# Algorithms and Datastructures assignment 3

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### $1 \quad Task 1$

```
get-kth-key(x,k)
1 if k < 0 or k > x.max
    return NILL
3 else
         if k > x.left.size
4
            get-kth-key(x.right,k-x.left.size)
5
         if k < x.left.size
6
7
            get-kth-key(x.left,k)
8
         if k = x.left.size
9
            return x+1
```

#### 2 task 3

This way the size of x will not change when rotated.

### 3 Task 4

```
RB-INSERT(T, z)

1 y = T.nil

2 x= T.root

3 while x=! T.nil

4 y = x

5 if z.key < x.key

6 x.size=x.size+1

7 x=x.left

8 else x.size=x.size+1

9 x=x.right

-----

everything rom here on is normal.
```

# 4 Task 5

Da ændringerne på algortimen ikke påvirker køretiden er køretiden stadig  $O(\lg\,n)$