

$$l, r$$

$$mid = \frac{l+r}{2}$$

$$\text{hole of arr}(mid)$$

```

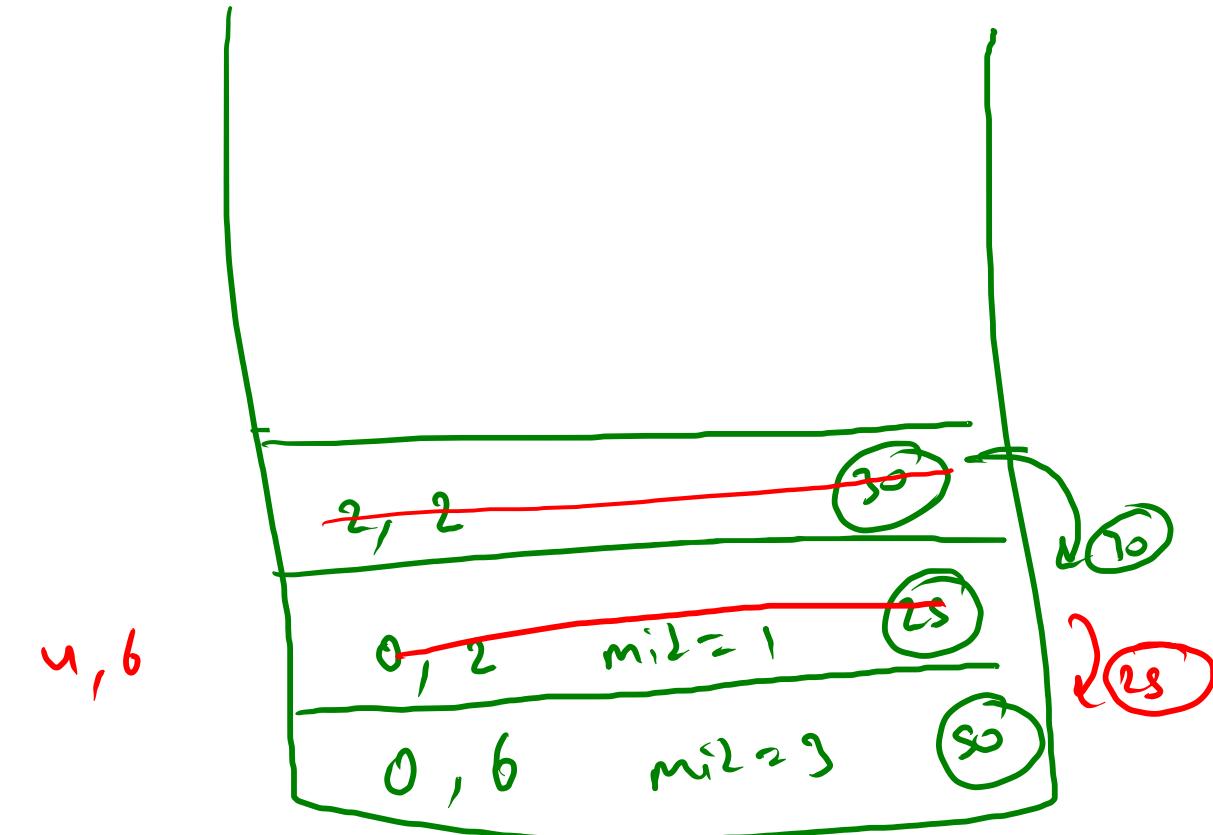
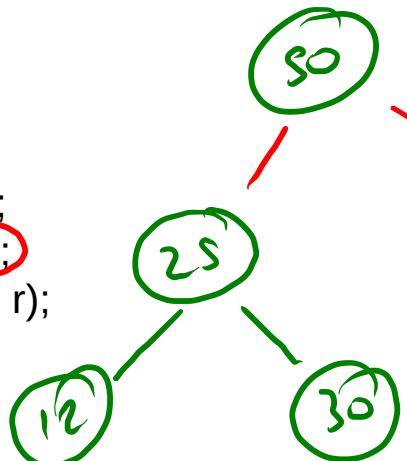
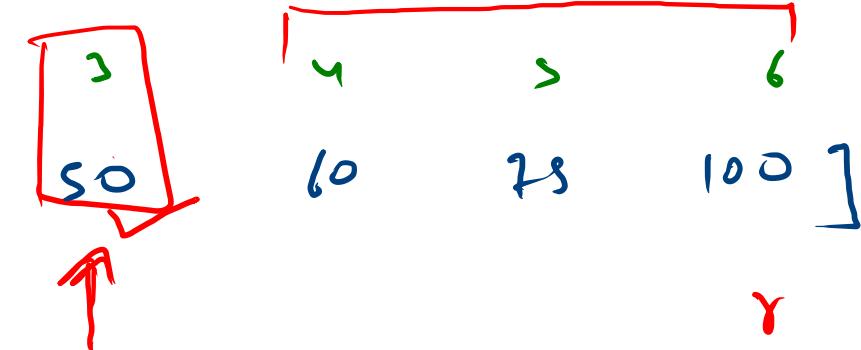
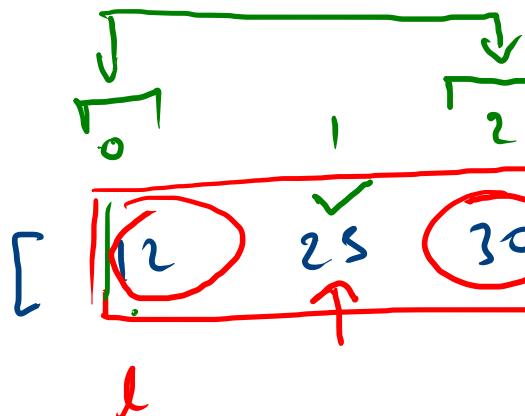
public static Node construct(int arr[], int l, int r){
    if(l==r){
        return new Node(arr[l]);
    }

    int mid = (l+r)/2;

    Node root = new Node(arr[mid]);
    root.left = construct(arr, l, mid-1);
    root.right = construct(arr, mid+1, r);

    return root;
}

```

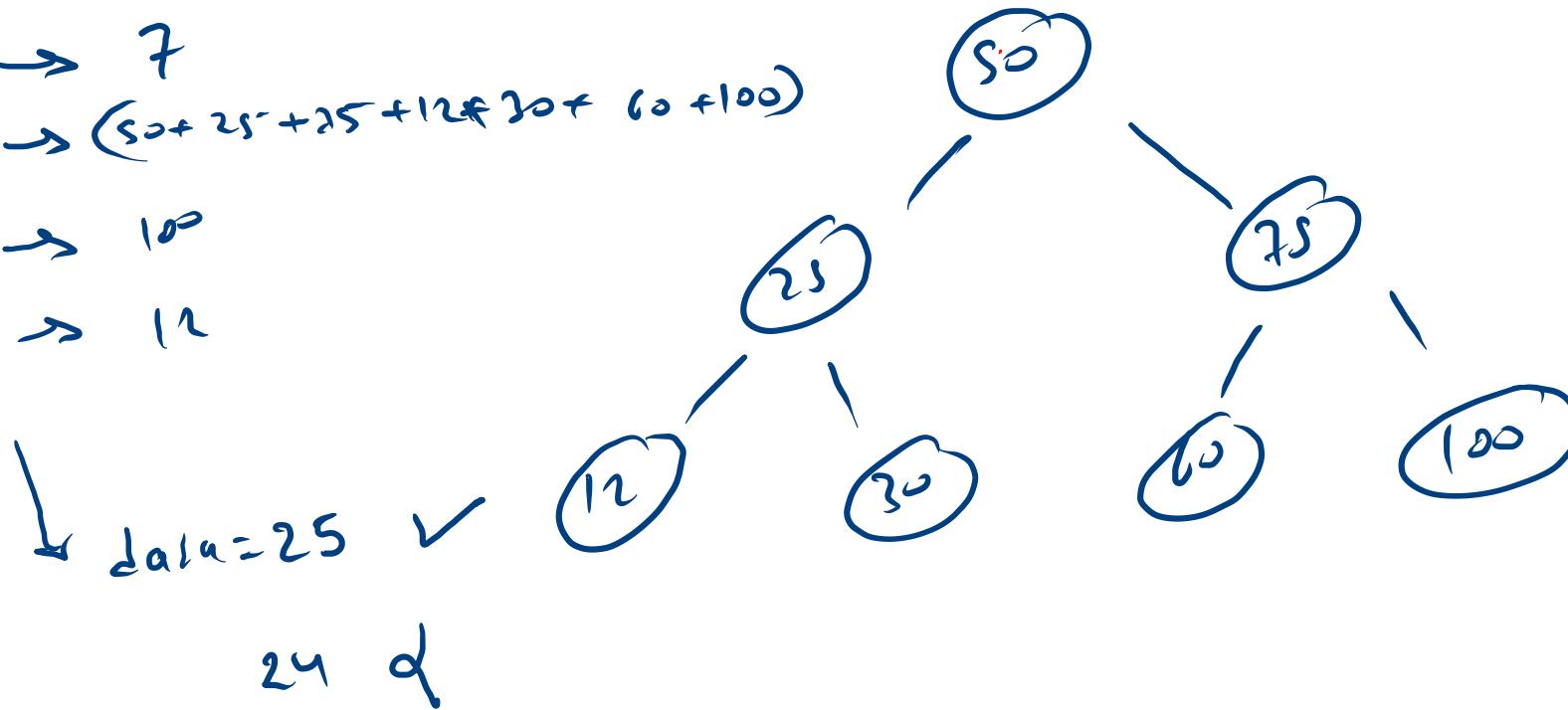


$$\text{size} \rightarrow 7$$
$$\text{sum} \rightarrow (50 + 25 + 25 + 12 + 30 + 60 + 100)$$

