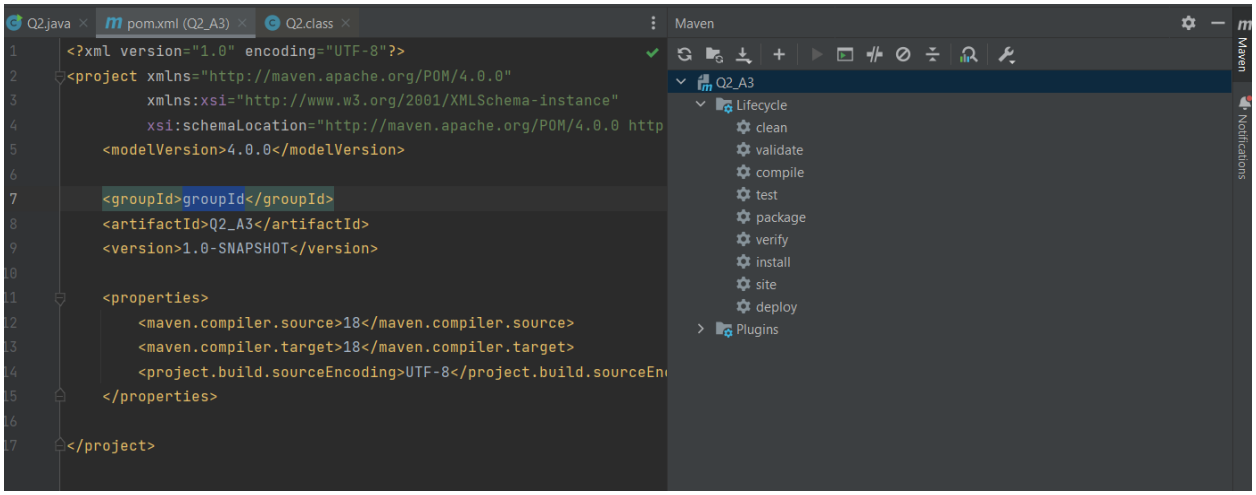
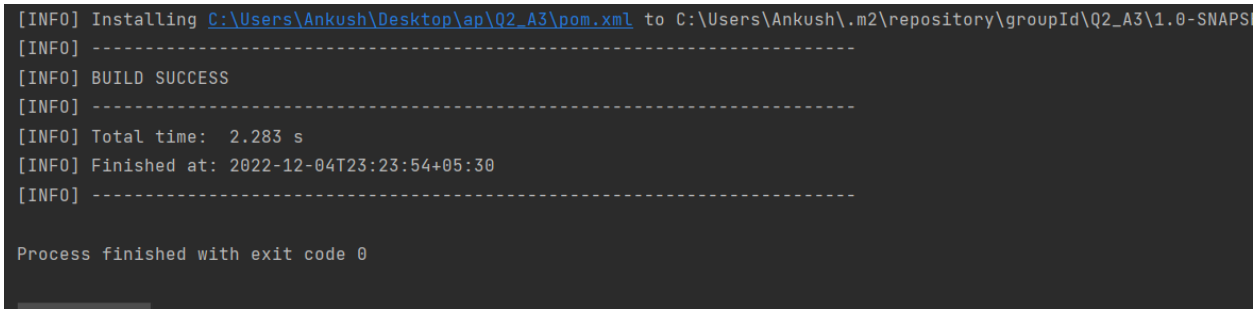
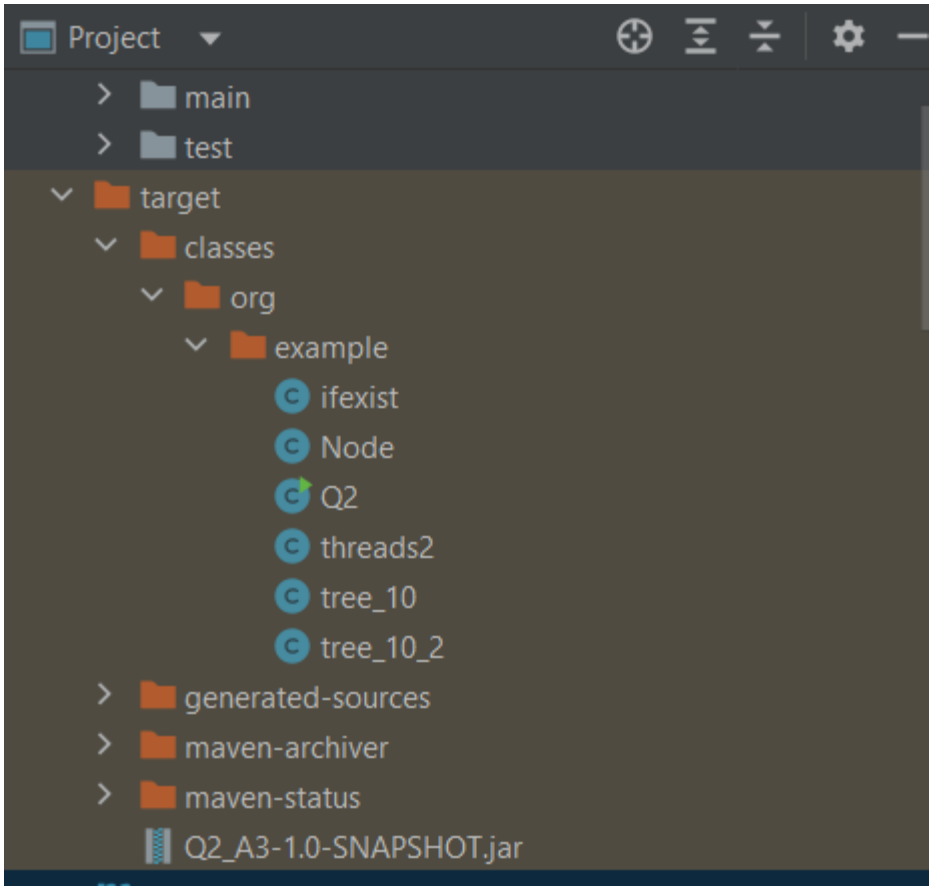
> open maven project in intellij
> open pom.xml file
> click on maven>lifecycycle



