**Design Report(Group 14)**

**Intro**

For our project 3 we implemented a B+ tree index to further the Buffer Manager program. Our B+ tree uses a search key of type integer to traverse the tree to find corresponding record id pairs. This allows us to efficiently travers the database, since it is self-balancing, in O(log n) for search, insert, and delete.

**Traversing the B+ tree**

The advantage of using a B+ tree is we can traverse trough the tree much like a linked list to find a page/key pair. The nodes contain a pointer to the next node and the key value. Using these nodes, we can traverse the tree in an ordered manner. Since the B+ tree is ordered by left child nodes being less than the parent, right child nodes being greater than the parent, and the middle in-between the two values, we can use this information to efficiently travers the tree.

**Design Choices**

We implemented the B+ tree by consistently calling InserEntry() to insert any new pages. From this point we determine where the entry should go based on the depth of the tree and the balance.

**Unpin Page**

We decided to unpin the pages as soon as possible. This allows us to keep the buffer pool from filling up. This allows us to speed up the program since the I/O would be a bottle neck, and we are now replacing that with CPU cycles, which are must faster.

**Efficiency**

Search: searching the tree will result in a I/O cost of 2\*height, since we need to read in and write out through the pages.

Insert: Inserting will be a simple cost of 2, since we are writing directly to the root node of the tree if the root node empty. If it is not empty, we recursively added the new nodes.

Scanning: Scanning the tree will have a worst-case scenario of O(log n) if we need to read every leaf node, or the same as Search.

Splitting: Splitting results in a I/O cost of 4. This is due to the need of reading in and writing both the current node and the new node we are creating in the split.

**Extra Tests**

**Test 4:**

We are testing negative values

**Test 5:**

Description