$$\text{max} \rightarrow 100$$

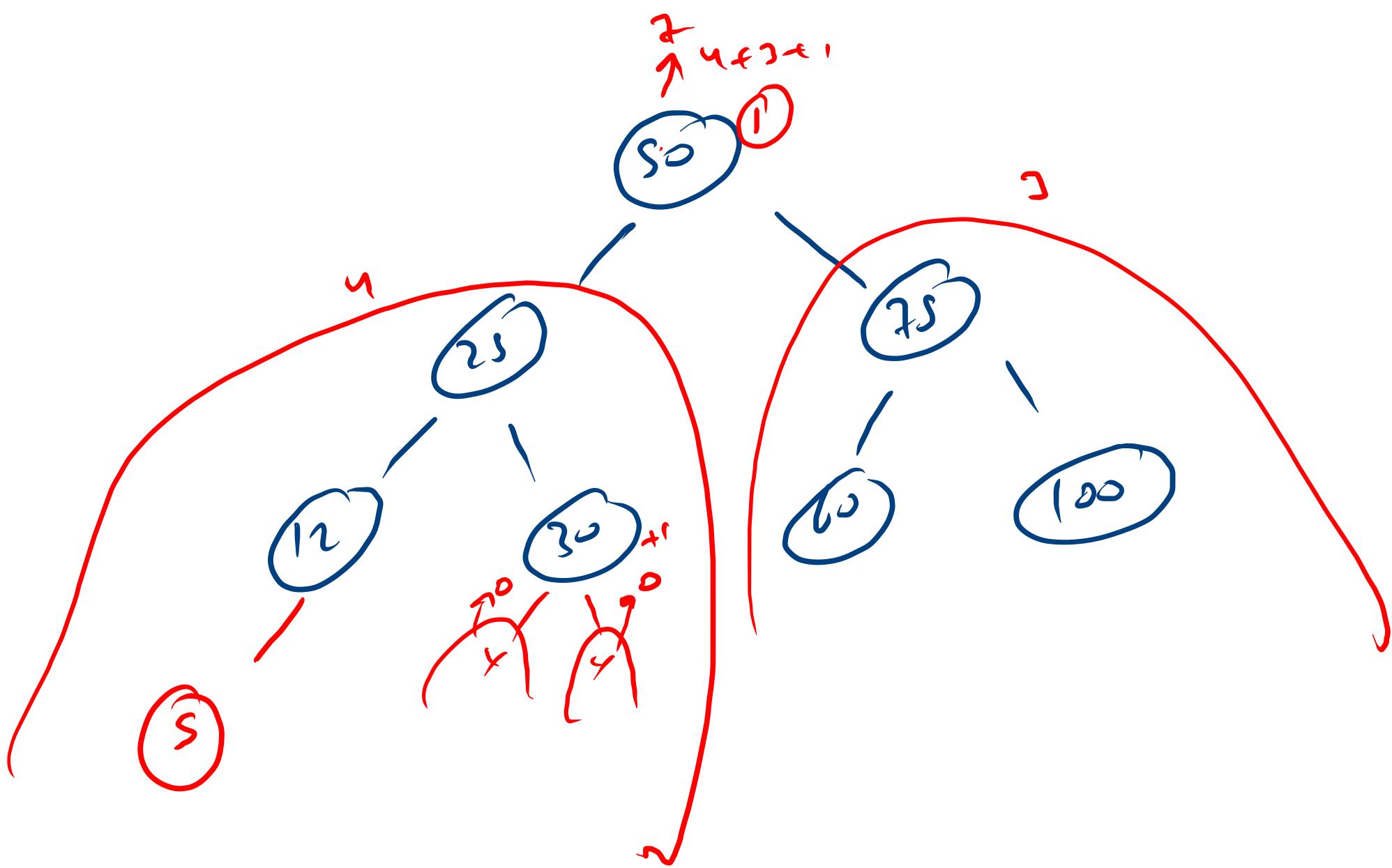
$$\text{min} \rightarrow 12$$

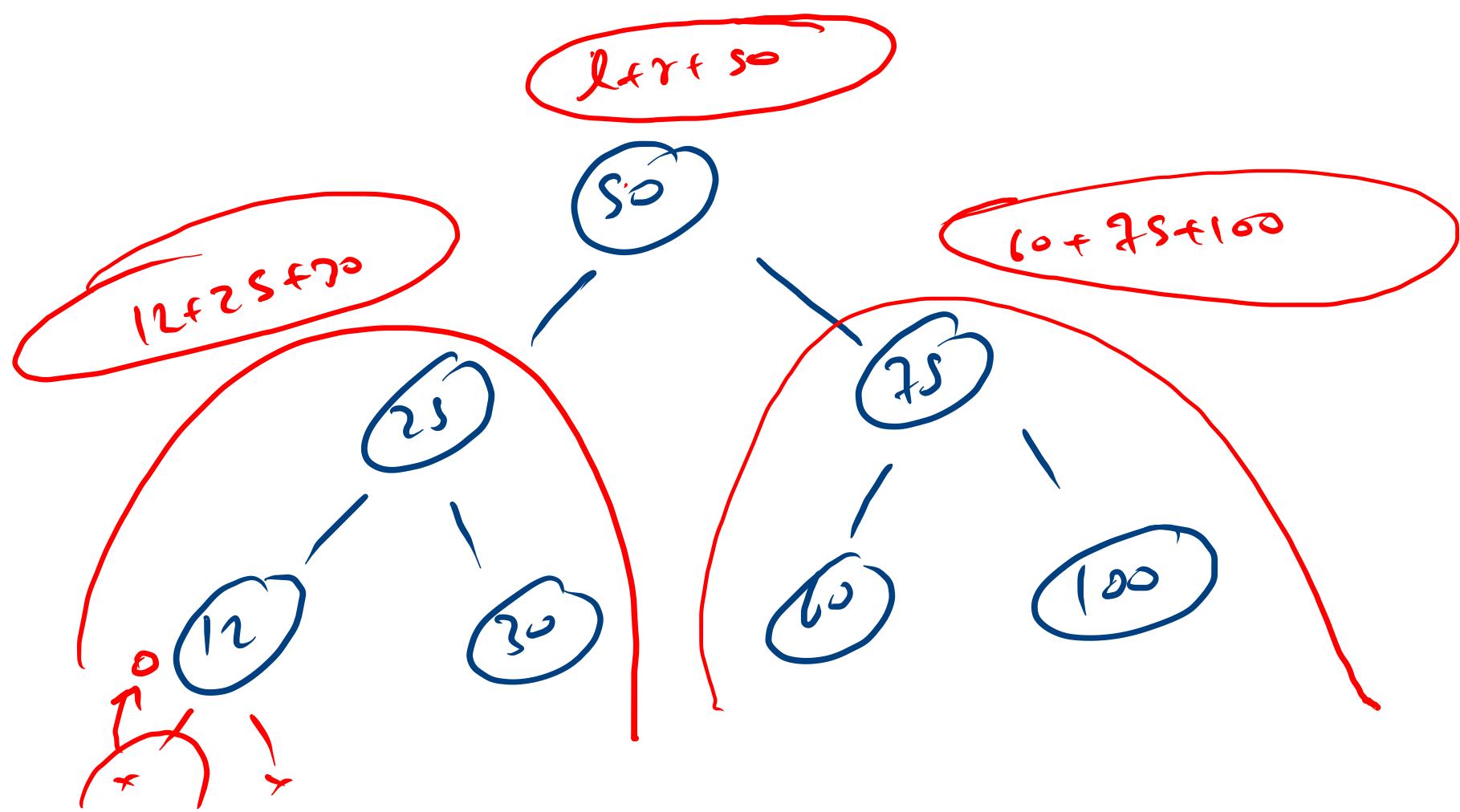
find



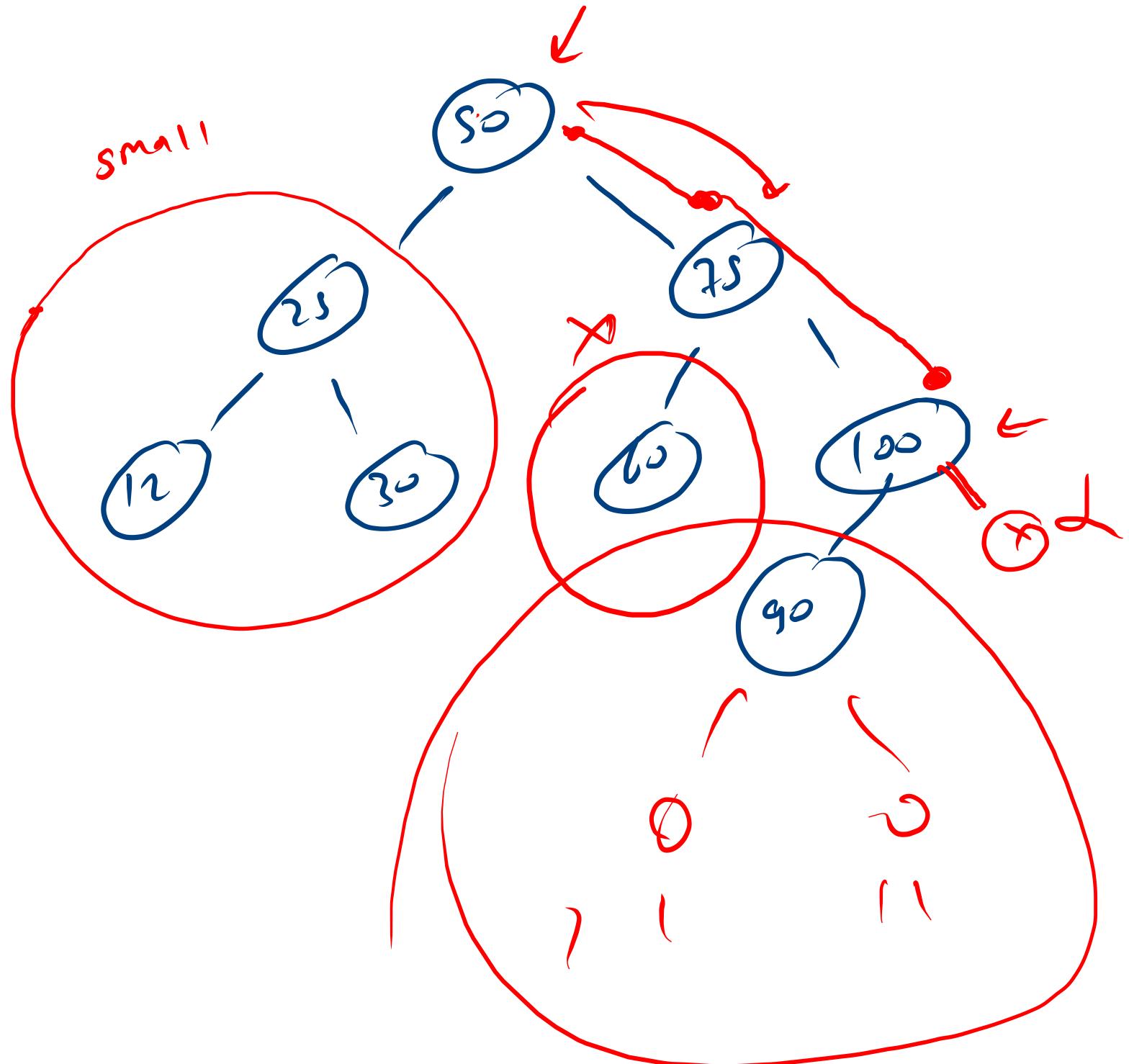
BT

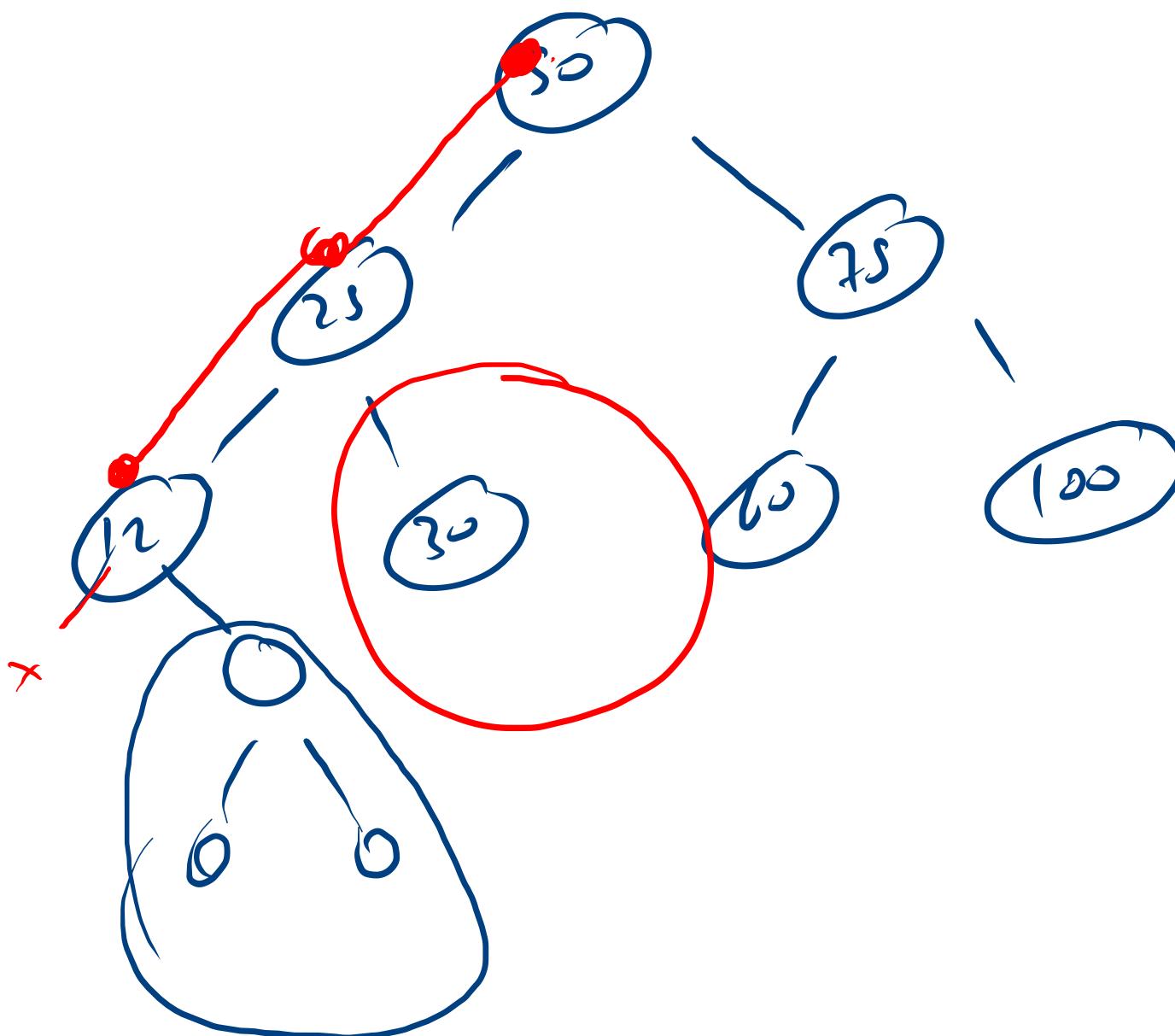
BST ↘ order





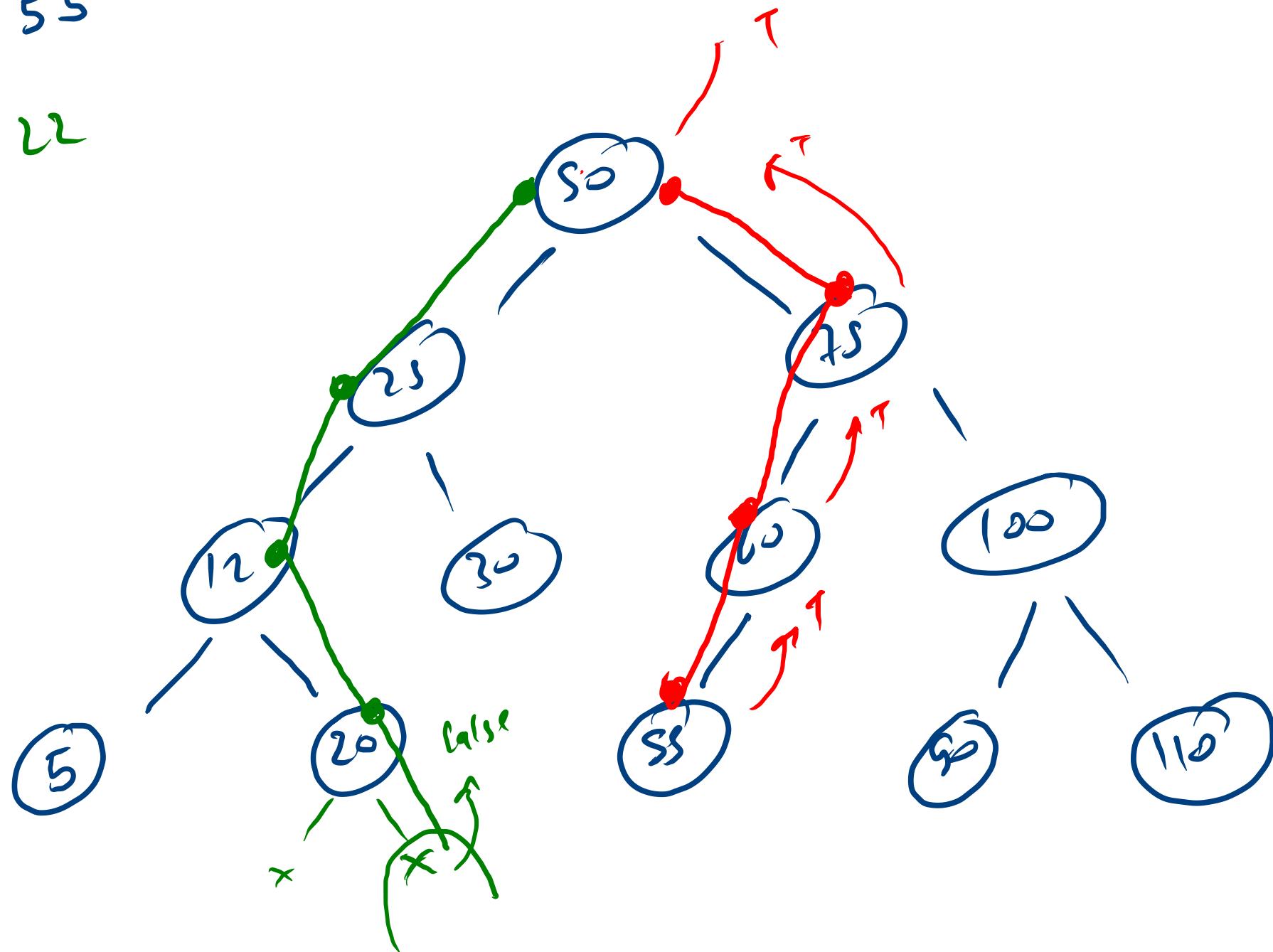
hole = ~~50~~ ~~75~~ 100





data = 55

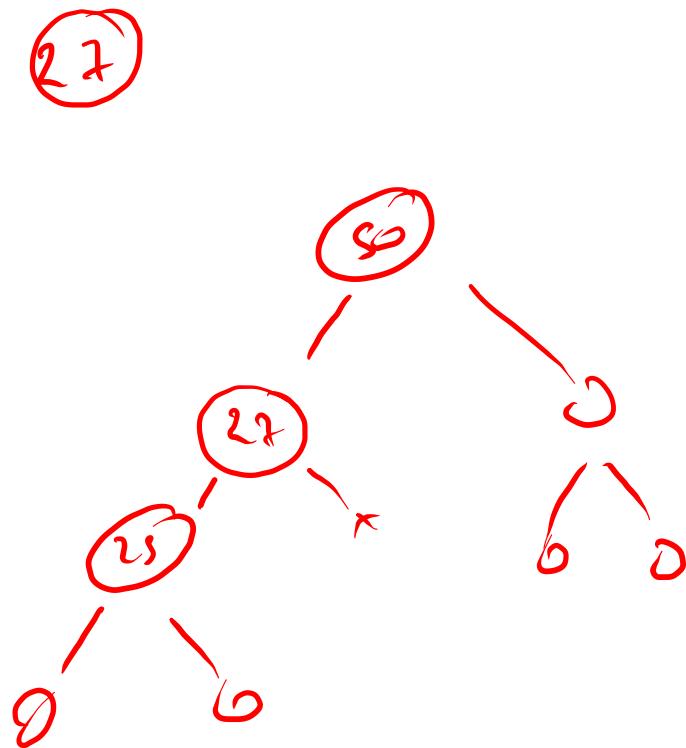
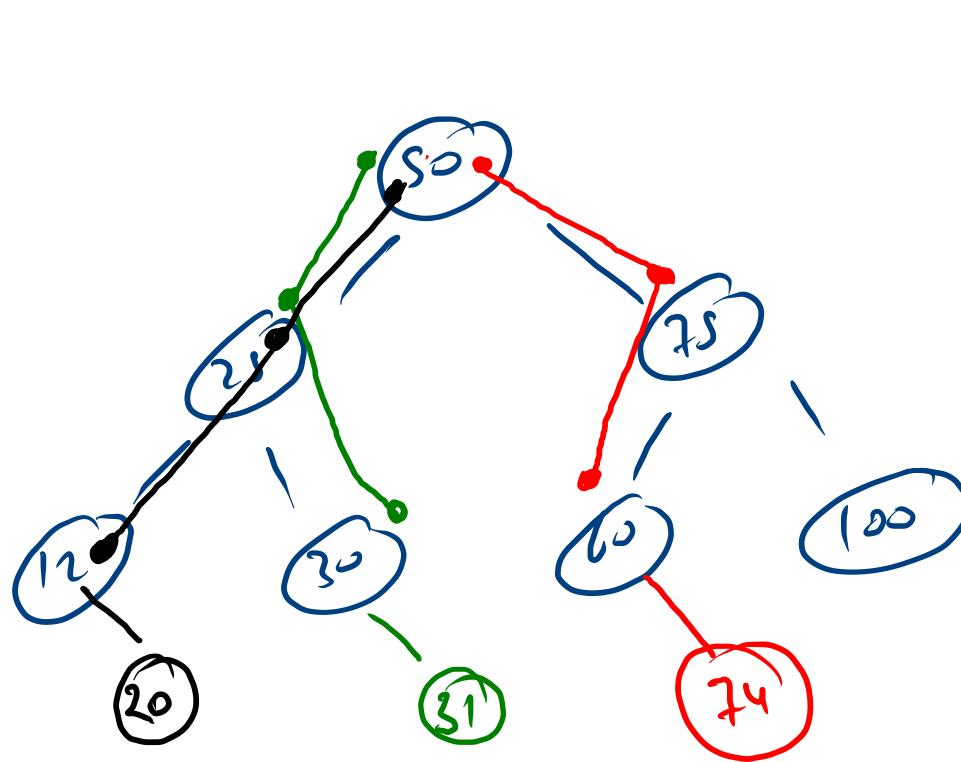
data = 22

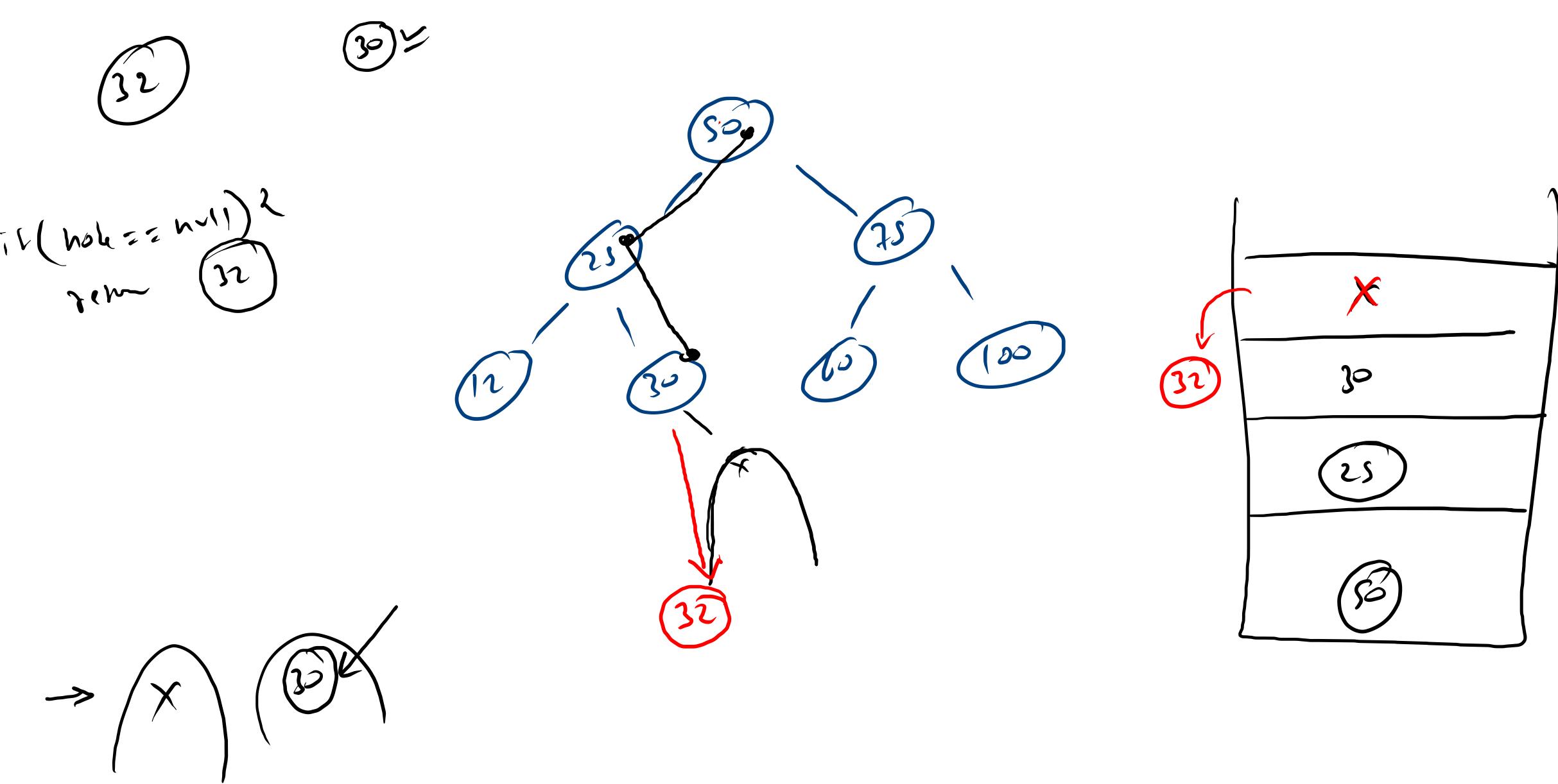


data → 31

data = 74

