

**Xilinx Zynq FPGA, TI DSP, MCU 기반의
프로그래밍 및 회로 설계 전문가 과정
#10**

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1. 배운내용 복습

1) delete tree (소스코드)

```
#include <stdio.h>
#include <malloc.h>
#include <stdlib.h>

#define EMPTY 0

struct node{
    int data;
    struct node *rlink;
    struct node *llink;
};
typedef struct node tree;

tree *get_node()
{
    tree *tmp;
    tmp = (tree *)malloc(sizeof(tree));

    tmp->llink=EMPTY;
    tmp->rlink=EMPTY;
    return tmp;
}

void insert(tree **root,int data)
{
    if(*root ==NULL)
    {
        *root = get_node();
        (*root)->data = data;
        return;
    }
    if((*root)->data > data)
    {
        insert(&(*root)->llink,data);
    }
    else
    {
        insert(&(*root)->rlink,data);
    }
}

void print_tree(tree *root)

tree *find_max(tree *root,int *data)
{
    if(root->rlink)
    {
        root->rlink = find_max(root->rlink,data);
    }
    else
    {
        *data = root->data;
        root = chg_node(root);
    }
    return root;
}

tree *detree(tree *root,int data)
{
    int num;
    if(root == NULL)
    {
        printf("There are no data that you delete\n");
        return NULL;
    }
    else if(root->data > data)
    {
        root->llink = detree(root->llink,data);
    }
    else if(root->data<data)
    {
        root->rlink = detree(root->rlink,data);
    }
    else if(root->llink && root->rlink)
    {
        root->llink = find_max(root->llink,&num);
        root->data = num;
    }
}
```

```
else
{
    root=chg_node(root);
}
return root;
}

int main(void)
{
    tree *root=EMPTY;
    int i=0;
    int n;
    a[20]={50,45,73,32,48,46,16,37,120,47,130,127,124};
    case1
    for(i=0;i<a[i];i++)
    {
        insert(&root,a[i]);
    }
    detree(root,50);

    print_tree(root);
    printf("\n");

    cas2
    for(i=0;i<a[i];i++)
    {
        insert(&root,a[i]);
    }
    detree(root,45);

    print_tree(root);
    printf("\n");

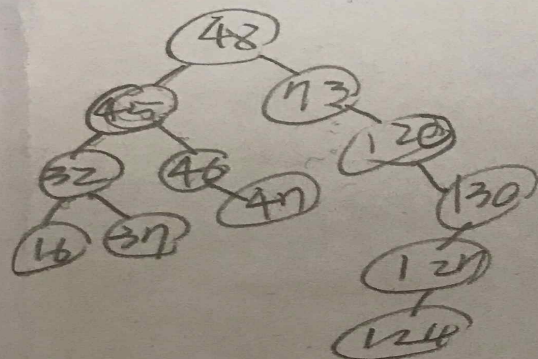
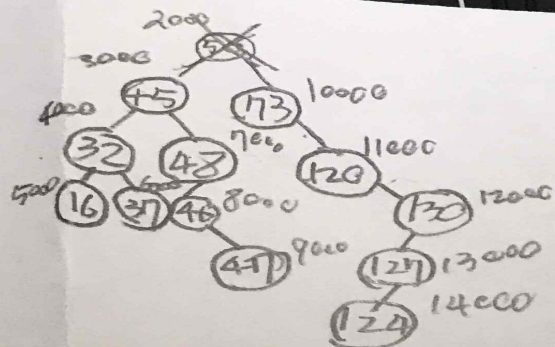
    cas3
    for(i=0;i<a[i];i++)
    {
        insert(&root,a[i]);
    }
    detree(root,127);

    print_tree(root);
    printf("\n");
    return 0;
}

{
    if(root)
    {
        printf("%d , ",root->data);
        print_tree(root->llink);
        print_tree(root->rlink);
    }
}

tree *chg_node(tree *root)
{
    tree *tmp=root;
    if(!root->llink)
    {
        root = root->rlink;
    }
    }else if(!root->rlink)
    {
        root= root->llink;
    }
    free(tmp);
    return root;
}
```

delete tree 50


$$\text{detree}(\text{root}, 50)!$$

main

2000

detree

$\frac{(12000)}{\text{root}}$ $\frac{(\cancel{48})}{\text{data}}$ $\frac{(48)}{\text{num}}$ $\frac{1}{100}$

root → data == data

```

root->data == data;
if (root->link && root->link)  $\frac{2}{2}$ 
    find max

```

~~3000~~ root 100 data

it (root → think). 2. find way.

~~1000~~ test 100 data

이것이 참.

*data = root → data = 48

chg node

~~1000~~ 2000
root

else if (!root → link) $\neq 2$.

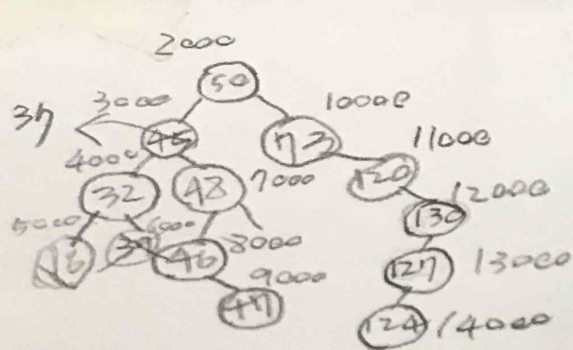
root = root->link

3000

tree(tmp)

48자리가 46192,
50자리가 484714.

delete tree 45



delete tree 45.

main

2000 10000

root

delete tree

2000 root 145 data num

if (root->data > data) 리턴.

root->rlink = delete (root->rlink, data)

3000 145 37

root data num

root->data == data

llink와 rlink가 둘다 0이 있으면 리턴.

if (root->llink && root->rlink) 통과.

find = Max

4000 7000

root data

if (root->rlink) 리턴.

find = Max

5000 100

root data

else.

*data = root->data

37

chq_node

16000

root

llink

rlink

둘다 0이면 리턴

root > free.

return

delete tree 127

