**Binary Search Tree**

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**Aim:** Implement a Binary Search Tree

**Data Structures used:** Linked List, Binary Tree

**Algorithm for Insertion**

**Input:** The root node (root) and the key, element to be inserted

**Output :** The binary search tree with the node inserted

**Data Structure :** Binary Search Tree

**Steps**

* 1. Step 1: Start
  2. Step 2: ptr = root
  3. Step 3: while(ptr!=NULL and flag==true) do
  4. Step 1: case: item<=ptr → data
  5. Step 1: ptr1 = ptr
  6. Step 2: ptr=ptr→ lc
  7. Step 2: case: item>ptr → data
  8. Step 1: ptr1=ptr
  9. Step 2: ptr = ptr→ rc
  10. Step 3: endCase
  11. Step 4: endWhile
  12. Step 5: if(ptr==NULL) then
  13. Step 1: new = getNode(node)
  14. Step 2: new → data = item
  15. Step 3: new→ rc = new→lc = NULL
  16. Step 4: if(ptr→ dara <= item) then
  17. Step 1: ptr1→ rc = new
  18. Step 5: else
  19. Step 1: ptr1→lc = new
  20. Step 6: endIf
  21. Step 6: endif
  22. Step 7: Stop

**Algorithm for Deleting a node**

**Input:** Root node of the binary search tree, the element to be deleted

**Output:** Binary tree with the element deleted

**Data Structure used:** Binary search tree

Steps

1. Step 1: Start
2. Step 2: ptr = root
3. Step 3: flage = false
4. Step 4: while(ptr!=NULL) then
5. Step 1: case: item < ptr→ data
6. Step 1: parent = ptr
7. Step 2: ptr = ptr→lc
8. Step 2: case item > ptr→data
9. Step 1: parent = ptr
10. Step 2: ptr = ptr→rc
11. Step 3: case item=ptr→data
12. Step 1: flage = true
13. Step 4: endcase
14. Step 5: endWhile
15. Step 6: if(flag = false) then
16. Step 1: printf(“There is no item in the binary tree”)
17. Step 2: exit
18. Step 7: endIf
19. Step 8: If(ptr→lc==NULL and ptr→ rc ==NULL) then //case 1
20. Step 1: if(parent → lc == ptr) then
21. Step 1: parent→lc =NULL
22. Step 2: else
23. Step 1: parent →rc =NULL
24. Step 3: endIf
25. Step 4: returnNode(ptr)
26. Step 9: else if(ptr→lc !=NULL and ptr-.rc !=NULL) then //case 3
27. Step 1: ptr1 = ptr →rc
28. Step 2: while(ptr1→lc!=NULL) do
29. Step 1: ptr1= ptr1 → lc
30. Step 3: endWhile
31. Step 4: item = ptr1→data
32. Step 5: delete\_node(ptr1)
33. Step 6: ptr → data = item
34. Step 10: else //case 2
35. Step 1: if(parent→lc == ptr) then
36. Step 1: if (ptr→lc ==NULL) then
37. Step 1: parent →lc = ptr→rc
38. Step 2: else
39. Step 1: parent →lc = ptr → lc
40. Step 3: endIf
41. Step 2: else
42. Step 1: if(ptr → lc ==NULL) then
43. Step 1: parent →rc = ptr→rc
44. Step 2: else
45. Step 1: parent → rc = ptr → lc
46. Step 3: endif
47. Step 3: EndIf
48. Step 11: endif
49. Step 12: Stop

**Algorithm for Inorder Traversal**

**Input:** Root node of the binary tree

**Output :** All the nodes of the binary tree visited in an inorder fashion

**Data Structure used:** Binary trees

Steps

1. Step 1: Start
2. Step 2: if(root!=NULL) then
3. Step 1: inorder\_traversal(root→lc)
4. Step 2: visit(root)
5. Step 3: inorder\_traversal(root→ rc)
6. Step 3: else
7. Step 1: return
8. Step 4: endif
9. Step 5: Stop

**Algorithm for Postorder Traversal**

**Input:** Root node of the binary tree

**Output :** All the nodes of the binary tree visited in an postorder fashion

**Data Structure used:** Binary trees

Steps

1. Step 1: Start
2. Step 2: if(root!=NULL) then
3. Step 1: postorder\_traversal(root→lc)
4. Step 2: postorder\_traversal(root→ rc)
5. Step 3: visit(root)
6. Step 3: else
7. Step 1: return
8. Step 4: endif
9. Step 5: Stop