data = 20 ←

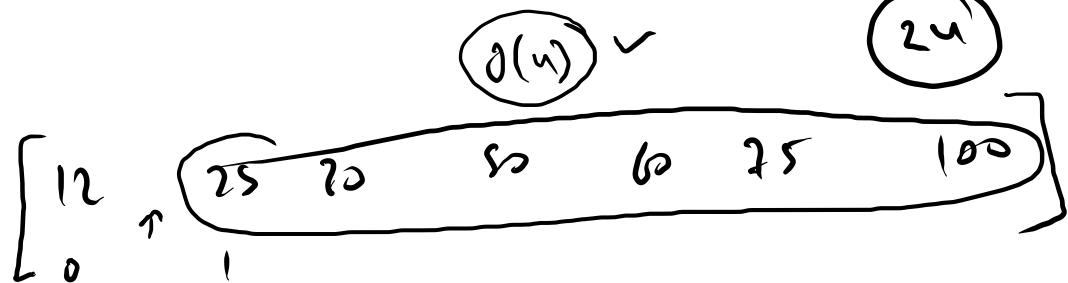




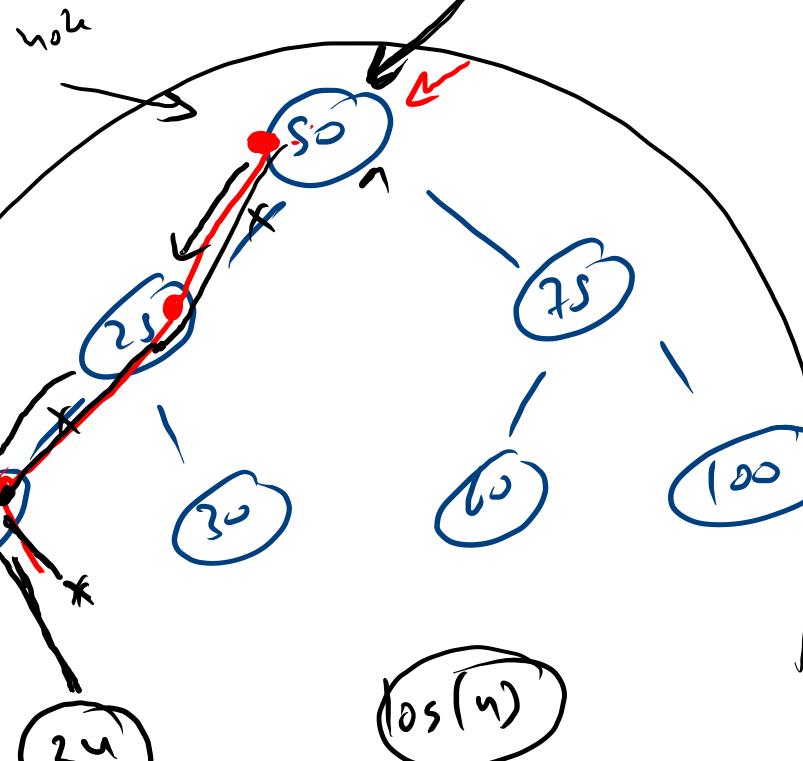
`node.right = new node();`

$\text{data} = 24$

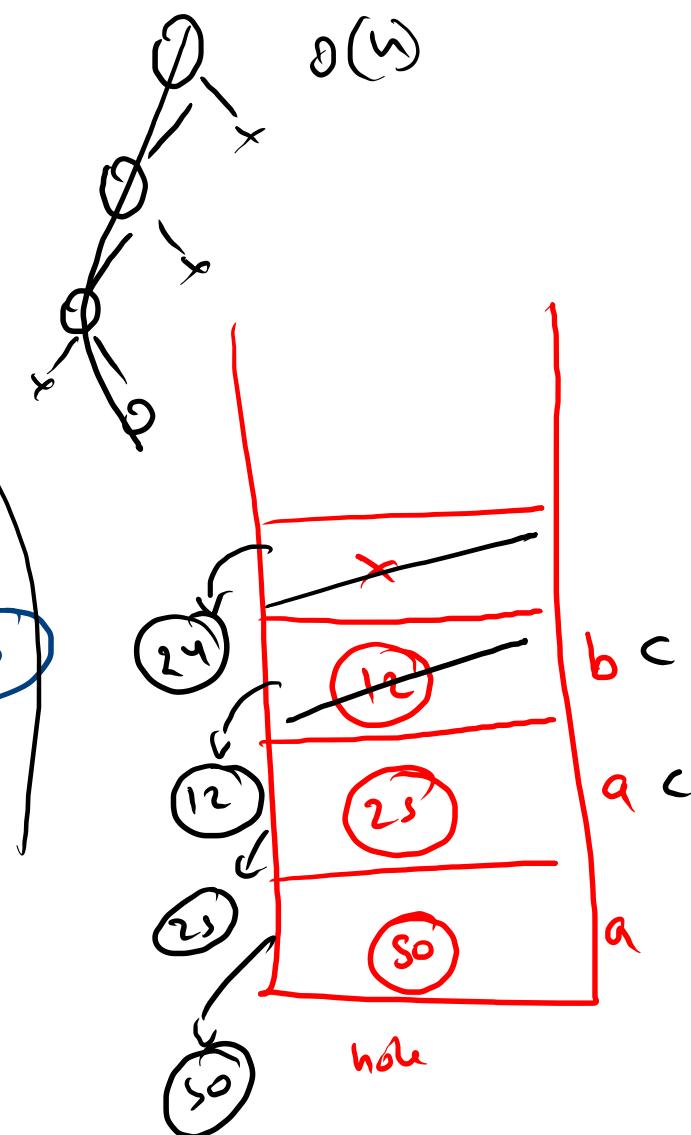
```
public static Node add(Node node, int data) {
    if(node == null){
        return new Node(data, null, null);
    }
    if(data < node.data){  $24 < 12$ 
        node.left = add(node.left, data);
    }else if(data > node.data){  $24 > 12$ 
        node.right = add(node.right, data);
    }
    return node;
}
```



