Rajalakshmi Engineering College

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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 5_CY_Updated

Attempt : 1
Total Mark : 30
Marks Obtained : 30

Section 1 : Coding

1. Problem Statement

Dhruv is working on a project where he needs to implement a Binary Search Tree (BST) data structure and perform various operations on it.

He wants to create a program that allows him to build a BST, traverse it in different orders (inorder, preorder, postorder), and exit the program when needed.

Help Dhruv by designing a program that fulfils his requirements.

Input Format

The first input consists of the choice.

If the choice is 1, enter the number of elements N and the elements inserted into

the tree, separated by a space in a new line.

If the choice is 2, print the in-order traversal.

If the choice is 3, print the pre-order traversal.

If the choice is 4, print the post-order traversal.

If the choice is 5, exit.

Output Format

The output prints the results based on the choice.

For choice 1, print "BST with N nodes is ready to use" where N is the number of nodes inserted.

For choice 2, print the in-order traversal of the BST.

For choice 3, print the pre-order traversal of the BST.

For choice 4, print the post-order traversal of the BST.

For choice 5, the program exits.

If the choice is greater than 5, print "Wrong choice".

Refer to the sample output for the formatting specifications.

Sample Test Case

Input: 1
5
12 78 96 34 55
2
3
4
5
Output: BST with 5 nodes is ready to use
BST Traversal in INORDER
12 34 55 78 96

BST Traversal in PREORDER
12 78 34 55 96
BST Traversal in POSTORDER
55 34 96 78 12

Answer

```
#include <stdio.h>
#include <stdlib.h>

struct Node {
    int data;
    struct Node *left, *right;
};

// Function to create a new node
struct Node* createNode(int data) {
    struct Node* node = (struct Node*)malloc(sizeof(struct Node));
    node->data = data;
    node->left = node->right = NULL;
    return node;
}

// Insert into BST
struct Node* insert(struct Node* root, int data) {
    if (root == NULL)
        return createNode(data);
    if (data < root->data)
        root->left = insert(root->left, data);
    else if (data > root->data)
        root->right = insert(root->right, data);
    return root;
}

// Traversals
void inorder(struct Node* root) {
    if (root) {
        inorder(root->left);
        printf("%d ", root->data);
        inorder(root->right);
    }
}
```

```
void preorder(struct Node* root) {
    if (root) {
        printf("%d ", root->data);
        preorder(root->left);
        preorder(root->right);
    }
}

void postorder(struct Node* root) {
    if (root) {
        postorder(root->left);
        postorder(root->right);
        printf("%d ", root->data);
    }
}

// Free BST memory
void freeTree(struct Node* root) {
    if (root) {
        freeTree(root->left);
        freeTree(root->right);
        free(root);
    }
}

int main() {
    struct Node* root = NULL;
    int choice;

    while (scanf("%d", &choice) != EOF) {
        if (choice == 1) {
            int n, val;
            scanf("%d", &n);

            // Reset the tree
            freeTree(root);
            root = NULL;

            for (int i = 0; i < n; i++) {
                scanf("%d", &val);
                root = insert(root, val);
            }
```

```
            printf("BST with %d nodes is ready to use \n", n);
        } else if (choice == 2) {
            printf("BST Traversal in INORDER \n");
            inorder(root);
        } else if (choice == 3) {
            printf("BST Traversal in PREORDER \n");
            preorder(root);
        } else if (choice == 4) {
            printf("BST Traversal in POSTORDER \n");
            postorder(root);
        } else if (choice == 5) {
            break;
        } else {
            printf("Wrong choice \n");
        }
    }

    return 0;
}
```

Status : Correct ***Marks : 10/10***

2. Problem Statement

Edward has a Binary Search Tree (BST) and needs to find the k-th largest element in it.

Given the root of the BST and an integer k, help Edward determine the k-th largest element in the tree. If k exceeds the number of nodes in the BST, return an appropriate message.

Input Format

The first line of input consists of integer n, the number of nodes in the BST.

The second line consists of the n elements, separated by space.

The third line consists of the value of k.