**Algorithm for Preorder Traversal**

**Input:** Root node of the binary tree

**Output :** All the nodes of the binary tree visited in an preorder fashion

**Data Structure used:** Binary trees

Steps

1. Step 1: Start
2. Step 2: if(root!=NULL) then
3. Step 1: visit(root)
4. Step 2: preorder\_traversal(root→lc)
5. Step 3: preorder\_traversal(root→ rc)
6. Step 3: else
7. Step 1: return
8. Step 4: endif
9. Step 5: Stop

**Program Code**

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\* Binary Search Tree

\* Done By Rohit Karunakaran

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#include<stdio.h>

#include<stdlib.h>

typedef struct binary\_search\_tree\_node{

struct binary\_search\_tree\_node\* lc;

struct binary\_search\_tree\_node\* rc;

int value;

}node;

node\* search\_node(node\* root, int value){

if(root!=NULL){

if(root->value!=value){

if(root->value>value){

return search\_node(root->lc,value);

}

else{

return search\_node(root->rc,value);

}

}

else{

return root;

}

}

else{

return NULL;

}

}

void insert\_node(node\*\* root,int value){

int flag=1;

node\* ptr=\*root;

if(ptr!=NULL){

while(ptr!=NULL&&flag){

if(ptr->value<value){

if(ptr->rc==NULL){

ptr->rc = (node\*)malloc(sizeof(node));

ptr->rc->lc = ptr->rc->rc =NULL;

ptr->rc->value = value;

flag=0;

}

else{

ptr= ptr->rc;

}

}

else{

if(ptr->lc==NULL){

ptr->lc = (node\*)malloc(sizeof(node));

ptr->lc->lc = ptr->lc->rc =NULL;

ptr->lc->value = value;

flag=0;

}

else{

ptr = ptr->lc;

}

}

}

}

else{

//Root is empty

\*root = (node\*)malloc(sizeof(node));

(\*root) ->lc = (\*root)->rc = NULL;

(\*root)->value = value;

}

}

void delete\_node(node\*\* root, int value,node\* par){

node\* ptr = \*root;

node\* parent =par;

int flag = 1;

if(ptr!=NULL){

while(ptr!=NULL&&flag){

if(ptr->value<value){

parent = ptr;

ptr = ptr->rc;

}

else if(ptr->value>value){

parent = ptr;

ptr = ptr->lc;

}

else{

flag = 0;

}

}

if(flag == 1){

printf("Item not found\n");

return;

}

if(ptr ->lc ==NULL && ptr->rc==NULL){

if(parent!=NULL){

if(parent -> rc ==ptr){

parent ->rc =NULL;

}

else {

parent ->lc =NULL;

}

}

else{

\*root = NULL;

}

free(ptr);

}

else if(ptr->lc!=NULL && ptr->rc!=NULL){

node\* ptr1=ptr->rc;

while(ptr1->lc!=NULL) ptr1=ptr1->lc; //Find the successor node

int item = ptr1->value;

delete\_node(&ptr1,item,ptr);

ptr->value = item;

}

else{

if(parent!=NULL){

if(parent ->rc ==ptr){

if(ptr->rc!=NULL){

parent ->rc = ptr->rc;

}

else{

parent->rc = ptr->lc;

}

}

else{

if(ptr->rc!=NULL){

parent ->lc = ptr->rc;

}

else{

parent->lc = ptr->lc;

}

}

}

else{

//If the parent is null then the node is root and has one child

if(ptr->rc!=NULL){

\*root = ptr->rc;

}

else{

\*root = ptr->lc;

}

}

free(ptr);

}

}

else{

printf("There is no item in the binary tree\n");

}

}

void inorder\_traversal(node\* root){

if(root!=NULL){

inorder\_traversal(root->lc);

printf("%d ",root->value);

inorder\_traversal(root->rc);

}

else{

return;

}

}

void postorder\_traversal(node\* root){

if(root!=NULL){

postorder\_traversal(root->lc);

postorder\_traversal(root->rc);

printf("%d ",root->value);

}

else{

return;

}

}

void preorder\_traversal(node\* root){

if(root!=NULL){

printf("%d ",root->value);

preorder\_traversal(root->lc);

preorder\_traversal(root->rc);

}

else{

return;