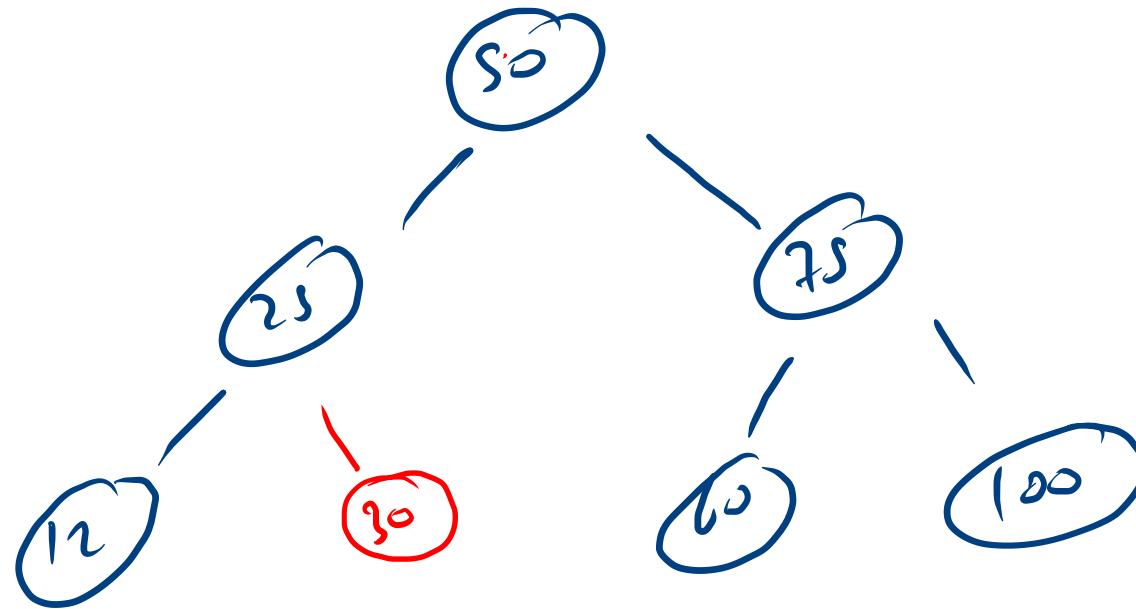
AVL



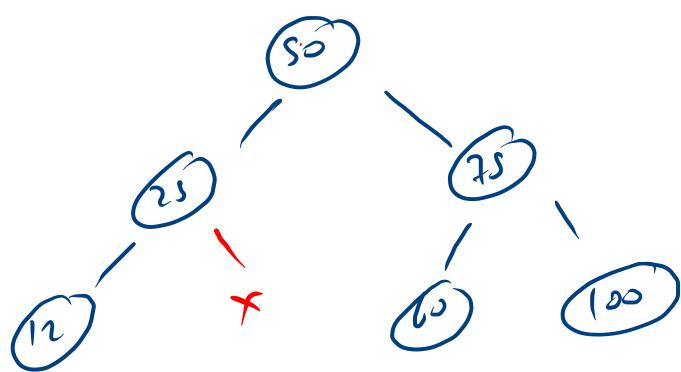
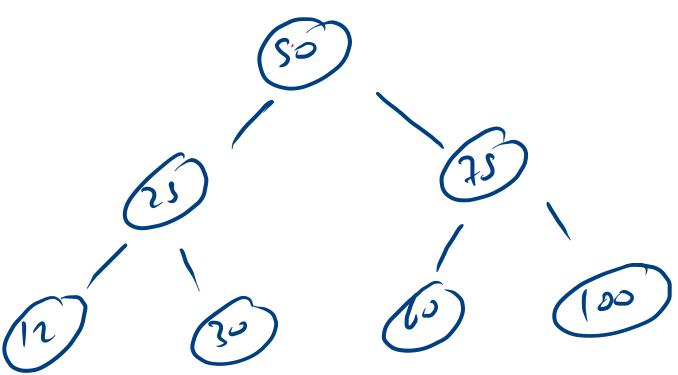
$\text{BS}(n)$



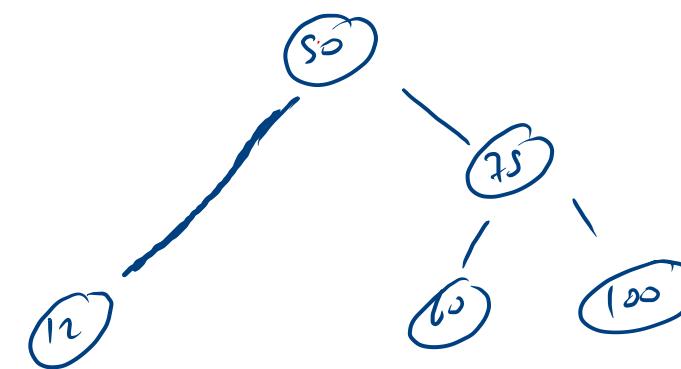
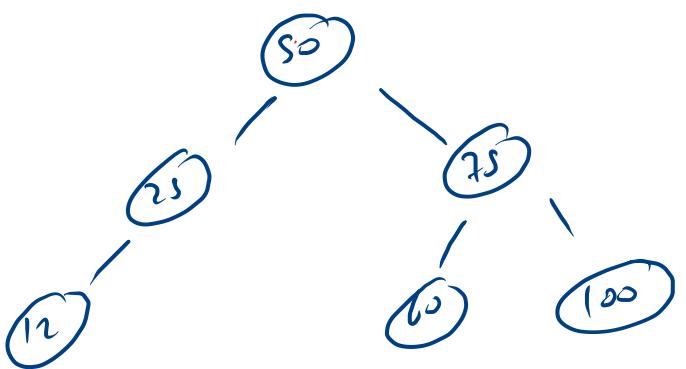
$$\Delta L = 80$$



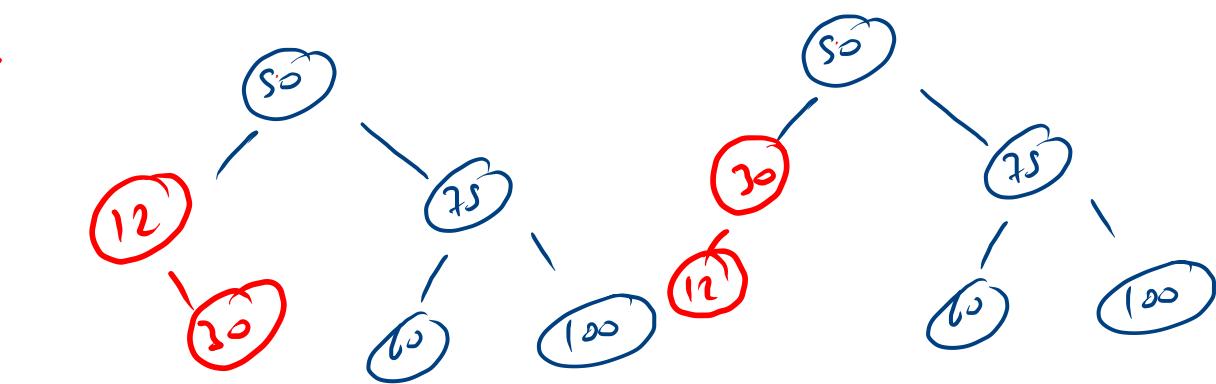
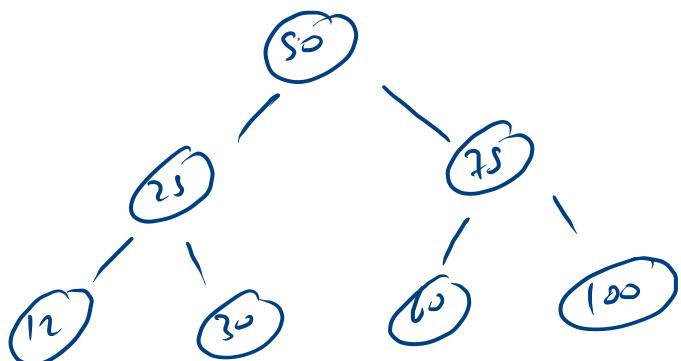
*data > 30*



