}

B-tree insertion

```
int *keys; //Pointer to the averay of keys in the node int t; //Min number of key that must be present in a Node **C; //Pointers to child nodes int n: //Number of keys in the node bool leaf; // leaf node or not
```

```
void insert (int k) {

if (root == NULL) {

root = new Node(t, true);

root \Rightarrow keys[o] = k;

voot \Rightarrow n = 1;
}

else {

// If root node is full

if (root \Rightarrow n == 2^{n}t - 1) {
```

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Node *s = new Node (t, false); S → c[o] = root; S - split Child (0, noot); int i = 0; if (s → keys[o] < k) i++; S → C[i] → insert Non Full (K); root = 5; else root - insert Non Full (k); void insert Non Full (int k) { int i=n-1; if (leaf = = true) { while (i >= 0 && Keys[i]>K) q Keys[i+1] = keys[i]; i--;

Bone not

```
keys [i+1] = K;
      n = n + 1;
   3
  else {
     while (i >= 0 && key [i] > k)
         i -- ;
       if (c[i+1] → n == 2*t-1){
           Split Child (i+1, C[i+1]);
            if (keys[i+1]<k)
               i++;
       C [i+1] → insortNonFull(k);
 }
void
      splitchild (int i, Node * y) {
      for (j =0; j <t-1; j ++)
          Z → keys[j]=y → keys[j+t];
        if (y > leaf = = false) ?
```

$$y \rightarrow n = t-1;$$
 $for(j=n), j >= l+1; j--)$
 $c[j+1] = c[j];$
 $c[i+1] = \pm;$
 $for(int j=n-1; j >= c; j--)$
 $keys[i+1] = keys[j];$
 $keys[i] = y \rightarrow keys[t-1];$
 $n=n+1;$

Blocat