

#### **EXPERIMENT – 3.2**

Name: Rohan Jaiswal UID: 21BCS2856

**Branch:** CSE **Section/Group:** 608 (B)

**Semester:** 3<sup>rd</sup> **Date of Performance:** 10<sup>th</sup> Nov

Subject Name: DS Subject Code: 21CSH-211

**Aim of the practical:** Write a program to implement of different operation on a binary search tree

#### Algorithm:

#### Insertion-

1. Create a new BST node and assign values to it.

**2.** insert(node, key)

if root == NULL,

return the new node to the calling function.

if root=>data < key

call the insert function with root=>right and assign the return value in root=>right.

root->right = insert(root=>right,key)

if root=>data > key

call the insert function with root->left and assign the return value in root=>left.

root=>left = insert(root=>left,key)

**3.** Finally, return the original root pointer to the calling function.

#### **Deletion-**

#### 1.Leaf Node

If the node is leaf (both left and right will be NULL), remove the node directly and free its memory.

#### 2. Node with Right Child

If the node has only right child (left will be NULL), make the node points to the right node and free the node.

#### 3. Node with Left Child

If the node has only left child (right will be NULL), make the node points to the left node and free the node.

#### 4. Node has both left and right child

If the node has both left and right child,

find the smallest node in the right subtree. say min

make node->data = min

Again delete the min node.

#### **Program code:**

```
#include <bits/stdc++.h>
using namespace std;
#define COUNT 10
struct Node{
    int val;
    Node* left; //smaller
    Node* right; //Greater
    Node(int data){
        val=data;
        left=NULL;
        right=NULL;
    }
};
void inorder(Node* root){
    if(!root) return;
    inorder(root->left);
    cout<<root->val<<" ";</pre>
    inorder(root->right);
}
int successor(Node* root){ // for node 'x' successor call successor(x->right);
    if(!root->left)
        return root->val;
    return successor(root->left);
}
Node* insert(int val, Node* root){
    // Base case
    if(!root){
        return new Node(val);
    }
    if(val<root->val)
        root->left = insert(val,root->left);
    else
        root->right = insert(val, root->right);
    return root;
}
Node* del(int target, Node* root){
    if(!root) return root;
```

## DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover, Learn, Empower,

```
if(root->val>target){
        root->left = del(target,root->left);
    else if(root->val<target){</pre>
        root->right = del(target, root->right);
    }
    else{
        if(!root->left && !root->right){
            free(root);
            return NULL;
        }
        else if(!root->left){
            Node* tmp = root->right;
            free(root);
            return tmp;
        }
        else if(!root->right){
            Node* tmp = root->left;
            free(root);
            return tmp;
        }
        int imm_successor = successor(root->right);
        del(imm_successor,root);
        root->val = imm_successor;
        return root;
    }
    return root;
}
bool search(int val, Node* root){
    // Base case
    if(!root){
        return false;
    if(root->val==val)
        return true;
    if(val<root->val)
        return search(val, root->left);
    else
        return search(val, root->right);
}
int main(){
    cout<<"Enter the no. of elements you want in BST: ";</pre>
    int sz;cin>>sz;
    cout<<"Enter "<<sz<<" elements: ";</pre>
    Node* root = NULL;
```

### DEPARTMENT OF COMPUTER SCIE

### **COMPUTER SCIENCE & ENGINEERING**

```
Discover, Learn, Empower,
  for(int i=0;i<sz;++i){</pre>
      int ele;cin>>ele;
      if(i==0)
           root = insert(ele, root);
      else
           insert(ele, root);
  cout<<"\n";</pre>
  bool flag=true;
  while(flag){
      cout<<setw(19)<<"BST Menu\n";</pre>
      cout<<"-----\n";
      cout<<"(1) Insert"<<setw(18)<<"(2) Delete\n";</pre>
      cout<<"(3) Search"<<setw(19)<<"(4) Display\n";</pre>
      cout<<setw(19)<<"(5) Exit\n";</pre>
      cout<<"\nWhat do u want to do? : ";</pre>
      string choice;cin>>choice;
      if(choice.size()>1) // for tackling when input is alphabet and strings.
           choice[0]='6';
      int num;
      switch(choice[0]){
           case '1':
               cout<<"Enter the element you want to Insert: ";</pre>
               cin>>num;
               if(!root)
                   root= insert(num, root);
               else
                   insert(num, root);
               break;
           case '2':
               cout<<"Enter the element you want to Delete: ";</pre>
               cin>>num;
               root = del(num,root);
               break;
           case '3':
               cout<<"Enter the element you want to Search: ";</pre>
               cin>>num;
               if(search(num,root))
                   cout<<"Found";</pre>
               else
                   cout<<"Not Found";</pre>
               break;
           case '4':
```

# DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

```
Discover. Learn. Empower.
                  cout<<"Inorder Traversal: ";</pre>
                  inorder(root);
                  break;
             case '5':
                  flag = false;
                  cout<<"Exiting.....";</pre>
                  break;
             default:
                  cout<<"Invalid Choice.....Try again!";</pre>
                  break;
         }
         cout<<"\n\n";</pre>
         system("pause");
         cout<<"\033[2J\033[1;1H";
    cout<<"Program Stopped!!";</pre>
}
```

#### **Output:**

```
Enter the no. of elements you want in BST: 5
Enter 5 elements: 8 2 12 17 4

BST Menu

(1) Insert (2) Delete
(3) Search (4) Display
(5) Exit

What do u want to do? : 1
Enter the element you want to Insert: 11

Press any key to continue . . .
```

```
BST Menu

(1) Insert (2) Delete
(3) Search (4) Display
(5) Exit

What do u want to do? : 3
Enter the element you want to Search: 17
Found

Press any key to continue . . .
```

```
BST Menu

(1) Insert (2) Delete
(3) Search (4) Display
(5) Exit

What do u want to do? : 4
Inorder Traversal: 2 8 11 12 17

Press any key to continue . . .
```

