

```
insert (int Key){
```

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

// If root of tree is NULL

```
        root = new Btree Node();
```

```
        root → Keys[0] = Key;
```

```
        root → n = 1;
```

```
    }
```

```
    else{
```

// If root is not NULL check the current node is full or not

```
        if (root → n == 2 * t - 1){
```

```
            Btree Node *s = new Btree Node();
```

```
            s → c[0] = root;
```

```
            s → splitchild (0, root);
```

```
            int i = 0;
```

```
            if (s → Keys[0] < K)
```

```
                i++;
```

```
            s → c[i] → insertNonFull(K);
```

```
            root = s;
```

```
        }
```

```
    } else
```

```
        root → insertNonFull(K);
```

// If node is not full just insert at appropriate position.

```
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;
```

```
    }
```

} If current is a leaf node then find exact position for key to insert and insert the key at found position.

```

else
{
    while (i >= 0 && Keys[i] > K)
        i--;
    if (C[i+1] == 2+t-1)
        splitchild(i+1, C[i+1]);
    if (Keys[i+1] < K)
        i++;
}
C[i+1] = insertNonFull(K);
}
}

```

If current node is not leaf node then check the child node that is going to have this new key and also checking if it's going to a full node or no.

```

splitchild(int i, BTreeNode *y)
{

```

```

    BTreeNode *z = new BTreeNode(); // create a new node
    z->n = t-1;

```

```

    for (int j=0; j<t-1; j++)
        z->Keys[j] = y->Keys[j+t];

```

} ~~insert~~ copy the t-1 node from y to new node z

```

    if (y->leaf == false)
    {
        for (int j=0; j<t; j++)
            z->C[j] = y->C[j+t];
    }

```

} If y is not a leaf node copy t node from y to z.

```

    y->n = t-1;

```

```

    for (int j=n; j>=i+1; j--)
        C[j+1] = C[j];

```

} creating a space for new child.

```

    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;
}

```

} copy the middle key of y and increment count by 1.