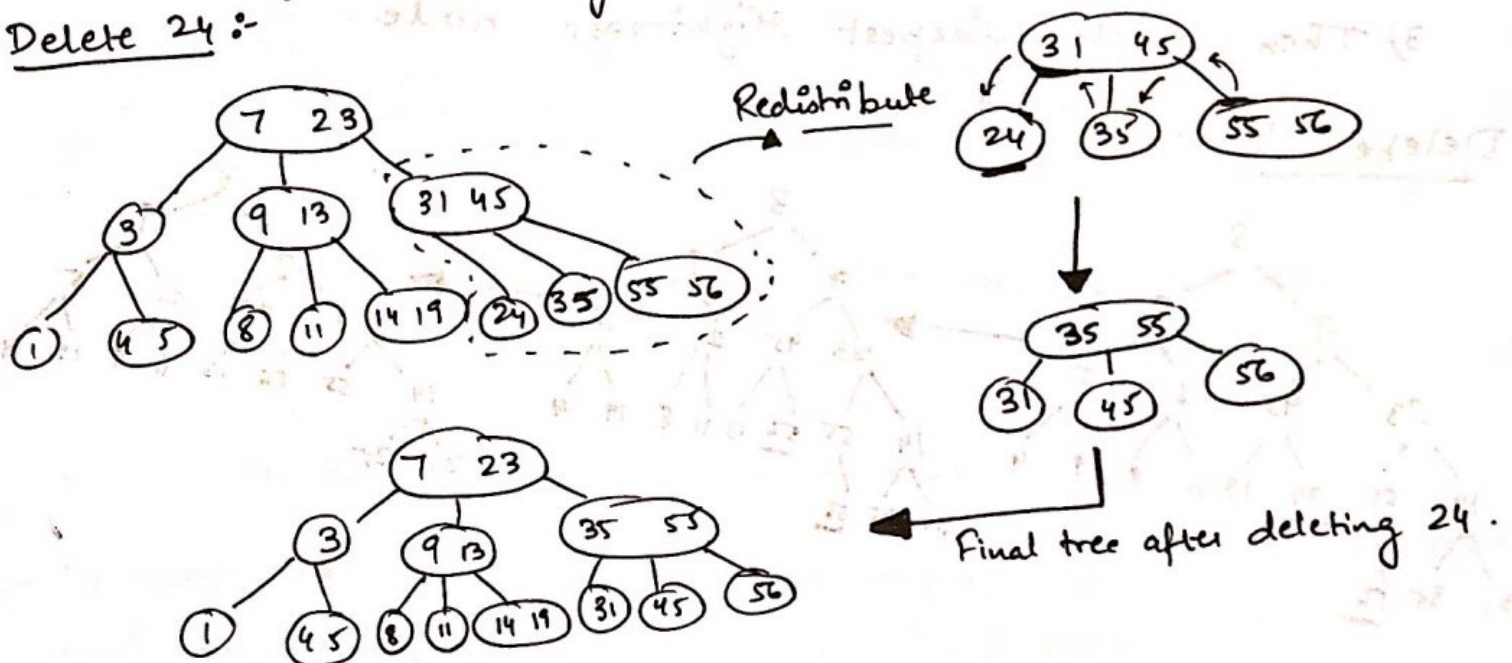


If not a leaf node
~~then delete node~~

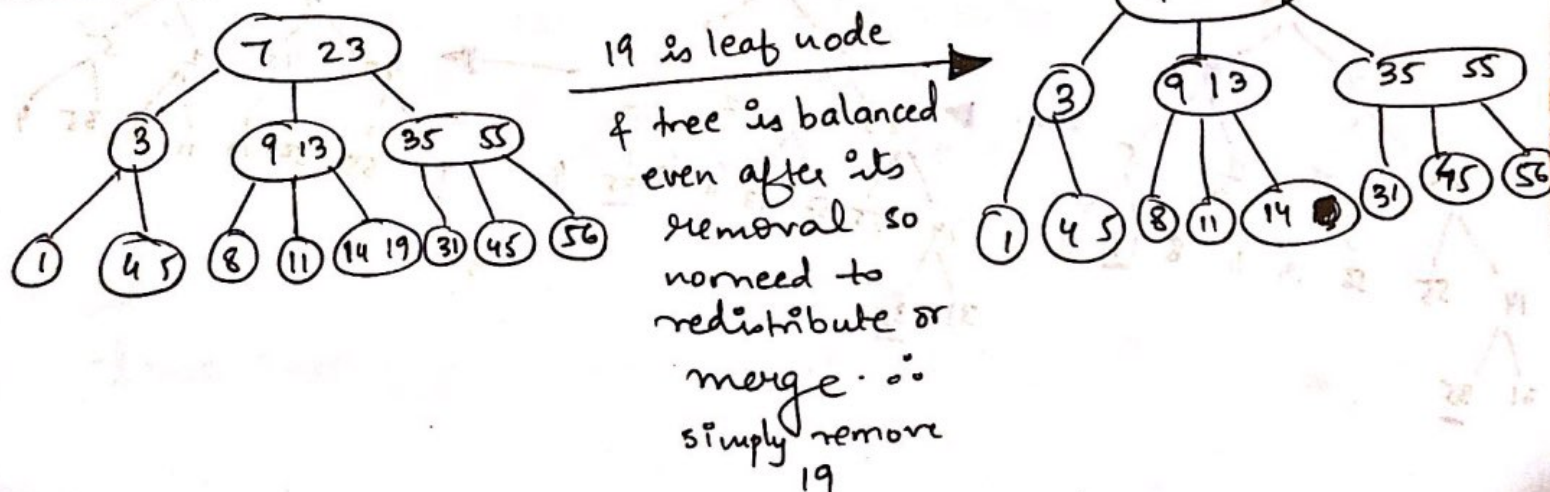
Delete Algorithm :-

- 1) Swap node to be deleted with its inorder successor
- 2) Delete value from leaf & then merge nodes by deleting empty leaf & moving other value down or re-distribute nodes from siblings if it contains another item.

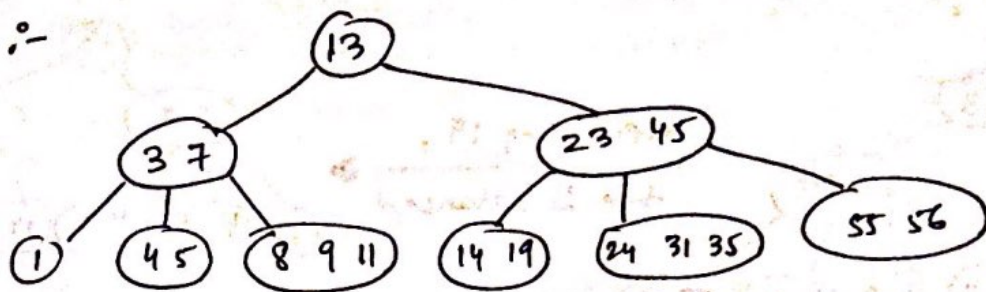
Delete 24 :-



Delete 19 :-



2-3-4 Tree :-



Delete Algorithm :- similar to 2-3 tree deletion algorithm.

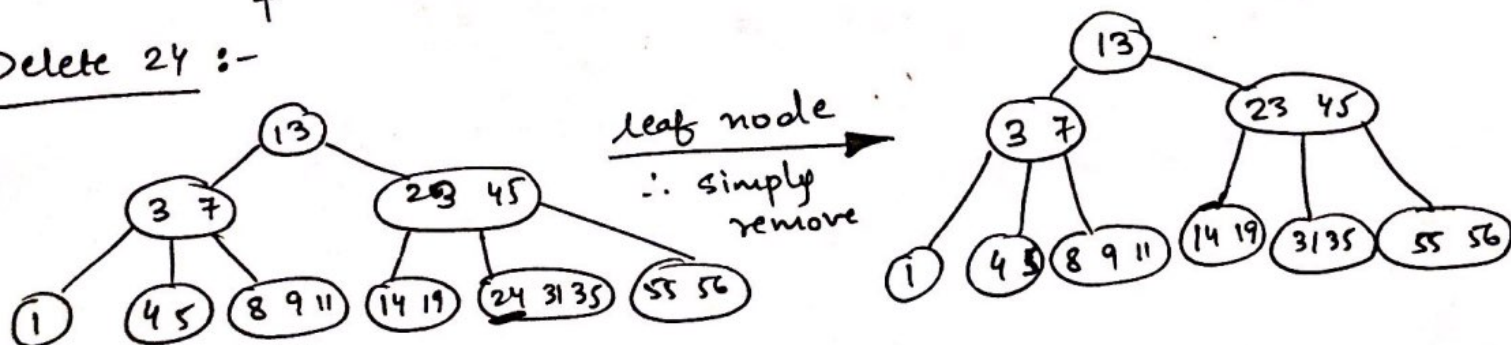
Case 1 : Node having more than 1 element, remove it.

Case 2 : Node has 1 element but immediate sibling has more than 1 element, then borrow 1 key from sibling & re-distribute to delete node that has to be removed.

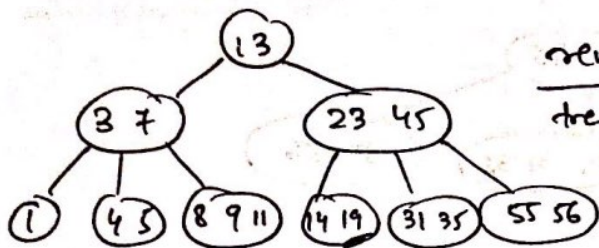
Case 3 : Node has 1 element but no immediate sibling have more than 1 element, then steal 1 element from parent (if it has more than 1 element), merge itself with sibling sharing same parent & remove node that needs to be deleted.

Case 4 : Node has 1 element, immediate siblings have 1 element and even parent has 1 element, then merge the parent with its siblings & grandparent recursively. If total elements is 3, then it should be new parent. If not, ~~steal~~ re-distribute/rotate on its parent & delete as other cases above.

Delete 24 :-



Delete 19 :-



removing 19,
tree is balanced

