Data Structures and Algorithms

Assignment - VII

Insertion and Validation:

Deletion:

Search and Minimum/Maximum:

In-order Traversal:

INPUT:

```
int main() {
    struct Node *root = NULL;
       // Insertion and Validation
printf("Insertion and Validation:\n");
int keys[] = {7, 3, 18, 10, 22, 8, 11, 26, 2, 6, 13};
int numKeys = sizeof(keys) / sizeof(keys[0]);
       for (int i = 0; i < numKeys; ++i) {
  insert(&root, keys[i]);
  printf("Inserted %d: ", keys[i]);
  inOrderTraversal(root);</pre>
               printf("\n");
       printf("\nDeletion:\n");
int deleteKeys[] = {3, 11, 18, 10, 22, 7};
int numDeleteKeys = sizeof(deleteKeys) / sizeof(deleteKeys[0]);
       for (int i = 0; i < numDeleteKeys; ++i) {
    struct Node *nodeToDelete = search(root, deleteKeys[i]);</pre>
               if (nodeToDeLete != NULL) {
  printf("Deleting %d: ", deleteKeys[i]);
  deleteNode(&root, nodeToDelete);
  inOrderTraversal(root);
  printf("\n");
                       printf("%d not found in the tree. Skipping deletion.\n", deleteKeys[i]);
       // Search, Minimum, and Maximum
printf("\nSearch, Minimum, and Maximum:\n");
int searchKeys[] = {8, 13, 2, 18, 7};
int numSearchKeys = sizeof(searchKeys) / sizeof(searchKeys[0]);
       for (int i = 0; i < numSearchKeys; ++i) {
    struct Node *result = search(root, searchKeys[i]);
    if (result != NULL) {
        printf("Key %d found in the tree.\n", searchKeys[i]);
    }
}</pre>
                       printf("Key %d not found in the tree.\n", searchKeys[i]);
       printf("\nIn-order Traversal:\n");
       printf("\n");
```

OUTPUT:

```
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one@ROG:~/Repo/DSA/07$ gedit RBT.c
one@ROG:~/Repo/DSA/07$ gcc RBT.c -o RBT
one@ROG:~/Repo/DSA/07$ ./RBT
In-order traversal after insertion: 5 6 10 12 20 30
In-order traversal after deletion of 20: 5 6 10 12 30
Search result for key 12: Found
Minimum key in the tree: 5
Maximum key in the tree: 30
one@ROG:~/Repo/DSA/07$
```