

## 2-3 Trees

Insertion:

if root == null

create (new node)

return ;

If empty slot :

Insert with the value

Insert left : If data < root  $\rightarrow$  left  $\rightarrow$  val.

Insert right : If data  $\times$  root  $\rightarrow$  right  $\rightarrow$  val.

Insert middle : If bet<sup>n</sup> left  $\rightarrow$  val & right  $\rightarrow$  val

Deletion :

Search node which contains value to  
be deleted , keep track of the parent

Del (ele)

~~split~~ If num(val) > 2 :  
split ( )

Return middle ele to parent