# TP\_MOD\_15\_103032330095\_GENA DARMA

#### 1. Tree.h

```
main.cpp X Tree.h X Tree.cpp X
          #ifndef TREE H INCLUDED
          #define TREE H INCLUDED
          #include <iostream>
          using namespace std;
          typedef int infotype;
          typedef struct Node *adrNode;
        struct Node {
             infotype info;
              adrNode left;
              adrNode right;
         L};
          adrNode newNode 103032330095(infotype x);
          void insertNode 103032330095(adrNode &root, adrNode p);
          void deleteNode 103032330095(adrNode &root, adrNode &p);
          void printInOrder 103032330095(adrNode root);
          adrNode findMin 103032330095(adrNode root);
          adrNode findNode 103032330095(adrNode root, infotype x);
          #endif // TREE H INCLUDED
```

## 2. Tree.cpp

```
main.cpp X Tree.h X Tree.cpp X

#include "Tree.h"

adrNode newNode_103032330095(infotype x) {
    adrNode p = new Node;
    p->info = x;
    p->left = NULL;
    p->right = NULL;
    return p;
}

void insertNode_103032330095(adrNode &root, adrNode p) {
    if (root == NULL) {
        root = p;
    } else {
        if (root->info > p->info) {
            insertNode_103032330095(root->left, p);
        } else if (root->info < p->info) {
            insertNode_103032330095(root->right, p);
        } else {
            cout << endl << "Node Duplicate" << endl;
        }
    }
}</pre>
```

```
main.cpp X Tree.h X Tree.cpp X
         -void deleteNode 103032330095(adrNode &root, adrNode &p){
              adrNode temp;
              if (root == NULL) {
         } else if (root->info > p->info) {
                   deleteNode 103032330095(root->left, p);
              } else if (root->info < p->info) {
                  deleteNode 103032330095(root->right, p);
                   if (root->left == NULL && root->right == NULL) {
                      delete root;
                       root = NULL;
                   } else if (root->right == NULL) {
                       temp = root;
                       root = root->left;
                      delete temp;
                   } else if (root->left == NULL) {
                       temp = root;
                       root = root->right;
                       delete temp;
                       temp = findMin 103032330095(root->right);
                       root->info = temp->info;
                       deleteNode 103032330095(root->right, temp);
         void printInOrder 103032330095(adrNode root) {
              if (root != NULL) {
                  printInOrder 103032330095(root->left);
                  cout << root->info << " ";</pre>
                  printInOrder 103032330095(root->right);
               }
```

```
adrNode findMin_103032330095(adrNode root) {
    if (root->left == NULL) {
        return root;
    } else {
        return findMin_103032330095(root->left);

    }

adrNode findNode_103032330095(adrNode root, infotype x) {
    if (root->info == x || root == NULL) {
        return root;
    } else {
        if (root->info > x) {
            return findNode_103032330095(root->left, x);
        } else if (root->info < x) {
            return findNode_103032330095(root->right, x);
        }
    }
}

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```

### 3. Main.cpp

```
main.cpp X Tree.h X Tree.cpp X
           int main()
          <del>-</del> {
                int x[9] = \{8, 6, 15, 4, 7, 12, 17, 9, 13\};
                int y[9] = \{8, 9, 12, 13, 15, 17, 7, 6, 4\};
                int i;
                adrNode root;
                adrNode P;
                root = NULL;
                for (i = 0; i < 9; i++){
                     P = newNode 103032330095(x[i]);
                     insertNode 103032330095(root, P);
                cout << endl;</pre>
                for (i = 0; i < 9; i++){
                     if (root != NULL) {
                         printInOrder 103032330095(root);
                         cout << endl;</pre>
                         P = findNode 103032330095(root, y[i]);
                         deleteNode 103032330095(root, P);
                return 0;
```

## 4. Output