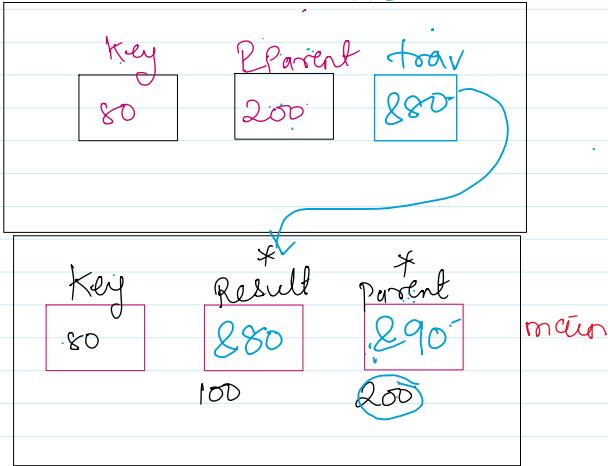


Search



$R_{parent} = 200$
 $*R_{parent}$
 $*200 = \text{NULL};$

search_with_parent(key, &parent);

```
struct node* search_with_parent(int key, struct node **p_parent)
{
    *p_parent = NULL;
    struct node *trav = root;
    while(trav != NULL)
    {
        if(key == trav->data)
            return trav;
        *p_parent = trav;
        if(key < trav->data)
            trav = trav->left;
        else
            trav = trav->right;
    }
    *p_parent = NULL;
    return NULL;
}
```