

# DSA Lab10

**23K2001**

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Q1:

```
// AVL trees keep themselves balanced, so they're  
faster for searching, inserting,  
// and deleting compared to regular binary trees. The  
balance makes them efficient,  
// especially when data is constantly being added or  
removed.
```

Elements in the tree through preOrder traversal:

10 6 4 8

After conversion to AVL:

6 4 10 8

Elements in the tree through preOrder traversal:

10 16 12 18

After conversion to AVL:

16 10 12 18

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Q2:

Students in the tree through inOrder traversal:

Name: Muzammil Roll#: 10

Name: Ali Roll#: 20

Name: Armagahan Roll#: 30

Name: Danish Roll#: 40

Name: Sohail Roll#: 50

inOrder traversal after adding Student with Roll# 15:

Name: Muzammil Roll#: 10

Name: Huzaima Roll#: 15

Name: Ali Roll#: 20

Name: Armagahan Roll#: 30

Name: Danish Roll#: 40

Name: Sohail Roll#: 50

Height of the AVL Tree: 3

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Q3:

Elements in the tree through preOrder traversal:

50 30 20 40 70 60 80

preOrder traversal after adding node with value '55':

50 30 20 40 70 60 55 80

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Q4:

```
Balance Factor of node with value '10' : 0
Balance Factor of node with value '5' : 1
Balance Factor of node with value '15' : 0
Balance Factor of node with value '3' : 1
Balance Factor of node with value '7' : 1
```

```
Elements in the tree through preOrder traversal:
10 5 3 7 15
```

```
Balance Factor of node with value '12' : 0
```

```
preOrder traversal after adding node with value '12':
10 5 3 7 15 12
```

```
Height of the AVL Tree: 3
```

```
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```

Q5:

Elements in the tree through preOrder traversal:

10 5 3 7 15 12

Kth (k=2) Largest: 12

Kth (k=3) Smallest: 7

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