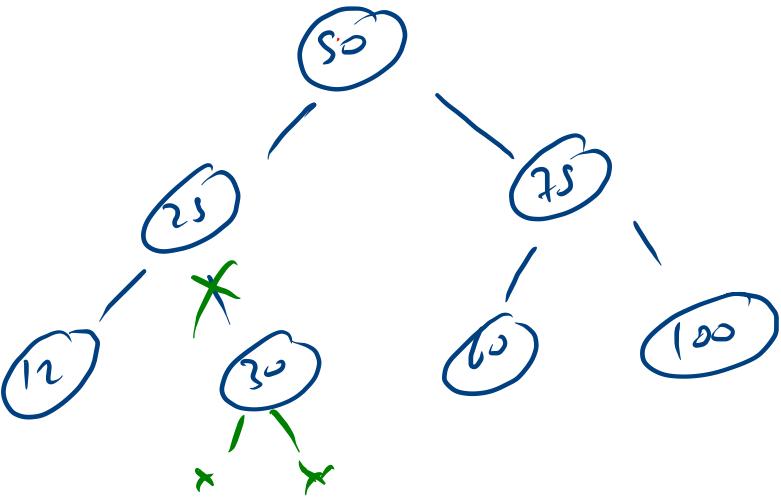
*data = 25*



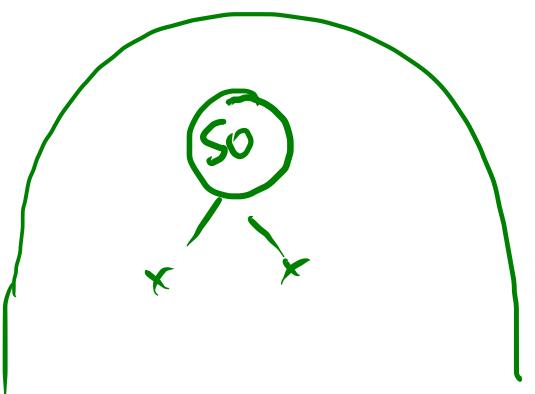
*data = 25*



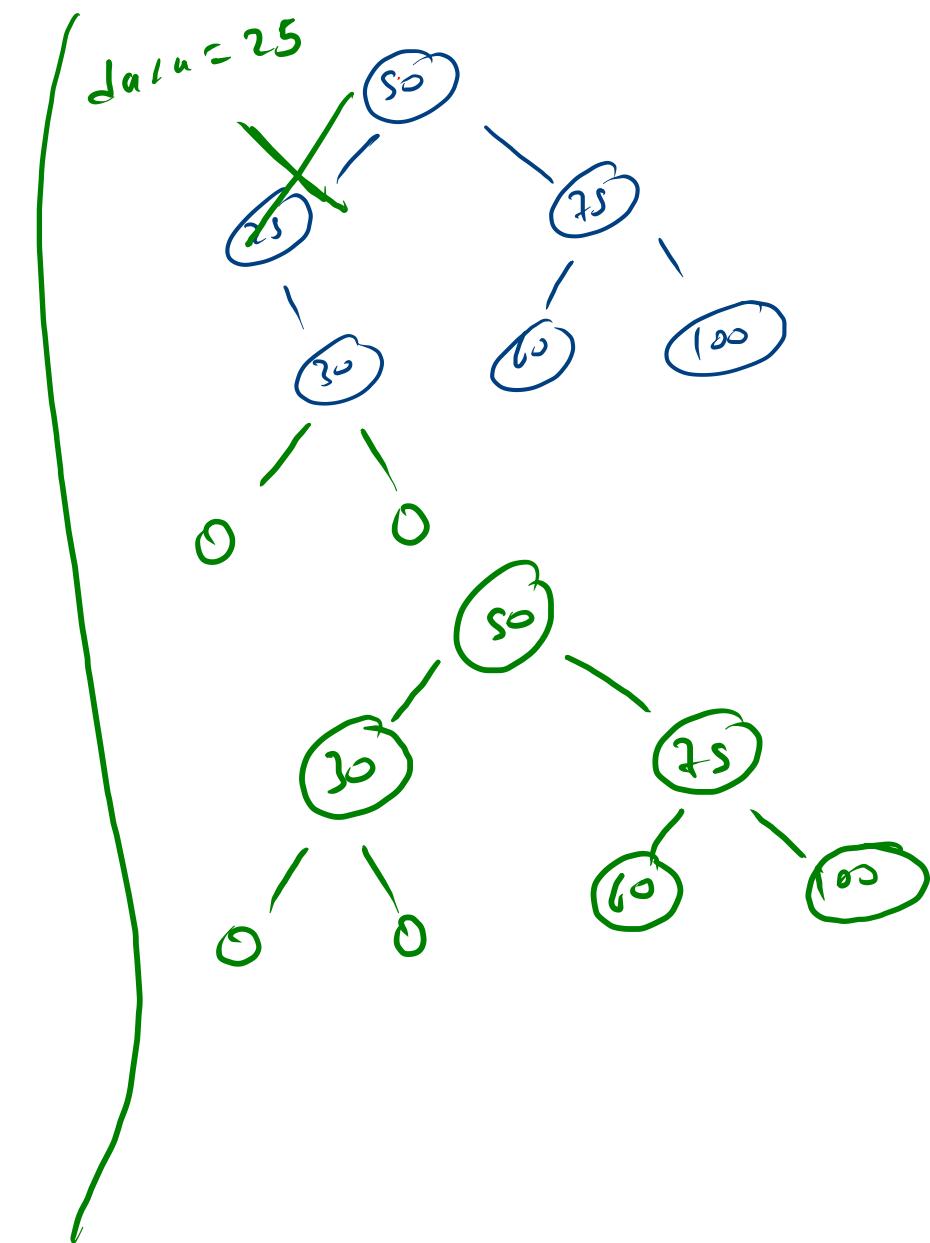
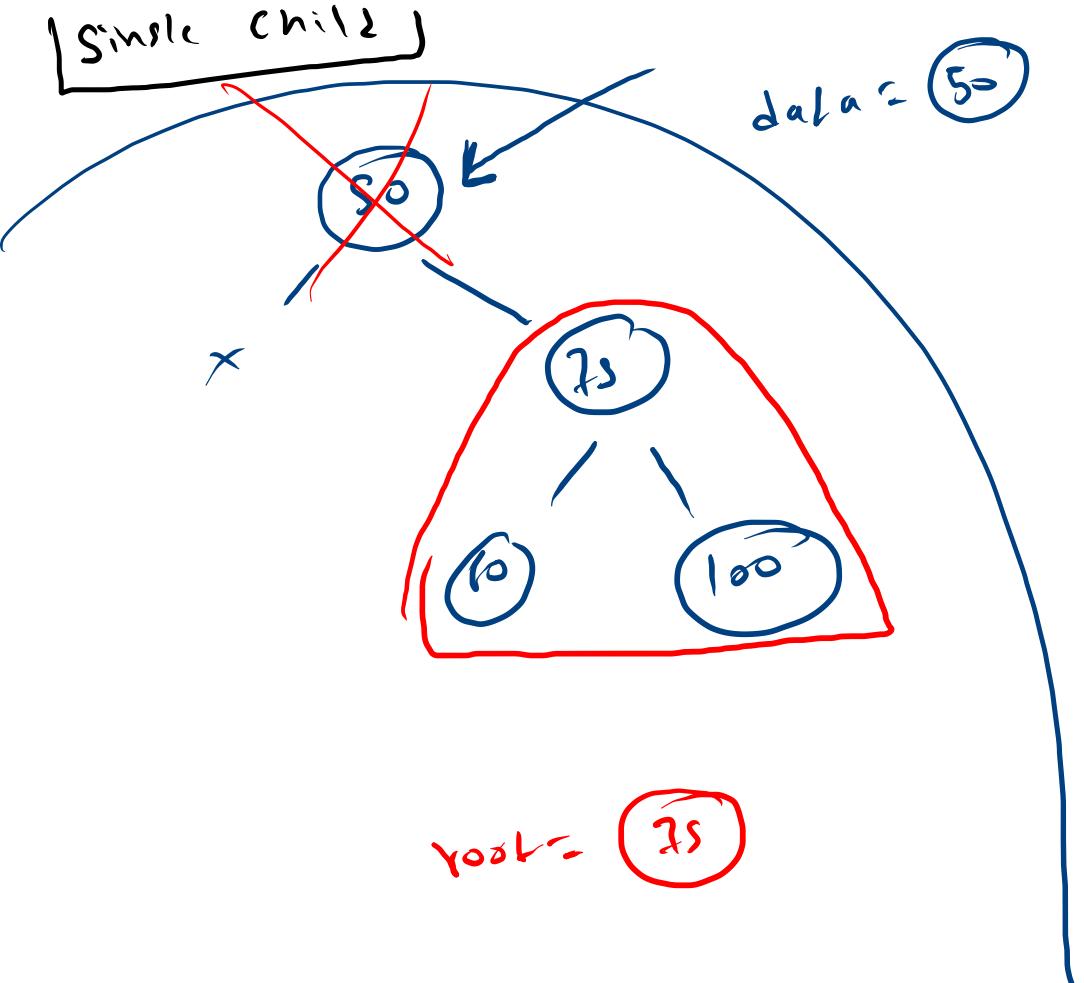
$\text{data} = 30$



