

PROGRAM 7 5B WRITE-UP BATCH-4

class BTreeNode

{ int *Keys

int t

BTreeNode *x C

int n

bool leaf

public: BTreeNode(int t, bool leaf) :

void insertNonfull(int K)

void splitChild(int i, BTreeNode *y)

void traverse()

BTreeNode *search(int K)

friend class BTree

}

class BTree

{ BTreeNode *root

int t

public: BTree(int t)

{ root ← NULL

t ← t

}

void traverse()

{ if (root != NULL)

root → traverse()

}

BTreeNode * search(int K)

{ return (root == NULL) ? NULL : root → search(K)

}

void insert(int K)

}

BTreeNode::BTreeNode(int t1, bool leaf1)

{ t ← t1

leaf ← leaf1

```

Keys  $\leftarrow$  new int  $[2 * t - 1]$ 
c  $\leftarrow$  new BTreeNode *  $[2 * t]$ 
n  $\leftarrow$  0

```

```

}

```

```

void BTreeNode::traverse()

```

```

{ int i

```

```

  for (i  $\leftarrow$  0; i  $<$  n; i++)

```

```

    { if (leaf  $\leftrightarrow$  false)

```

```

      c[i]  $\rightarrow$  traverse()

```

```

    } print Keys[i]
  }

```

```

if (leaf  $\leftrightarrow$  false)

```

```

  c[0]  $\rightarrow$  traverse()

```

```

}

```

```

void BTree::insert(int k)

```

```

{ if (root  $\leftrightarrow$  NULL)

```

```

  { root  $\leftarrow$  new BTreeNode(t, true)

```

```

    root  $\rightarrow$  Keys[0]  $\leftarrow$  k

```

```

    root  $\rightarrow$  n  $\leftarrow$  1

```

```

  }

```

```

else

```

```

{ if (root  $\rightarrow$  n  $\leftrightarrow$   $2 * t - 1$ )

```

```

  { BTreeNode *s  $\leftarrow$  new BTreeNode(t, false)

```

```

    s  $\rightarrow$  [0]  $\leftarrow$  root

```

```

    s  $\rightarrow$  splitChild(0, root)

```

```

    int i  $\leftarrow$  0

```

```

    if (s  $\rightarrow$  Keys[0]  $<$  k)

```

```

      i++

```

```

    s  $\rightarrow$  (i)  $\rightarrow$  insertNonFull(k)

```

```

    root  $\leftarrow$  s

```

```

  }

```

```

  else root  $\rightarrow$  insertNonFull(k)

```

```

    }
}

void BTreeNode::insertNonFull(int k)
{
    int i ← n-1
    if (leaf ↔ true)
    {
        while (i >= 0 && Keys[i] > k)
        {
            Keys[i+1] ← Keys[i]
            i--
        }
        Keys[i+1] ← k
        n ← n+1
    }
    else
    {
        while (i >= 0 && Keys[i] > k)
            i--
        if (C[i+1] → n ↔ 2*t-1)
        {
            splitChild(i+1, C[i+1])
            if (Keys[i+1] < k)
                i++
        }
        C[i+1] → insertNonFull(k)
    }
}

```

```

void BTreeNode::splitChild(int i, BTreeNode *y)
{
    BTreeNode *z ← new BTreeNode(y → t, y → leaf)
    z → n ← t-1
    for (int j ← 0, j < t-1, j++)
        z → Keys[j] ← y → Keys[j+t]
    if (y → leaf ↔ false)
        for (int j ← 0, j < t, j++)
            z → C[j] ← y → C[j+t]
}

```

```
y → n ← t-1
for (int j ← n, j >= i+1, j--)
    c[j+1] ← c[j]
    c[i+1] ← z
for (int j ← n-1, j >= i, j--)
    Keys[j+1] ← Keys[j]
    Keys[i] ← y → Keys[t-1]
    n ← n+1
}
```

```
int main()
{
    int n ← 0, int m ← 0
    int k ← 0
    BTree t(3)
    print "Nodes to be inserted:"
    m ← value
    print "Enter value:"
    for (int i ← 0, i < n, i++)
    {
        q ← value
        t.insert(m)
    }

    print "Traversal of tree constructed"
    t.traverse()
    return 0
}
```