과정: TI, DSP, Xilinx Znq FPGA, MCU 기반의 프로그래밍 전문가 과정

Prof. 이상훈 Stu. 정상용

자료구조 3

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1. Binary_tree
#include <stdio.h>
#include <malloc.h>
#define EMPTY 0
typedef struct node
  int data;
  struct node *left;
  struct node *right;
}node;
node *get_node()
  node *tmp;
  tmp = (node *)malloc(sizeof(node));
  tmp \rightarrow left = EMPTY;
  tmp -> right = EMPTY;
  return tmp;
}
void tree_ins(node **root, int data)
  if(*root == NULL)
     *root = get_node();
     (*root) -> data = data;
     return;
  else if(data < (*root)-> data)
  tree_ins(&((*root) -> left), data);
  else if(data > (*root) -> data)
  tree_ins(&((*root) -> right), data);
  return;
}
int print_tree(node *root)
```

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if(root)
   printf("%d\n", root -> data);
   print_tree(root -> left);
   print_tree(root -> right);
}
node *chg_node(node *root)
  node *tmp = root;
  if(!root -> right)
    root = root -> left;
  else if(!root -> left)
    root = root -> right;
  free(tmp);
  return root;
}
node *find_max(node *root, int *data)
{
  if(root -> right)
     root -> right = find_max(root -> right, data);
  else
      *data = root -> data;
     root = chg_node(root);
  return root;
}
node *detree(node *root, int data)
  int num;
  if(root == NULL)
     printf("Not Found\n");
     return NULL;
  else if(root -> data > data)
       root -> left = detree(root -> left, data);
  else if(root -> data < data)</pre>
       root -> right = detree(root -> right, data);
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else if(root -> left && root -> right) //서브트리면
      root -> left = find_max(root -> left, &num);
      root -> data = num;
  }
  else
      root = chg_node(root);
  return root;
int main(void)
   node *root = EMPTY;
   int arr[13] = {50, 45, 73, 32, 48, 46, 16, 37, 120, 47, 130, 127, 124};
   for(i = 0; i < 13; i++)
     tree_ins(&root, arr[i]);
   print_tree(root);
   detree(root, 50);
   print_tree(root);
   return 0;
}
Sol)
```