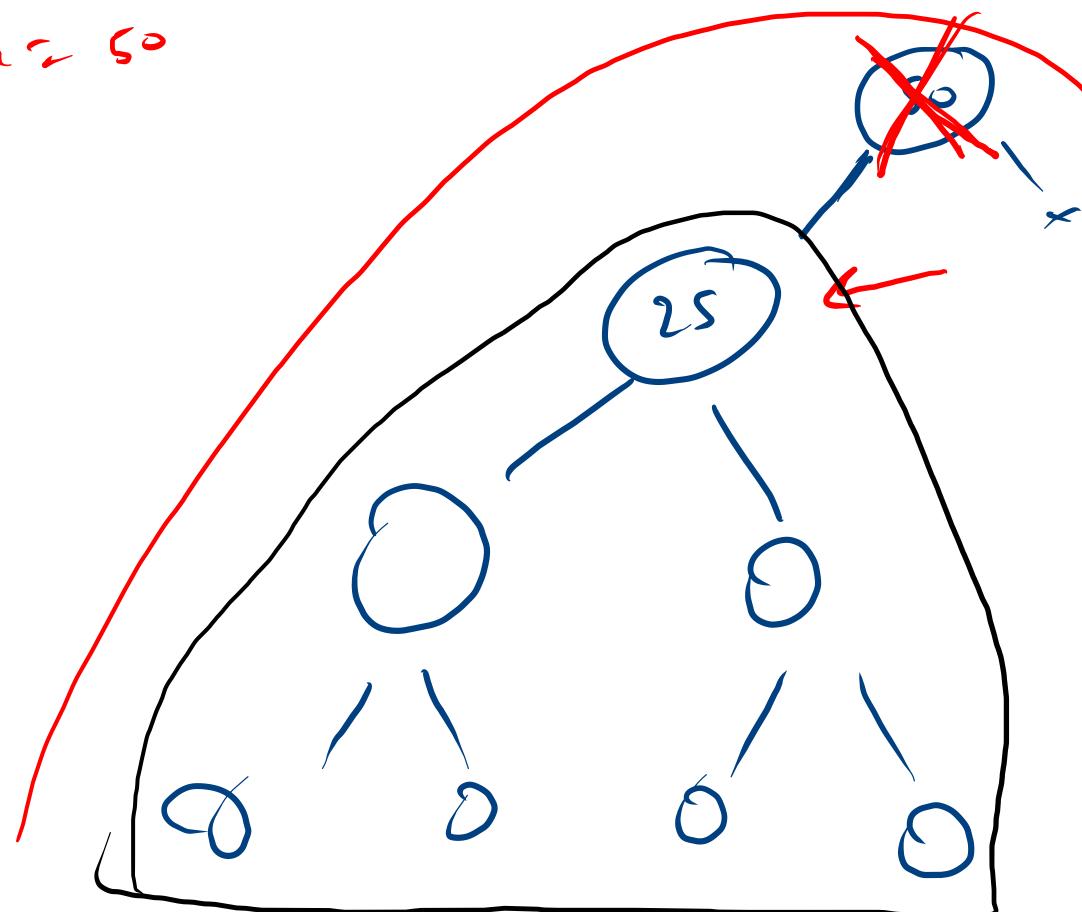
$\text{data} = 30$



$\text{root} = \text{null}$

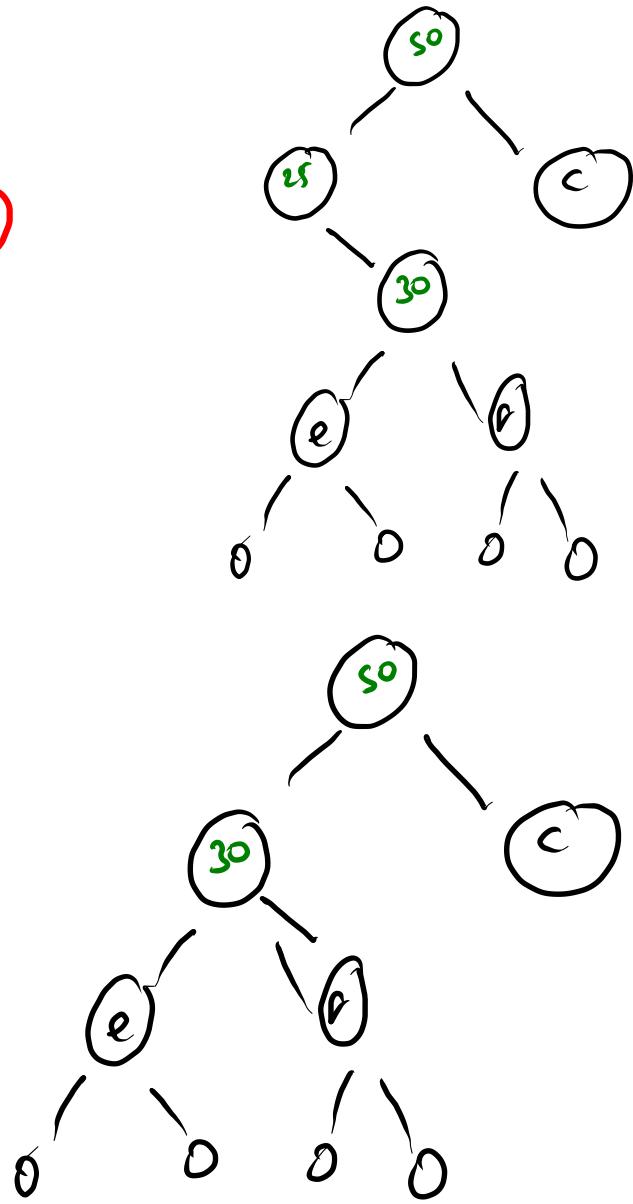


*data = 50*

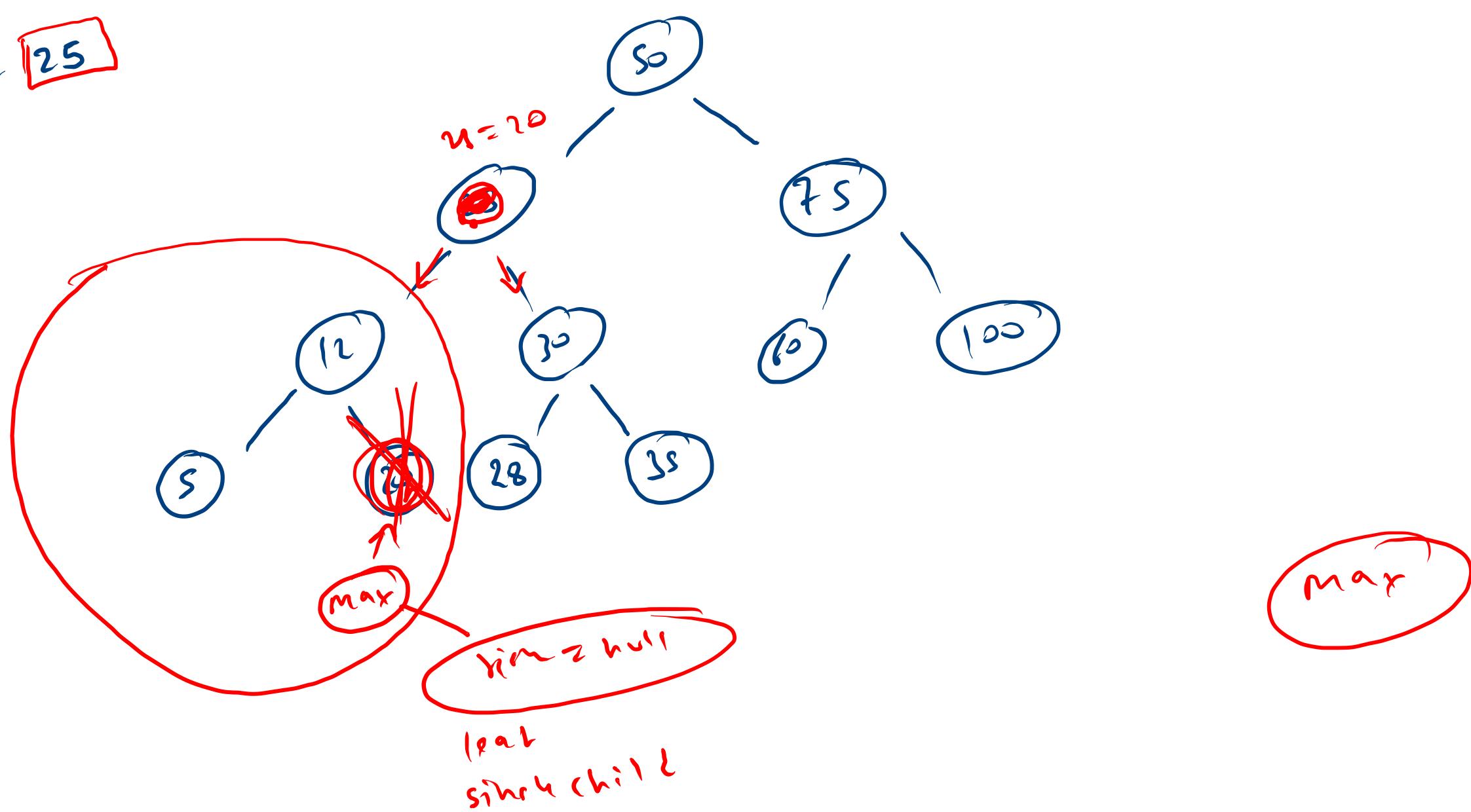


*root → 25*

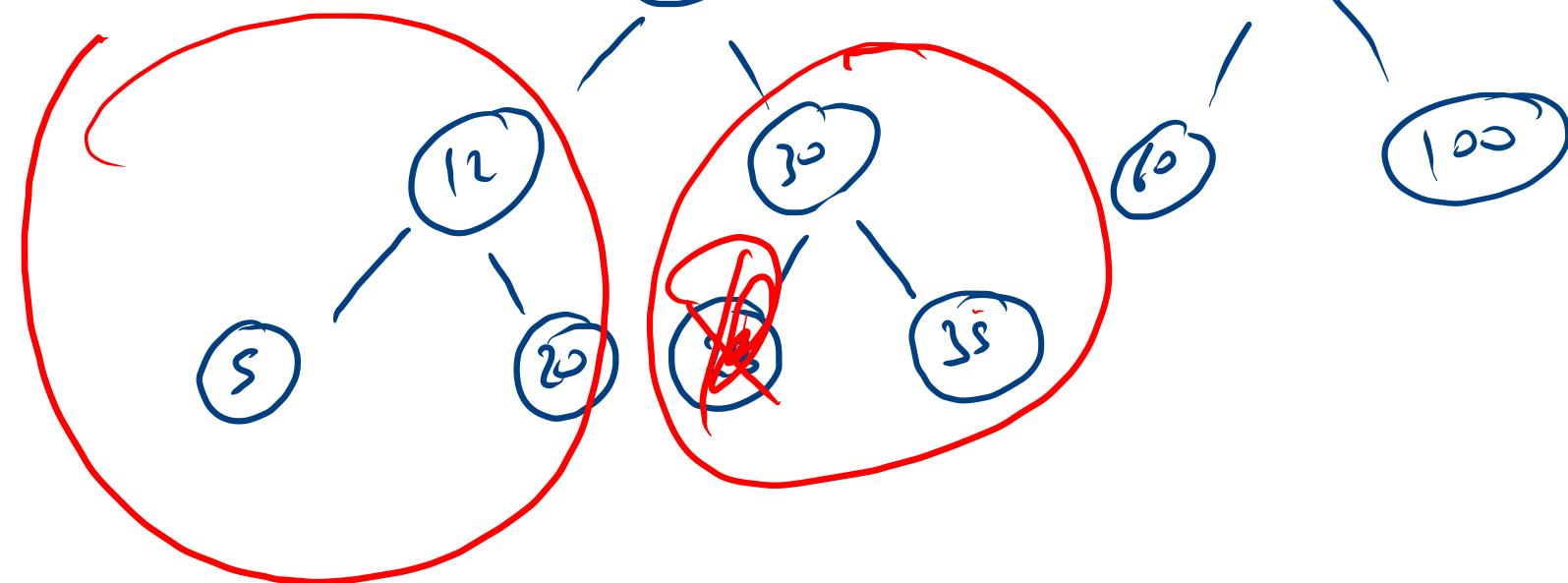
*data = 25*



data = 25



- leaf  $\rightarrow$  null
- sink child  $\rightarrow$   $\ell, r$
- down  $\rightarrow$  left max!

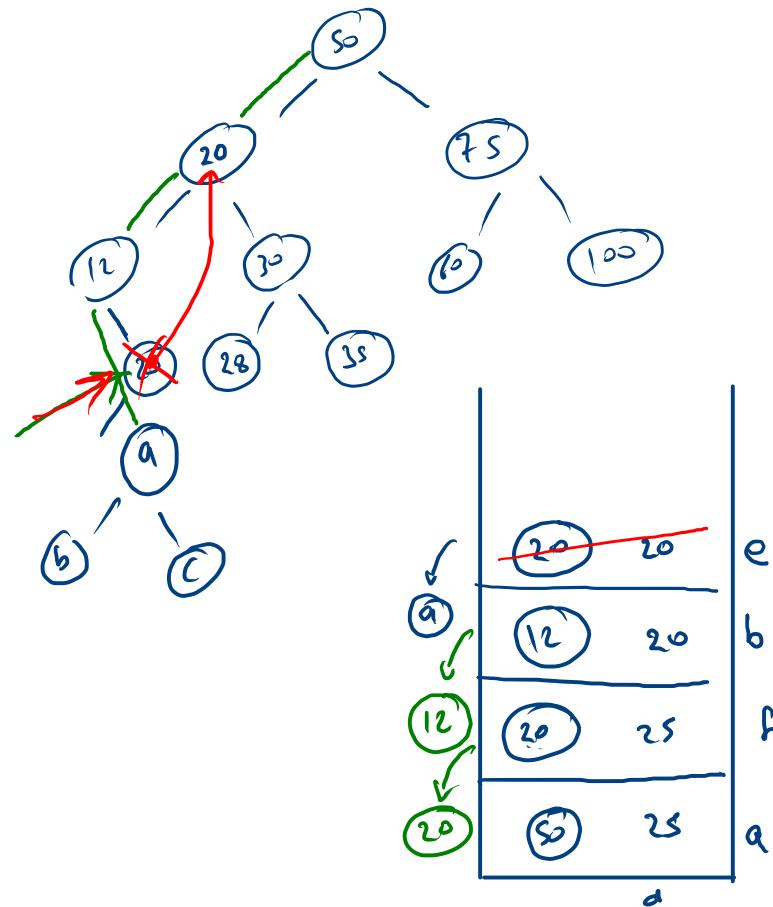


```

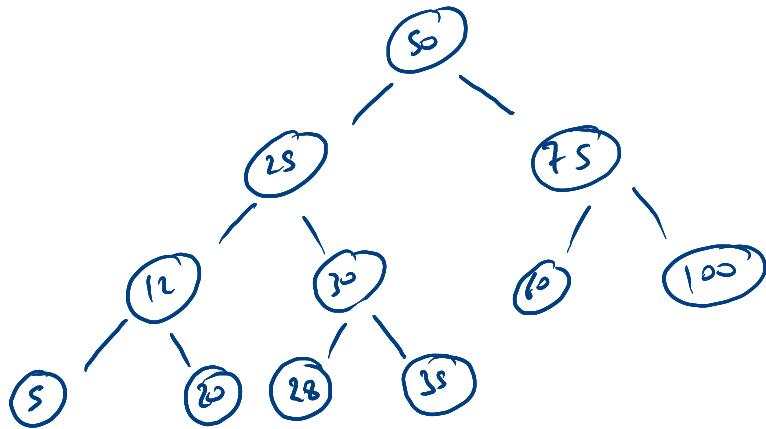
public static Node remove(Node node, int data) {
    if(data < node.data){
        node.left = remove(node.left, data);
    }else if(data > node.data){
        node.right = remove(node.right, data);
    }else{
        if(node.left == null && node.right == null){// left
            return null;
        }else if(node.left == null && node.right != null){// single right child
            return node.right;
        }else if(node.left != null && node.right == null){// single left child
            return node.left;
        }else{
            int max = max(node.left);  20
            node.data = max;
            node.left = remove(node.left, max);  20
        }
    }
    return node;
}

