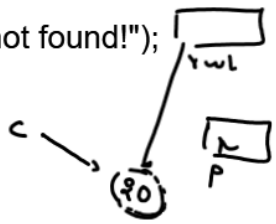
```
void del(struct bst **pr,int x)
{
  struct bst *child,*par,*q;
  int ans;
  if(*pr==NULL)
  {
     printf("Tree is empty");
     return ;
  }
 ans=search(*pr,x,&child,&par);
 if(ans==0)
 {
  printf("Node not found!");
  return;
 }
```



```
if(child->left!=NULL && child->right!=NULL)
{
     q=child->right;
     par=child;
     while(q->left!=NULL)
     {
        par=q;
        q=q->left;
      }
    child->data=q->data;
    child=q;
}
if(child->left==NULL && child->right==NULL)
 {
   if(par==NULL)
          *pr=NULL;
   else if(par->left==child)
          par->left=NULL:
    else
           par->right=NULL;
    free(child);
   }
```

```
  else if(child->left==NULL && child->right!=NULL)
   {
      if(par==NULL)
          *pr=child->right;
     else if(par->left==child)
           par->left=child->right;
      else
            par->right=child->right;
     free(child);
    }
  else if(child->left!=NULL && child->right==NULL)
   {
      if(par==NULL)
          *pr=child->left
    else if(par->left==child)
           par->left=child->left;
      else
            par->right=child->left;
     free(child);
    }
  }
```