}

}

void leaf\_nodes(node\* root,int\* count){

if(root!=NULL){

leaf\_nodes(root->lc,count);

if(root->lc==NULL&&root->rc==NULL)(\*count)++;

leaf\_nodes(root->rc,count);

}

else{

return;

}

}

int menu(node\* root){

printf("Binary Tree implementation\n");

int RUN=1;

int choice;

int elem;

while(RUN){

printf("\nMenu\n");

printf("1.Insert\n");

printf("2.Inorder traversal\n");

printf("3.Preorder traversal\n");

printf("4.Postorder traversal\n");

printf("5.Delete Node\n");

printf("6.Number of leaf nodes\n");

printf("7. Exit\n");

printf("Enter Choice: ");

scanf("%d",&choice);

switch(choice){

case 1: printf("Enter the value to be inserted : ");

scanf("%d",&elem);

insert\_node(&root,elem);

break;

case 2: if(root!=NULL){

printf("Inorder Traversal: ");

inorder\_traversal(root);

}

else

printf("The tree is Empty!!!!\n");

break;

case 3: if(root!=NULL){

printf("Preorder Traversal: ");

preorder\_traversal(root);

}

else

printf("The tree is Empty!!!!\n");

break;

case 4: if(root!=NULL){

printf("Postorder Traversal: ");

postorder\_traversal(root);

}

else

printf("The tree is Empty!!!!\n");

break;

case 5: printf("Enter the value to be deleted: ");

scanf("%d",&elem);

delete\_node(&root,elem,NULL);

break;

case 6: if(root!=NULL){

elem = 0;

leaf\_nodes(root,&elem);

printf("Number of leafnodes = %d\n",elem)

}

else{

printf("The tree is empty there is no leaf nodes\n");

}

case 7: RUN=0;

break;

default:printf("Wrong value entered try again\n\n");

break;

}

}

return RUN;

}

int main(){

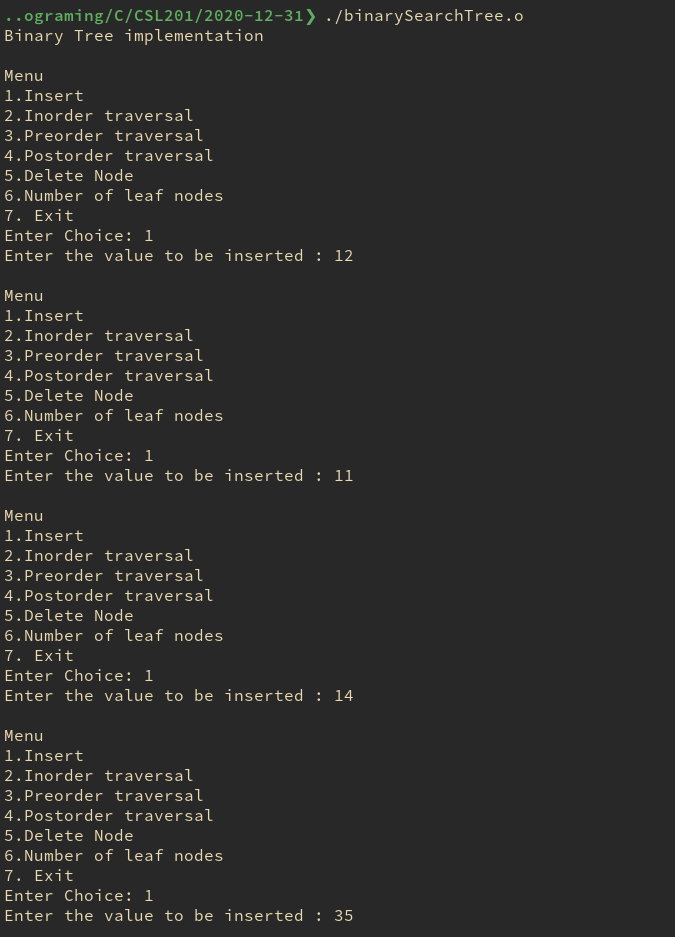
node\* root = NULL;

