# Rajalakshmi Engineering College

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Branch: REC

Department: I CSE FD

Batch: 2028

Degree: B.E - CSE



## NeoColab\_REC\_CS23231\_DATA STRUCTURES

REC\_DS using C\_Week 5\_COD\_Question 5

Attempt : 1 Total Mark : 10 Marks Obtained : 10

Section 1: Coding

#### 1. Problem Statement

In his computer science class, John is learning about Binary Search Trees (BST). He wants to build a BST and find the maximum value in the tree.

Help him by writing a program to insert nodes into a BST and find the maximum value in the tree.

## Input Format

The first line of input consists of an integer N, representing the number of nodes in the BST.

The second line consists of N space-separated integers, representing the values of the nodes to insert into the BST.

### Output Format

The output prints the maximum value in the BST.

Refer to the sample output for formatting specifications.

```
Sample Test Case
```

```
Input: 5
1051527
Output: 15
Answer
#include <stdio.h>
#include <stdlib.h>
struct TreeNode {
  int data;
  struct TreeNode* left:
  struct TreeNode* right;
};
struct TreeNode* createNode(int key) {
  struct TreeNode* newNode = (struct TreeNode*)malloc(sizeof(struct
TreeNode));
  newNode->data = key;
  newNode->left = newNode->right = NULL;
  return newNode;
struct TreeNode* insert(struct TreeNode* root, int key){
  if (root == NULL)
    struct TreeNode* newNode = (struct TreeNode*)malloc(sizeof(struct
TreeNode));
    newNode->data = key;
    newNode->left = newNode->right = NULL;
    return newNode;
  if (key < root->data)
   root->left = insert(root->left, key);
else if (key > root->data)
    root->right = insert(root->right, key);
```

```
return root;
int findMax(struct TreeNode* root)
  while (root->right != NULL)
    root = root->right;
  return root->data;
}
int main() {
  int N, rootValue;
  scanf("%d", &N);
 struct TreeNode* root = NULL;
  for (int i = 0; i < N; i++) {
    int key;
    scanf("%d", &key);
    if (i == 0) rootValue = key;
    root = insert(root, key);
  }
  int maxVal = findMax(root);
  if (maxVal != -1) {
    printf("%d", maxVal);
 return 0;
                                                                       Marks: 10/10
Status: Correct
```

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