

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 5\_COD\_Question 1

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

John is learning about Binary Search Trees (BST) in his computer science class. He wants to create a program that allows users to delete a node with a given value from a BST and print the remaining nodes using an in-order traversal.

Implement a function to help him delete a node with a given value from a BST.

##### ***Input Format***

The first line of input consists of an integer N, representing the number of nodes in the BST.

The second line consists of N space-separated integers, representing the values of the BST nodes.

The third line consists of an integer V, which is the value to delete from the BST.

### **Output Format**

The output prints the space-separated values in the BST in an in-order traversal, after the deletion of the specified value.

If the specified value is not available in the tree, print the given input values in-order traversal.

Refer to the sample output for formatting specifications.

### **Sample Test Case**

Input: 5  
10 5 15 2 7  
15

Output: 2 5 7 10

### **Answer**

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

```
struct TreeNode {
    int data;
    struct TreeNode* left;
    struct TreeNode* right;
};
```

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

```
// You are using GCC
```

```
struct TreeNode* insert(struct TreeNode* root, int key) {
    //Type your code here
```

```

    if(root==NULL)
        return createNode(key);
    else if(key<root->data)
        root->left=insert(root->left,key);
    else if(key>root->data)
        root->right=insert(root->right,key);
    return root;
}

```

```

struct TreeNode* findMin(struct TreeNode* root) {
    //Type your code here
    if(root!=NULL)
        while(root->left!=NULL)
            root=root->left;
    return root;
}

```

```

struct TreeNode* deleteNode(struct TreeNode* root, int key) {
    //Type your code here
    struct TreeNode*temp=(struct TreeNode*)malloc(sizeof(struct TreeNode));
    if(root==NULL)
        return root;
    else 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 && root->right)
    {
        temp=findMin(root->right);
        root->data=temp->data;
        root->right=deleteNode(root->right,root->data);
    }
    else{
        temp=root;
        if(root->left==NULL)
            root=root->right;
        else if(root->right==NULL)
            root=root->left;
        free(temp);
    }
    return root;
}

```

```
}
```

```
void inorderTraversal(struct TreeNode* root) {
```

```
//Type your code here
```

```
if(root!=NULL){
```

```
    inorderTraversal(root->left);
```

```
    printf("%d ",root->data);
```

```
    inorderTraversal(root->right);
```

```
}
```

```
}
```

```
int main()
```

```
{
```

```
    int N, rootValue, V;
```

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

```
    struct TreeNode* root = NULL;
```

```
    for (int i = 0; i < N; i++) {
```

```
        int key;
```

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

```
        if (i == 0) rootValue = key;
```

```
        root = insert(root, key);
```

```
    }
```

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

```
    root = deleteNode(root, V);
```

```
    inorderTraversal(root);
```

```
    return 0;
```

```
}
```

**Status :** Correct

**Marks :** 10/10