

Class TwoThreeTree {

TwoThreeTreeNode *root;

int t;

TwoThreeTree() {

root = NULL;

t = 2;

}

}

void insert(int k) {

if (!root) {

root = new TwoThreeNode();

root->key[0] = k;

root->n = 1;

}

else if (root->n == 2 * t - 1) {

TwoThreeNode *s = new TwoThreeNode();

s->c[0] = root;

s->split(0, root);

int i = 0;

if (s->key[0] < k)

i++;

s->c[i] = insertIntoNode(k);

root = s;

}

else {

root = insertIntoNode(k);

}

}

```

void insertIntoNode (int k) {
    int i = n-1;
    if (leaf) {
        while (i >= 0 && keys[i] > k) {
            keys[i+1] = keys[i]; i--;
        }
        keys[i+1] = k;
        n = n+1;
    }
    else {
        while (i >= 0 && keys[i] > k)
            i--;

        if (c[i+1] -> n >= 2*t-1) {
            splitChild (i+1, c[i+1]);

            if (keys[i+1] < k)
                i++;
        }
        c[i+1] -> insertIntoNode (k);
    }
}

```

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void split (int i, TwoTreeNode * y) {
    TwoTreeNode * z = new TwoTreeNode (y->leaf);

```

$z \rightarrow n + t - 1;$

for (int $j = 0; j < t - 1; j++$)
 $z \rightarrow \text{keys}[j] = y \rightarrow \text{keys}[j + t];$

if ($y \rightarrow \text{leaf} == \text{false}$)

{
for (int $j = 0; j < t; j++$)
 $z \rightarrow c[j] = y \rightarrow c[j + t];$
}

$y \rightarrow n = t - 1;$

for (int $j = n; j >= i + 1; j--$)
 $c[j + 1] = c[j];$

$c[i + 1] = z$

for (int $j = n - 1; j >= 2 * i; j--$)
 $\text{keys}[j + 1] = \text{keys}[j];$

$\text{keys}[i] = y \rightarrow \text{keys}[t - 1];$

$n = n + 1;$

}

void remove (int x) {

if (!root)

{

TreeNode *tmp = root;

if (root -> left)

root = NULL

else

root = root → c[0]

delete temp;

}

return;

}

void removeFromLeaf (int idx)

{

for (int i = idx + 1; i < n; i++)

keys[i-1] = keys[i];

n--;

return;

}

void removeFromNonLeaf (int idx) {

int k = keys[idx];

if (c[idx] → n >= t) {

int pred = getPred(c[idx]);

keys[idx] = pred;

c[idx] → remove(pred);

}

else if (c[idx+1] → n >= t)

{

int suc = getSuc(c[idx]);

keys[idx] = suc;

c[idx+1] → remove(suc);

}

the {

merge Pids I;

C Pids \rightarrow remove (k);

}

return;

}