```

*data = 25*



a  
b  
c  
d  
e  
f



```

public static Node remove(Node node, int data) {
    if(data < node.data){  

        a node.left = remove(node.left, data);  

    }else if(data > node.data){  

        b node.right = remove(node.right, data);  

    }else{  

        c if(node.left == null && node.right == null){// left  

            return null;  

        }else if(node.left == null && node.right != null){// single right child  

            return node.right;  

        }else if(node.left != null && node.right == null){// single left child  

            return node.left;  

        }else{  

            f int max = max(node.left);  

            node.data = max;  

            node.left = remove(node.left, max);  

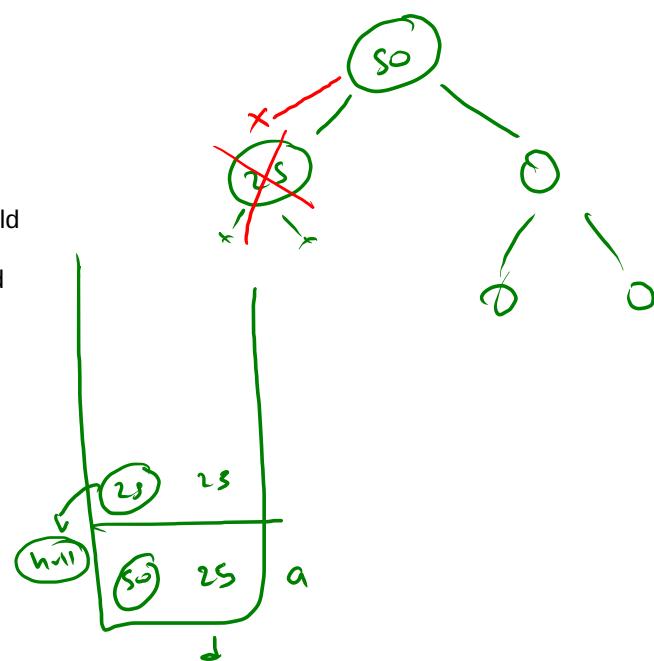
        }  

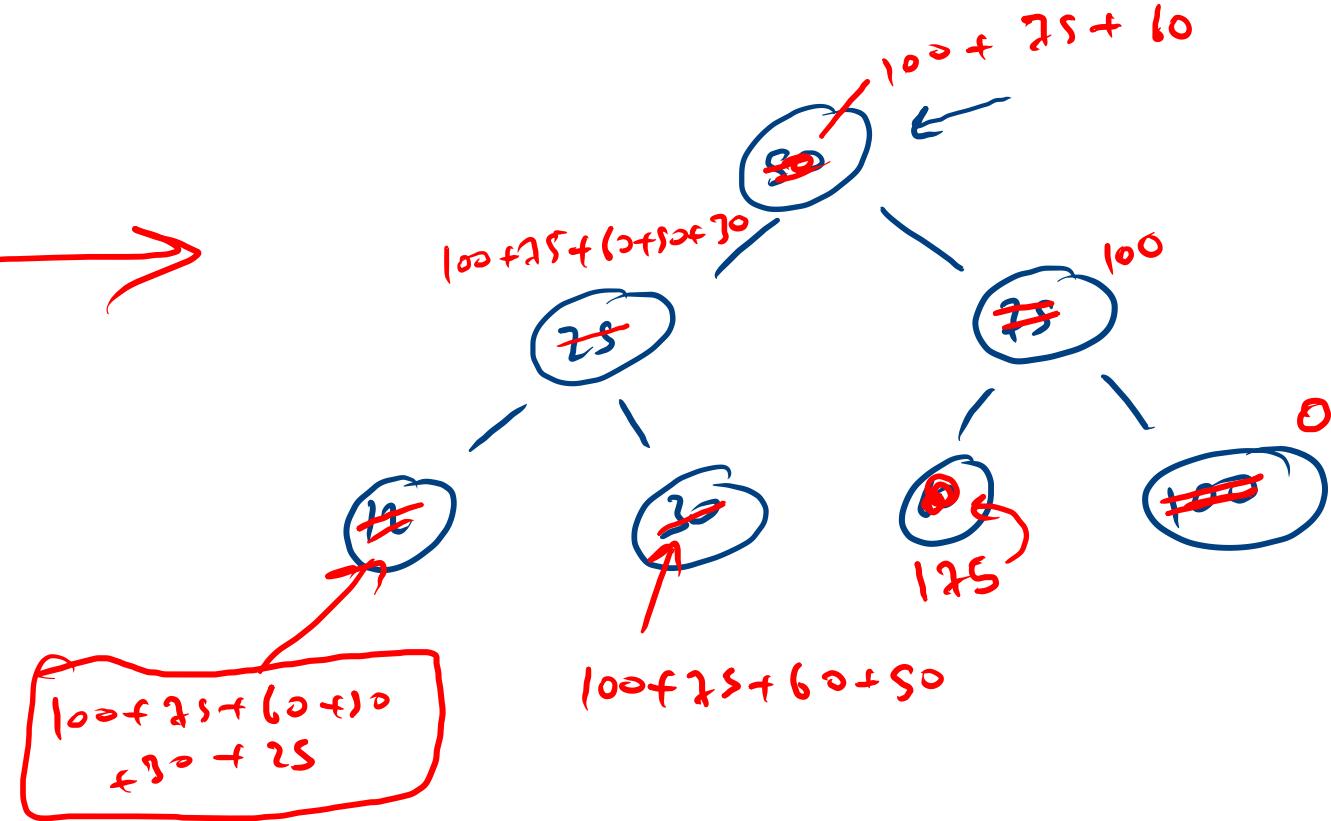
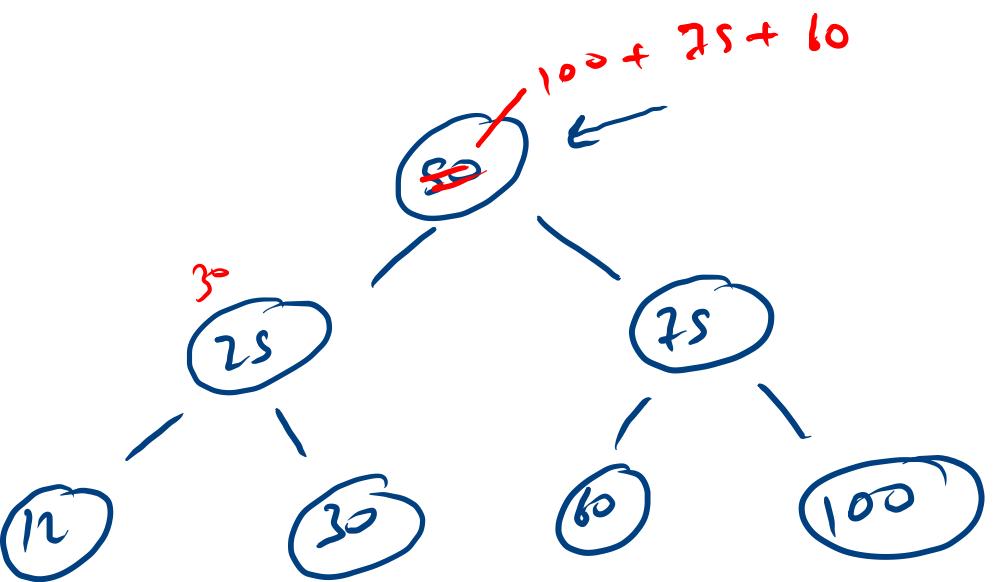
    }  

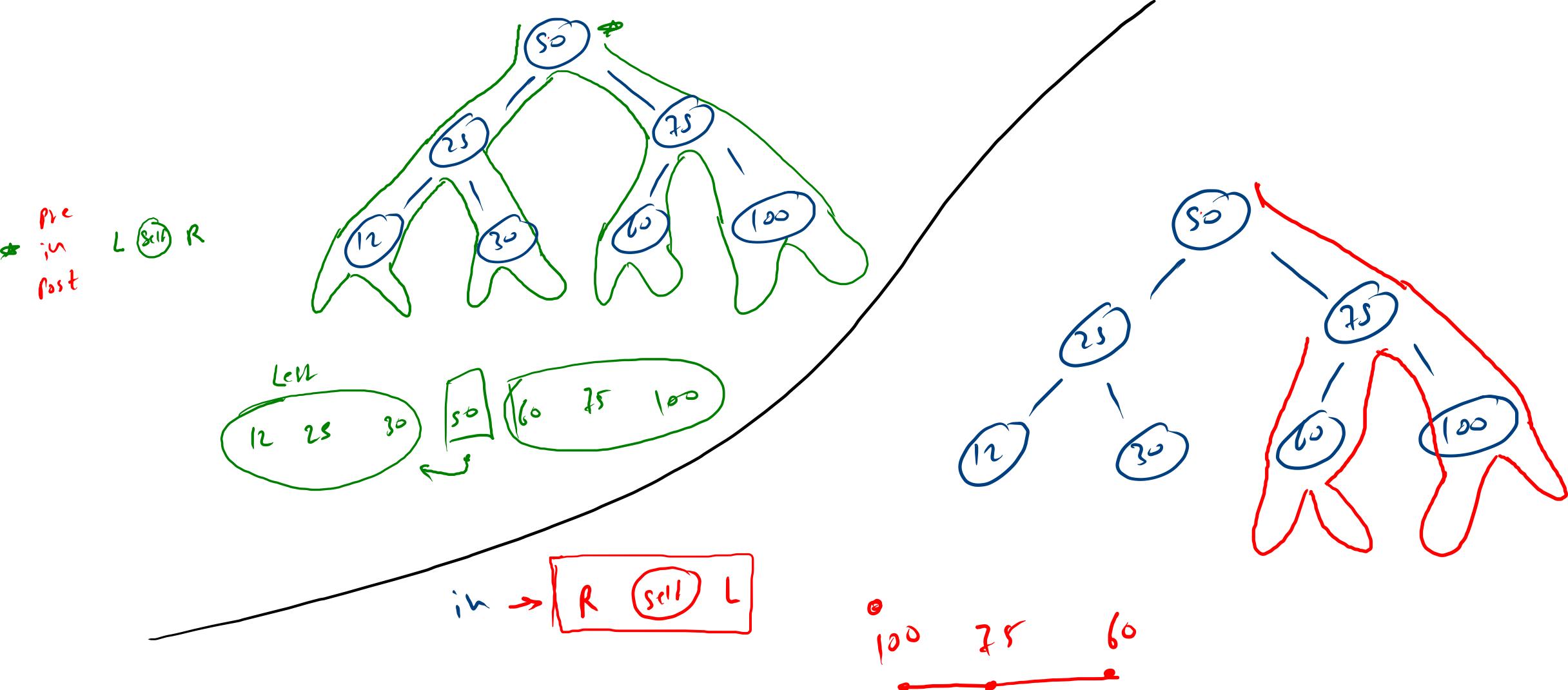
    return node;
}

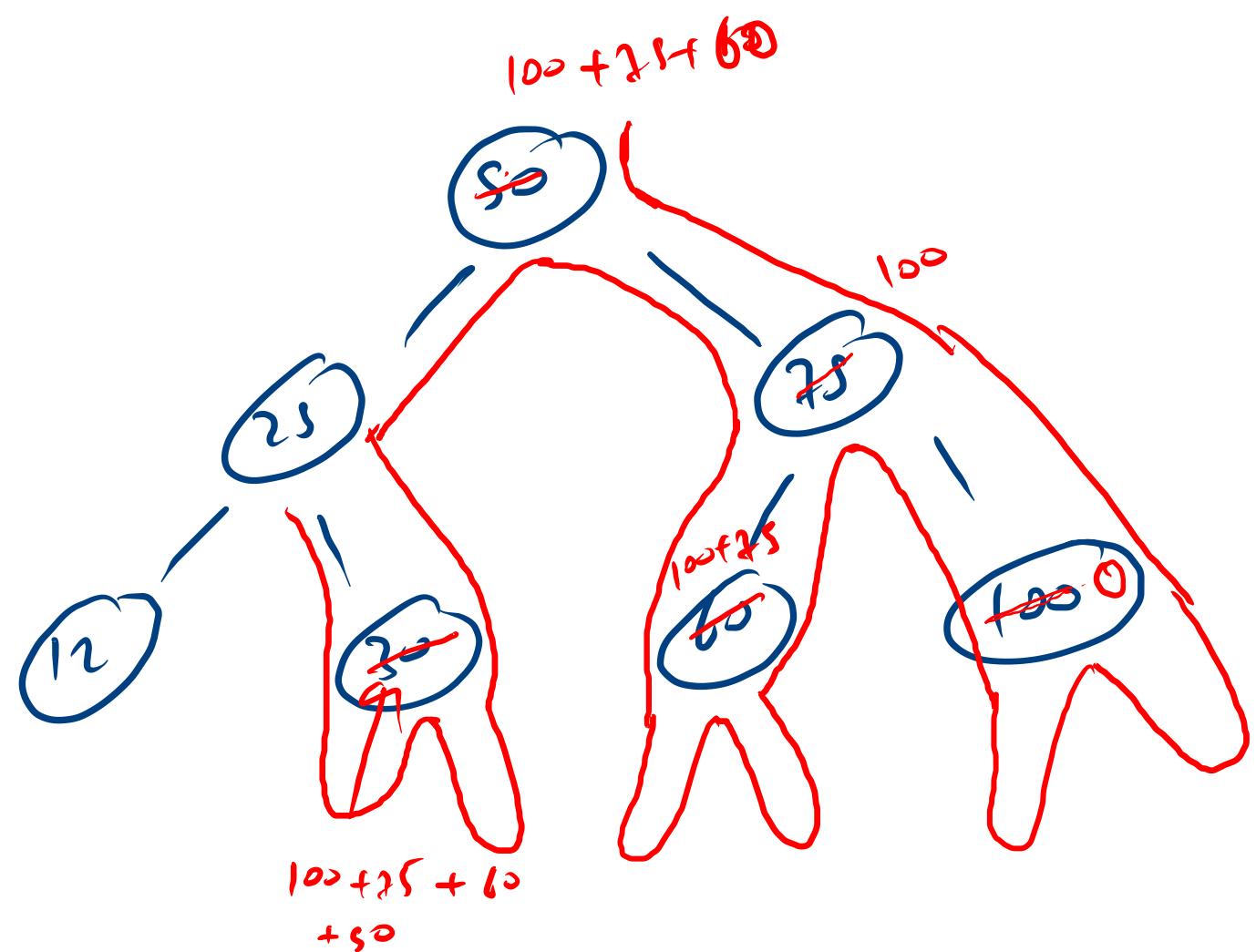
```

$\text{data} = 25$





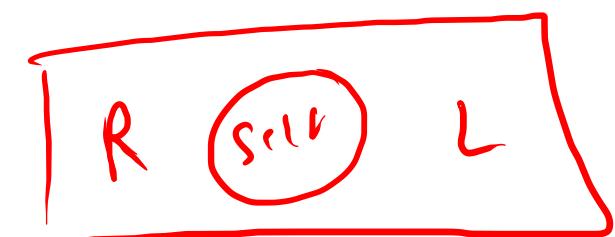




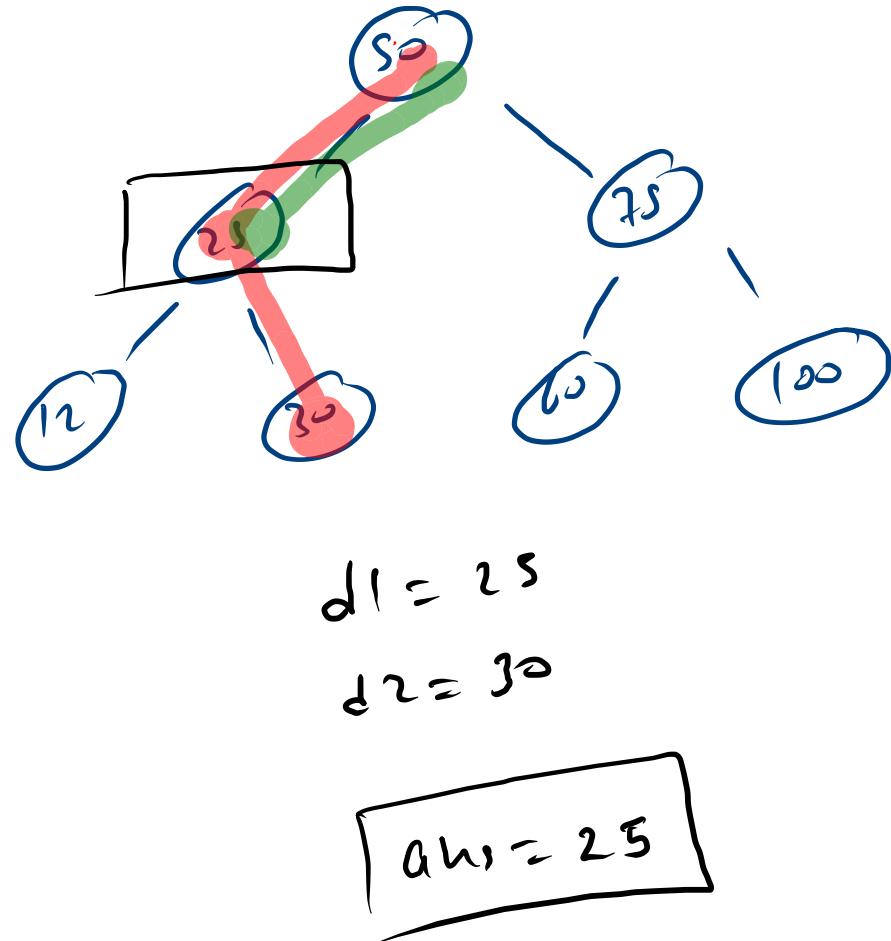
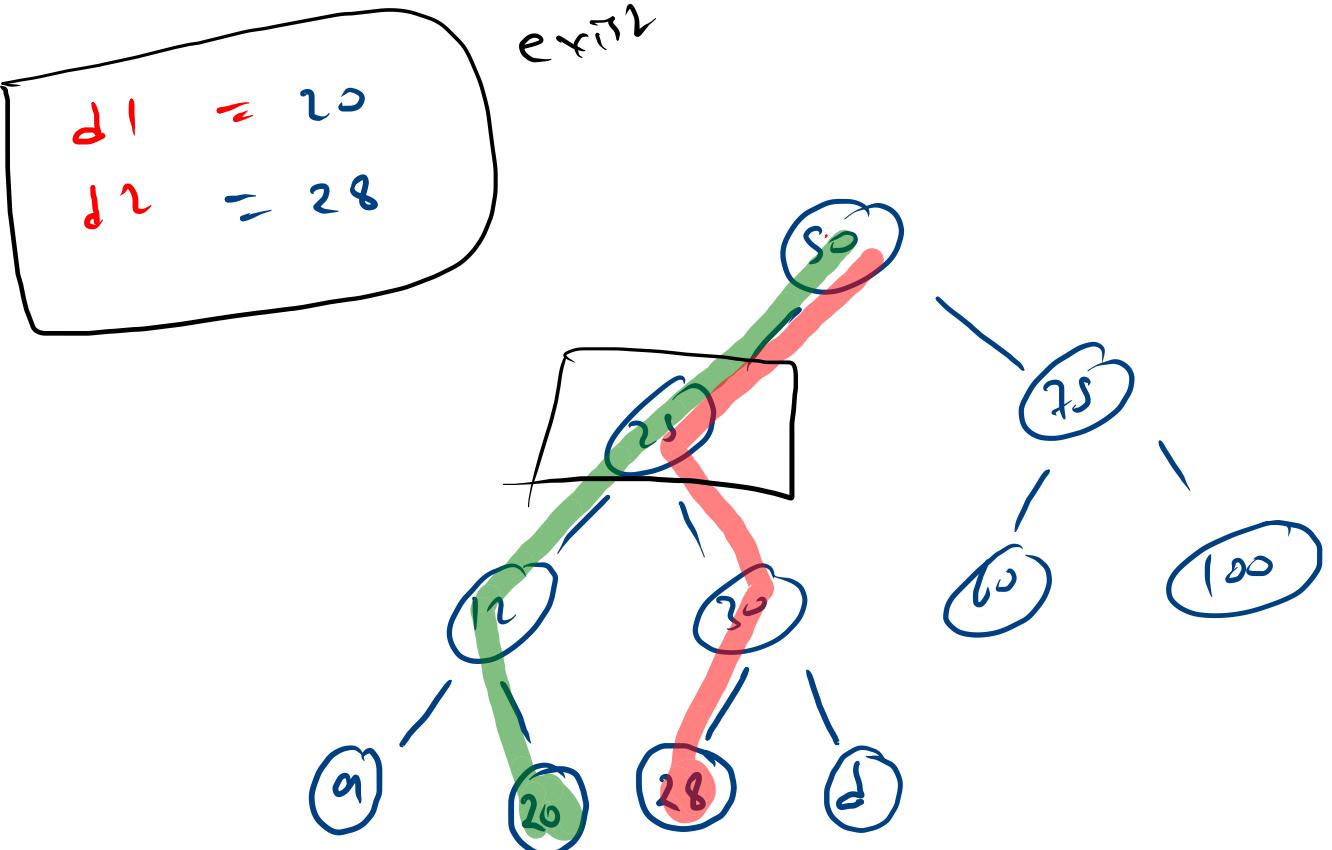
$$\text{sum} = 0 + 100 + 25 + 10 + 50 + 70$$