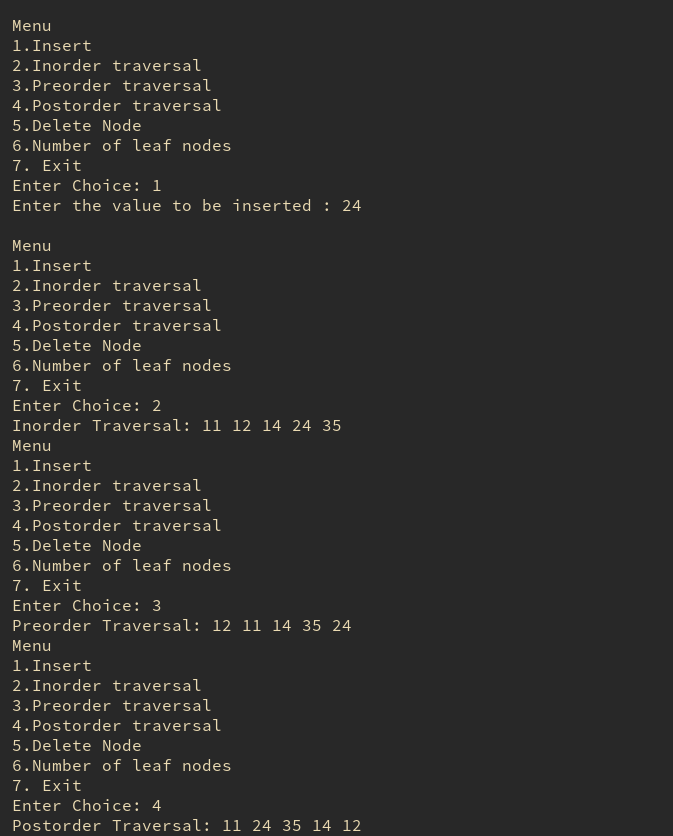
return menu(root);

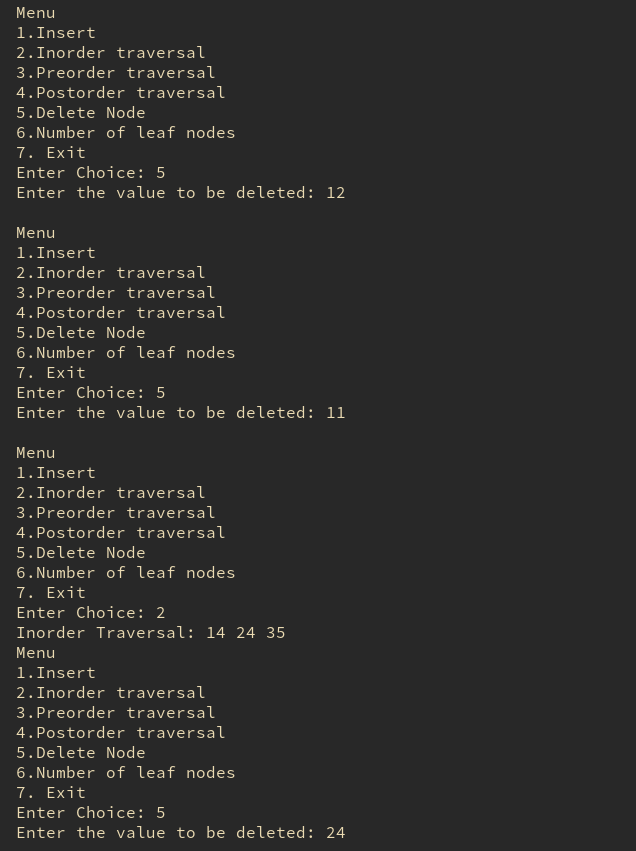
}

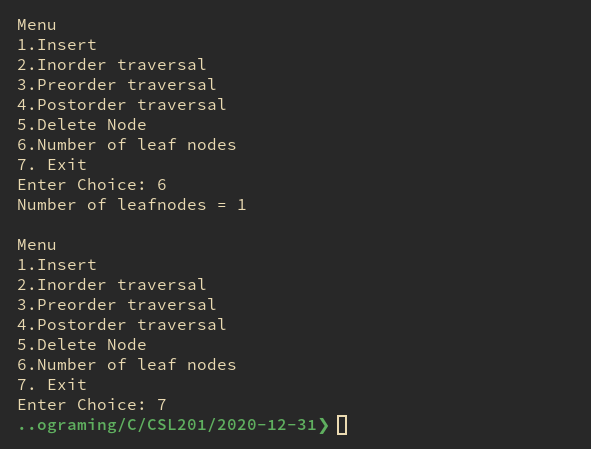
**Result:** The program compiled successfully and required output was obtained

**Sample input and output**

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