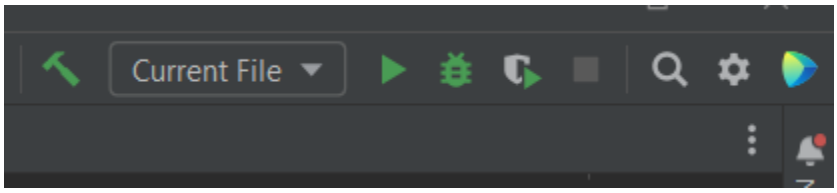
> double right click on install
>Result of this should be like



> open on Q2.class

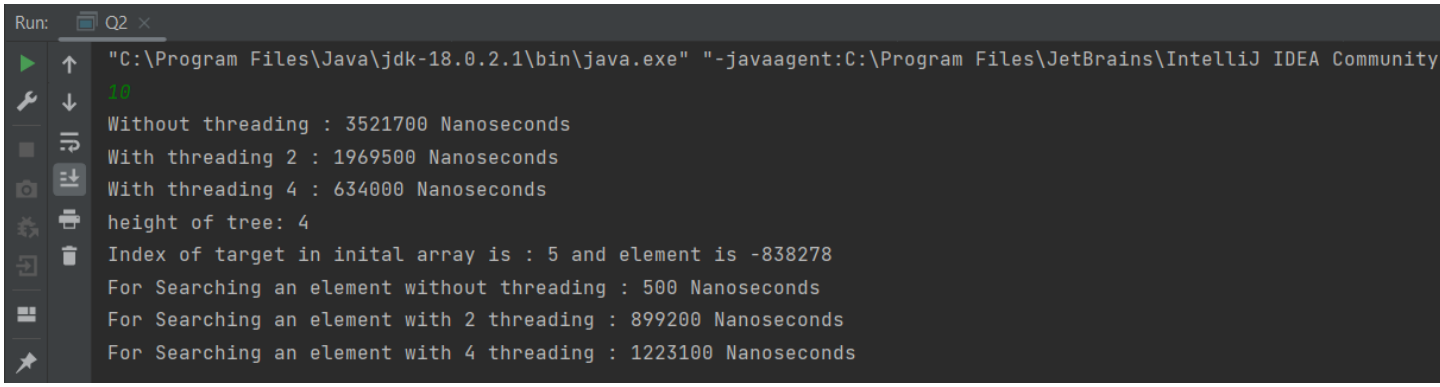


> click on run option in right side of intellij



> input : Give the length of the array

Result:



Input is 10

Height is less than or equal to 1.44*log(n) i.e. 4 so the tree is balanced.
Time for searching with threading may come more in some cases because of threading.
I first made preorder transversal, and then I ran threads on the half/quarter length of the array in parallelisation if in preorder element occurs before the first half/quarter, then the method is broken by the break command, but in parallelisation, other threads will keep on running and thus time is more.

```
1000
Without threading : 4759200 Nanoseconds
With threading 2 : 4499500 Nanoseconds
With threading 4 : 594600 Nanoseconds
height of tree: 12
Index of target in inital array is : 316 and element is 818915
For Searching an element without threading : 29100 Nanoseconds
For Searching an element with 2 threading : 809100 Nanoseconds
For Searching an element with 4 threading : 1238400 Nanoseconds
```

Input is 1000

Height is less than or equal to 1.44*log(n) i.e. 14 so the tree is balanced.
Time for searching with threading may come more in some cases because of threading.
I first made preorder transversal, and then I ran threads on the half/quarter length of the array in parallelisation if in preorder element occurs before the first half/quarter, then the method is broken by the break command, but in parallelisation, other threads will keep on running and thus time is more.

```
"C:\Program Files\Java\jdk-18.0.2.1\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDE
1000000
Without threading : 823738500 Nanoseconds
With threading 2 : 607529500 Nanoseconds
With threading 4 : 346966500 Nanoseconds
height of tree: 24
Index of target in inital array is : 912813 and element is -999017
For Searching an element without threading : 11700 Nanoseconds
For Searching an element with 2 threading : 3484300 Nanoseconds
For Searching an element with 4 threading : 1594000 Nanoseconds
```

Input is 10^6

Height is less than or equal to 1.44*log(n) i.e. 28 so the tree is balanced.
Time for searching with threading may come more in some cases because of threading.

I first made preorder transversal, and then I ran threads on the half/quarter length of the array in parallelisation if in preorder element occurs before the first half/quarter, then the method is broken by the break command, but in parallelisation, other threads will keep on running and thus time is more.