```
B-Tree Insertion:
 insert (int K)
     4 (root == NULL)
        swot = sun node (+);
        noot -> keylo]=k
        200+ -> n= 1;
     clee
       U (doot > n = 2 dod-1)
            S= new node (+);
            5 -> c(0) = 200+;
            S -> splitchild (0, noot);
            4 (s > ky co) LK)
            5 -> (1:7 -> insert nonfeel (K);
            scoot = s
       else
          good -> insort Non Full (K)
Insert Non Full (out K)
    ; = n-1
     if (leaf 22 true)
        while ( = >= 0 GG keys ( ; 7 > K)
           Keys (i+1) = Key (i);
          9++6;
        Kysliti) = K;
        nzn+1
```

138.8

Whole (: 200 GG Key (1) 2K) 4(Cliti) -> n = 2 2xt-1) splitchild (ite, clitis); if (Keys Citi) KK) Clitit -> insert Non Full (K): splitcheld (int; node my) Z: (new Nodely-st) スートカマナー for (int j 20; j(+1: j++) Z-> Keyfj) = y -> kys (j++); if (y > deaf = = folse) for Cont 720; j2+; j++) z -> clj) = y -> c(j+); y->n= t-1; for(j=n; j=1+1; jo--) clj+17 =clj7. Cli+17=Z for (j=n-1; j>=i; j.-)

key s[j+1 = keys(j): key (:) = y -> Kys[+ -1] n= n+1

Flaid Coordinator