

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 5\_COD\_Question 1

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

John is learning about Binary Search Trees (BST) in his computer science class. He wants to create a program that allows users to delete a node with a given value from a BST and print the remaining nodes using an in-order traversal.

Implement a function to help him delete a node with a given value from a BST.

##### ***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 BST nodes.

The third line consists of an integer V, which is the value to delete from the BST.

### **Output Format**

The output prints the space-separated values in the BST in an in-order traversal, after the deletion of the specified value.

If the specified value is not available in the tree, print the given input values in-order traversal.

Refer to the sample output for formatting specifications.

### **Sample Test Case**

Input: 5  
10 5 15 2 7  
15

Output: 2 5 7 10

### **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;
}
```

```
// You are using GCC
```

```
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;
}

```

```

struct TreeNode* findMin(struct TreeNode* root) {
    while (root->left!=NULL)
        root=root->left;
    return root;
}

```

```

struct TreeNode* deleteNode(struct TreeNode* root, int key) {
    if (root==NULL) return NULL;
    if (key<root->data)
        root->left=deleteNode(root->left,key);
    else if (key>root->data)
        root->right=deleteNode(root->right,key);
    else {
        if (root->left==NULL) {
            struct TreeNode* temp=root->right;
            free(root);
            return temp;
        }
        else if (root->right==NULL) {
            struct TreeNode* temp=root->left;
            free(root);
            return temp;
        }
        struct TreeNode* temp=findMin(root->right);
        root->data=temp->data;
        root->right=deleteNode(root->right,temp->data);
    }
    return root;
}

```

```
void inorderTraversal(struct TreeNode* root) {
    if (root!=NULL) {
        inorderTraversal(root->left);
        printf("%d ", root->data);
        inorderTraversal(root->right);
    }
}

int main()
{
    int N, rootValue, V;
    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);
    }
    scanf("%d", &V);
    root = deleteNode(root, V);
    inorderTraversal(root);
    return 0;
}
```

**Status :** Correct

**Marks :** 10/10