2-3 trees

Insertion :

```
void Tree : : insert (int k)
{    if(root == NULL)  //if tree is empty
   {
         root = new TreeNode (true);
         root ->keys [0]=k ;
         root -> n=1              //one element
   }
   else
 {       if (root -> n == 3) //if the no. of values is 3 we need to split it
     {
         TreeNode *s = new TreeNode(fake)
         s -> child[0] = root ;
         s -> split child (0, root);
         int i=0;
         if (s-> key [0] < k)
                  i++ ;
         s -> child [i] -> insertNonFull (k);
         root = s ;
     }
     else
         root -> insertNonFull(k); //
 }
}.
```

Deletion :

```
  int id = findkey (k)
  if (id <n && key [id] = = k)
{     if (leaf)
          removefromleaf (id);
      else
          removefrom Nonleaf (id);
}
else
{     if(leaf)
          key not exist
      flag= id = = n ? true : false
      if (child [id] -> n < 2
          fill (id)
      if (flag && id > n)
          chid [id -1] -> remove [k]
      else
          child [id] -> remove (k) .
}
return;
```