Output Format

The output prints the kth largest element in the binary search tree.

For invalid inputs, print "Invalid value of k".

Refer to the sample output for formatting specifications.

Sample Test Case

Input: 7
8 4 12 2 6 10 14
1
Output: 14

Answer

```
// You are using GCC
#include <stdio.h>
#include <stdlib.h>

struct Node {
    int data;
    struct Node *left, *right;
};

// Create a new node
struct Node* createNode(int data) {
    struct Node* node = (struct Node*)malloc(sizeof(struct Node));
    node->data = data;
    node->left = node->right = NULL;
    return node;
}

// Insert a node into BST
struct Node* insert(struct Node* root, int data) {
    if (root == NULL)
        return createNode(data);
    if (data < root->data)
        root->left = insert(root->left, data);
    else if (data > root->data)
        root->right = insert(root->right, data);
    return root;
```

```
}

// Find k-th largest element
void findKthLargest(struct Node* root, int k, int* count, int* result) {
    if (root == NULL || *count >= k)
        return;
    findKthLargest(root->right, k, count, result);
    (*count)++;
    if (*count == k) {
        *result = root->data;
        return;
    }
    findKthLargest(root->left, k, count, result);
}

int main() {
    int n, val, k;
    scanf("%d", &n);

    struct Node* root = NULL;

    for (int i = 0; i < n; i++) {
        scanf("%d", &val);
        root = insert(root, val);
    }

    scanf("%d", &k);

    if (k <= 0 || k > n) {
        printf("Invalid value of k\n");
    } else {
        int count = 0, result = -1;
        findKthLargest(root, k, &count, &result);
        printf("%d\n", result);
    }

    return 0;
}
```

Status : Correct **Marks : 10/10**

3. Problem Statement

Jake is learning about binary search trees(BST) and their operations. He wants to implement a program that can delete a node from a BST based on the given key value and print the remaining nodes in an in-order traversal.

Assist Jake in the program.

Input Format

The first line of input consists of an integer n, representing the number of elements in BST.

The second line consists of n space-separated integers, representing the elements of the tree.

The third line consists of an integer x, representing the key value of the node to be deleted.

Output Format

The first line of output prints "Before deletion: " followed by the in-order traversal of the initial BST.

The second line prints "After deletion: " followed by the in-order traversal after the deletion of the key value.

If the key value is not present in the BST, print the original tree as it is.

Refer to the sample output for formatting specifications.

Sample Test Case

Input: 5
8 6 4 3 1
4
Output: Before deletion: 1 3 4 6 8
After deletion: 1 3 6 8

Answer

```c
#include <stdio.h>
#include <stdlib.h>

struct Node {
    int data;
    struct Node *left, *right;
};

struct Node* createNode(int data) {
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
    newNode->data = data;
    newNode->left = newNode->right = NULL;
    return newNode;
}

struct Node* insert(struct Node* root, int data) {
    if (root == NULL)
        return createNode(data);
    if (data < root->data)
        root->left = insert(root->left, data);
    else if (data > root->data)
        root->right = insert(root->right, data);
    return root;
}

void inorder(struct Node* root) {
    if (root != NULL) {
        inorder(root->left);
        printf("%d ", root->data);
        inorder(root->right);
    }
}
struct Node* findMin(struct Node* node) {
    while (node->left != NULL)
        node = node->left;
    return node;
}

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

    return root;
}
int search(struct Node* root, int key) {
    if (root == NULL)
        return 0;
    if (root->data == key)
        return 1;
    if (key < root->data)
        return search(root->left, key);
    else
        return search(root->right, key);
}

int main() {
    int n, key, i, value;
    scanf("%d", &n);

    struct Node* root = NULL;

    for (i = 0; i < n; i++) {
        scanf("%d", &value);
        root = insert(root, value);
    }
```

```
    scanf("%d", &key);

    printf("Before deletion: ");
    inorder(root);
    printf("\n");
    if (search(root, key))
        root = deleteNode(root, key);

    printf("After deletion: ");
    inorder(root);
    printf("\n");

    return 0;
}
```

Status : Correct ***Marks : 10/10***