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1: // Assignment no-
   6
2: // Name- Prerana Rajesh Gajare Class-SEIT
   RollNo-SI41
3: /*PROBLEM STATEMENT:-
4: Implement In-order Threaded Binary Tree
   and traverse it in In-order and Pre-order.
5: */
6: //Source Code:-
7: #include <iostream>
8: using namespace std;
9:
10: //Class tbt
11: class tbt
12: {
13:     int data;//Integer data
14:     tbt *left,*right;//Left and Right address pointer
15:     bool rthread,lthread;//Left and right thread
16:     public:
17:         //Function declaration
18:         tbt* insert(tbt *,tbt *);
19:         tbt* create(int);
20:         tbt* leftmostnode(tbt *,tbt *);
21:         void inorder(tbt *,tbt *);
22:         tbt* preorder(tbt *,tbt *);
23:
24: };
25:
26: tbt* tbt :: create(int key)
27: {
28:     tbt* newnode=new tbt;//Create newnode using new
   keyword
29:     newnode->data=key;//Store key value in newnode of
   data
30:     newnode->left=newnode;//Store newnode vlaue in
   newnode's left and right
31:     newnode->right=newnode;

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32:     newnode->lthread=true;//Initialize leftthread as
    true
33:     newnode->rthread=true;//Initialize rightthread as
    true
34:     return newnode;
35: }
36:
37: // TO PERFORM INSERT OPERATION IN TBT
38: tbt* tbt :: insert(tbt *root,tbt *head)
39: {
40:     int key;
41:     tbt *curr;
42:     //Accepting the element to be inserted
43:     cout<<"Enter the element to insert:";
44:     cin>>key;
45:     //Creating a node for element inserted using
    create function
46:     tbt *newnode=create(key);
47:
48:     //If tree is empty
49:     if(root==NULL)
50:     {
51:         head->left=newnode;//Set newnode to left of
    head
52:         root=newnode;//Store newnode value in root node
53:         root->left=root->right=head;
54:         head->lthread=false;
55:         return root;
56:     }
57:     else
58:     {
59:         curr=root;//Set root as curr
60:         while(1)
61:         {
62:             // To check if the data is already present
    or not.
63:             if(curr->data==key)

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64:         {
65:             cout<<" Element is present ";
66:             return root;;
67:             break;
68:         }
69:         //If data(key) is less than curr
70:         if(key<curr->data)
71:         {
72:             // If curr of leftthread is true
73:             if(curr->lthread)
74:             {
75:                 newnode->left=curr->left;
76:                 curr->left=newnode;//Store the
value of newnode in curr of left
77:                 newnode->right=curr;//Set curr in
newnode's right
78:                 curr->lthread=false;//Set curr
left thread as false
79:                 break;
80:             }
81:             else
82:             {
83:                 //Move towards left
84:                 curr=curr->left;
85:             }
86:         }
87:         else
88:         {
89:             // If curr of rightthread is true
90:             if(curr->rthread)
91:             {
92:                 newnode->left=curr;//Set curr in
newnode's left
93:                 newnode->right=curr->right;
94:                 curr->right=newnode; //Store the
value of newnode in curr of right
95:                 curr->rthread=false;//Set curr
right thread as false

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96:                break;
97:            }
98:            else
99:            {
100:                //Move towards right
101:                curr=curr->right;
102:            }
103:        }
104:    }
105: }
106: return root;
107: }
108:
109: // To reach to the leftmostnode of the tree
110: tbt *tbt :: leftmostnode(tbt *temp,tbt *head)
111: {
112:     // If tree is empty return NULL
113:     if(temp==NULL)
114:     {
115:         return NULL;
116:     }
117:     else
118:     {
119:         while(temp->left!=head)
120:         {
121:
122:             if(temp->lthread)
123:             {
124:                 break;
125:             }
126:             temp=temp->left;
127:
128:         }
129:         return temp;
130:     }
131: }
132:

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133:  //To perform inorder traversal(LVR) of tbt
134:  void tbt :: inorder(tbt *root,tbt *head)
135:  {
136:      tbt * curr;
137:      curr=leftmostnode(root,head);//Store temp value in
curr
138:      while(curr!=head)
139:      {
140:          cout<<"\t"<<curr->data;
141:          //If right thread is true
142:          if(curr->rthread)
143:          {
144:              //Move towards right
145:              curr=curr->right;
146:          }
147:          else
148:          {
149:
150:              curr=leftmostnode(curr->right,head);
151:          }
152:      }
153:  }
154:
155:  //To perform preorder traversal(VLR) of tbt
156:  tbt* tbt :: preorder(tbt *root,tbt *head)
157:  {
158:      tbt *curr=root;//Store root value in curr
159:      while(1)
160:      {
161:          cout<<"\t"<<curr->data;
162:
163:          if(curr->lthread==false)//If Actual child
present move to left
164:              curr= curr->left;
165:          else if(curr->rthread==false)//If Actual child
present move to right
166:              curr=curr->right;

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167:         else
168:         {
169:             while(curr->right!=head && curr-
>rthread==true)
170:             {
171:                 curr=curr->right;
172:             }
173:             if(curr->right!=head)
174:                 curr=curr->right;
175:             else
176:                 break;
177:         }
178:
179:     }
180: }
181:
182: int main()
183: {
184:     tbt *root= NULL;//Initialze root as NULL
185:     int l;
186:     tbt t;
187:     tbt *head=t.create(999);
188:     do
189:     {
190:         cout<<"\nEnter the
choice\n1)Insert\n2)Inorder\n3)Preorder\n4)Exit\n(1,2,
3,4):";
191:         cin>>l;
192:         elseitch
193:         {
194:             case 1:
195:                 root=t.insert(root,head);//Calling insert
function and storing its value in root
196:                 break;
197:             case 2:
198:                 t.inorder(root,head);//Calling inorder
function

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199:             break;
200:         case 3:
201:             t.preorder(root,head);//Calling preorder
function
202:             break;
203:         case 4:
204:             cout<<"The end";
205:             break;
206:
207:     }
208: }while(l!=4);
209:
210: }
```

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):1

Enter the element to insert:10

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):1

Enter the element to insert:8

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):1

Enter the element to insert:15

Enter the choice

- 1)Insert
- 2)Inorder

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):1

Enter the element to insert:20

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):1

Enter the element to insert:5

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):1

Enter the element to insert:17

Enter the choice

- 1)Insert
- 2)Inorder
- 2)Inorder

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):1

Enter the element to insert:7

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):2

5 7 8 10 15 17 20

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

(1,2,3,4):3

10 8 5 7 15 20 17

Enter the choice

- 1)Insert
- 2)Inorder
- 3)Preorder
- 4)Exit

2)Inorder

3)Preorder

4)Exit

(1,2,3,4):1

Enter the element to insert:7

Enter the choice

1)Insert

2)Inorder

3)Preorder

4)Exit

(1,2,3,4):2

5 7 8 10 15 17 20

Enter the choice

1)Insert

2)Inorder

3)Preorder

4)Exit

(1,2,3,4):3

10 8 5 7 15 20 17

Enter the choice

1)Insert

2)Inorder

3)Preorder

4)Exit

(1,2,3,4):4

The end

2)Inorder