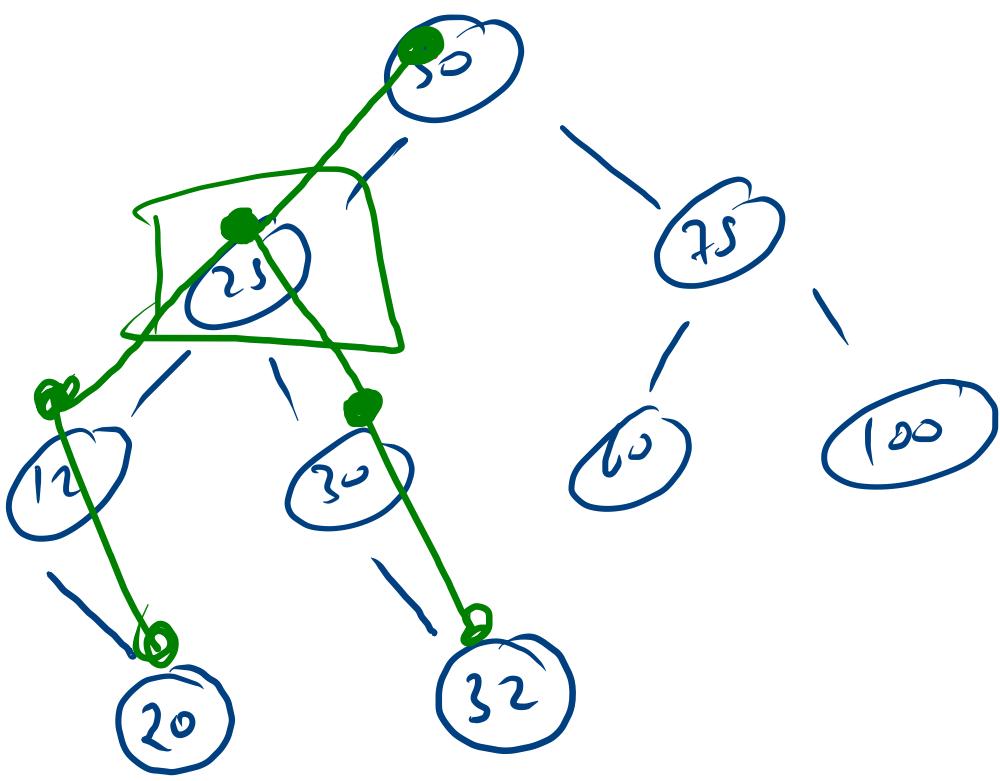
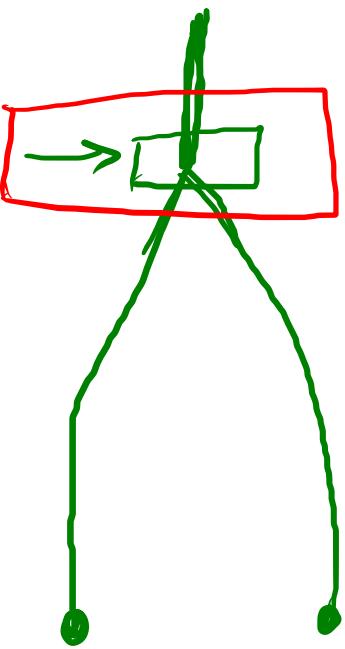
int val = hole.data ; 1130

hole.data = sum  
sum += val;



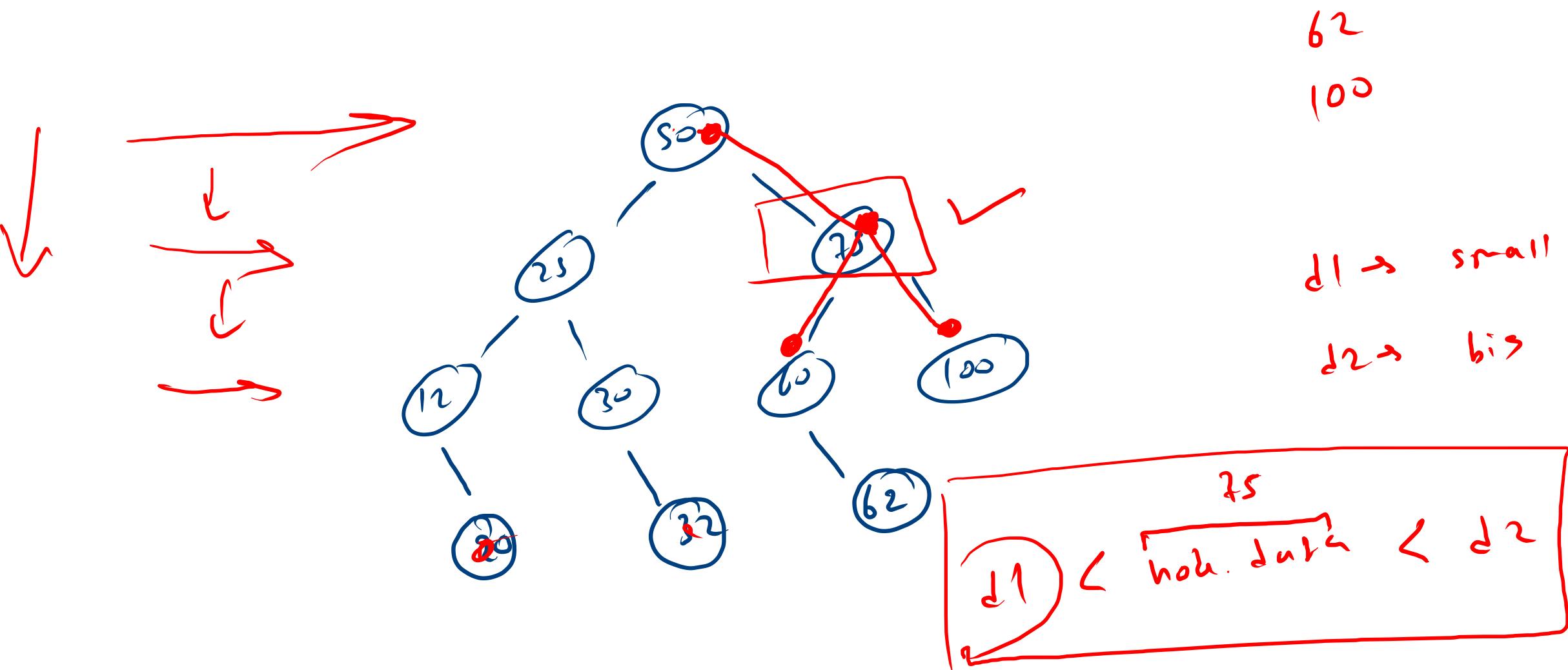
LCA

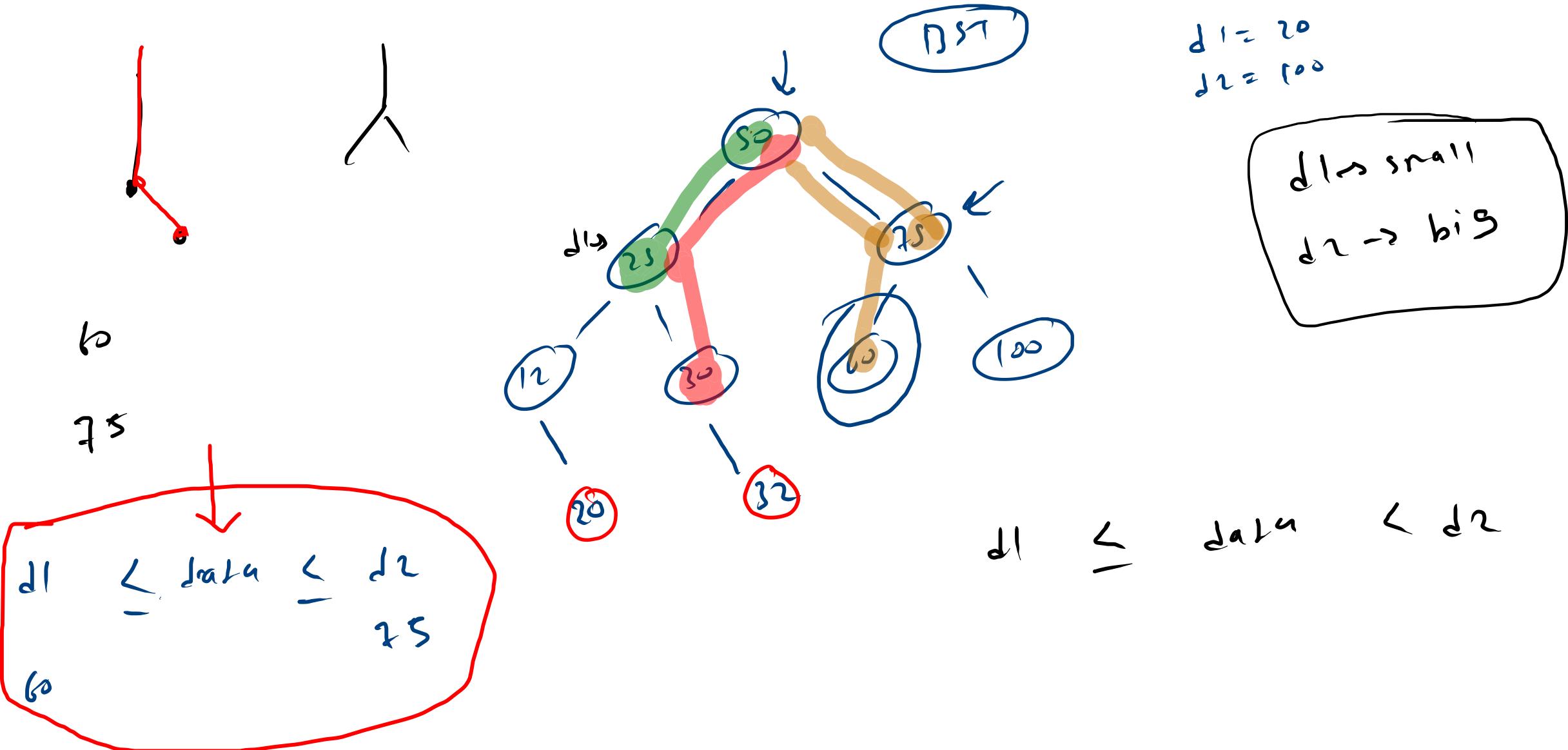




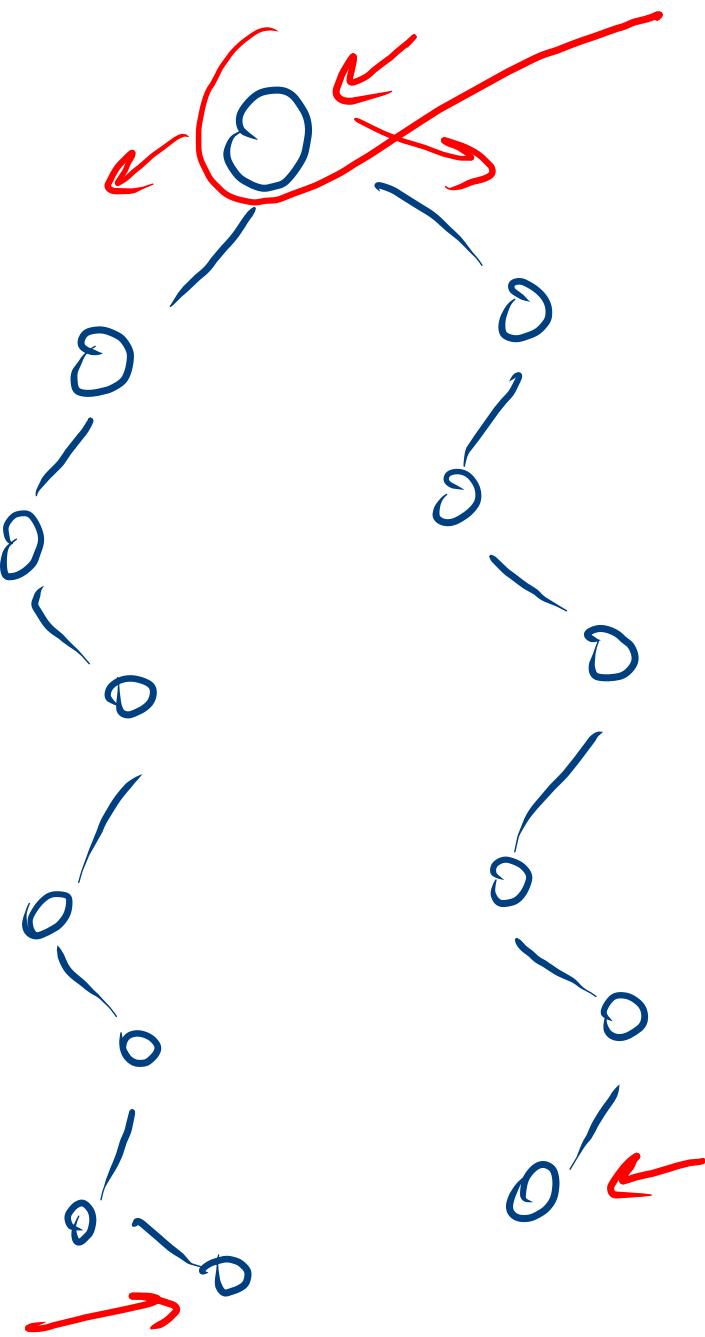
$$dar = 20$$

$$d_2 = 32$$





B-7.



D-51

