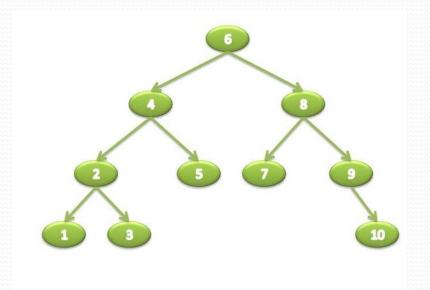
# Binary Search Trees

**Computer Representation** 





# Data Structures and Algorithms

# **Binary Search Tree**



Create a BST for:

10, 30, 50, 15, 10, 30, 17, 35, 25, 70



# **Binary Search Tree**



- Properties
- Packing the Node
- Insertion Operation
- Traversals

Deletion Operation



# **Properties**



- The left subtree of a node contains keys less than the node's key.
- The right subtree of a node contains keys greater than or equal to the node's key.
- The left and right subtree must each also be a binary search tree.







```
struct tree
{
  int data;
  struct tree * left;
  struct tree * right;
};
typedef struct tree TREE;
```



# **Insertion Operation**

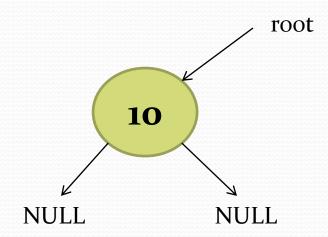


TREE \* root = NULL





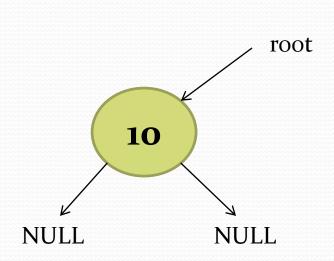
The first node walks in:

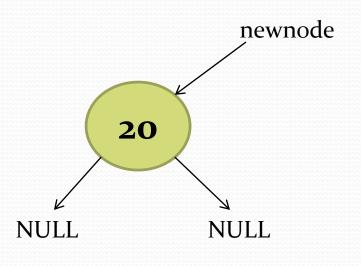


... and becomes the root node



The second node walks in:

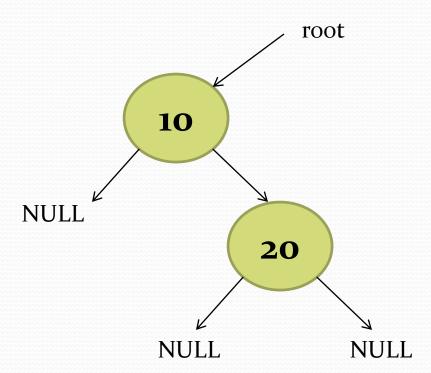






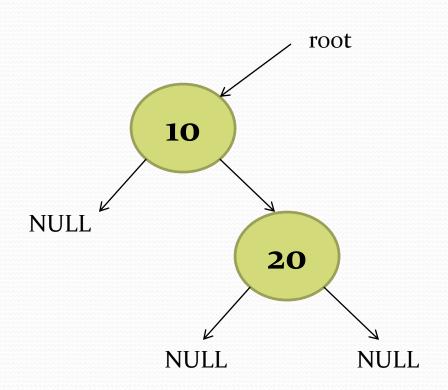


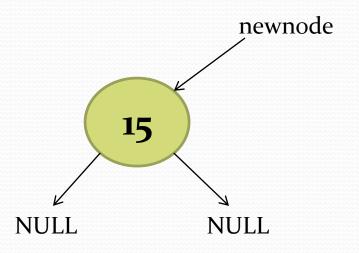
When the second node walks in:





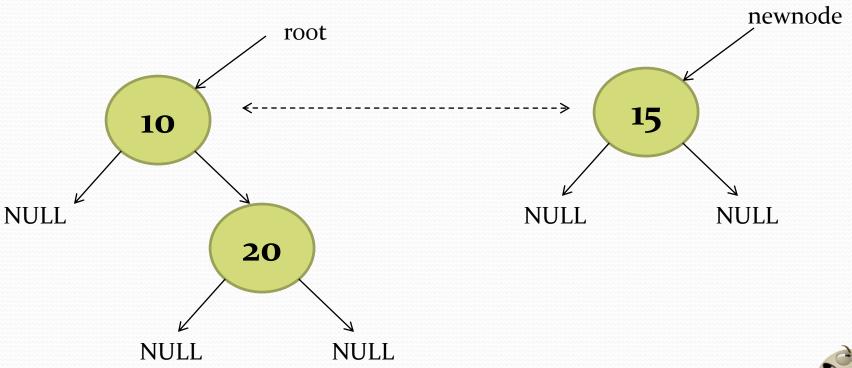




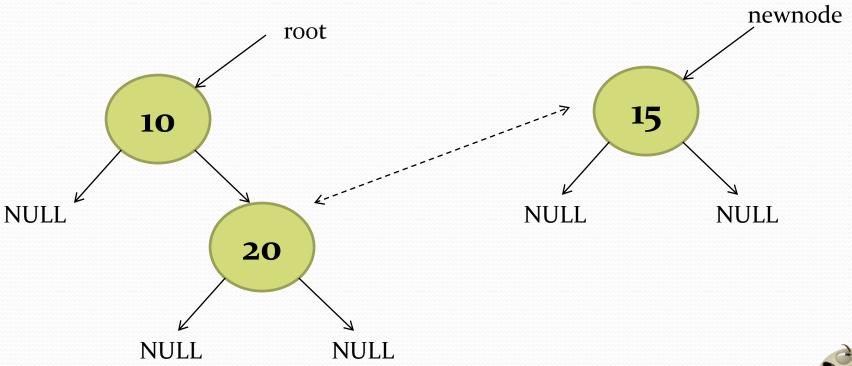






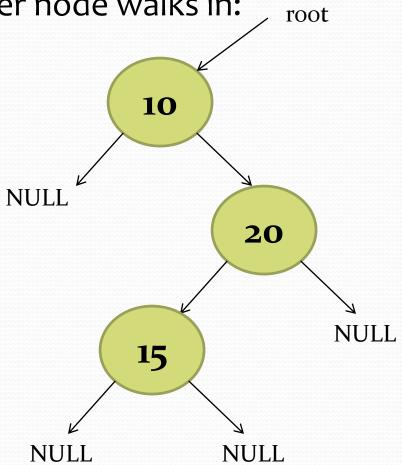














### **Tree Traversals**

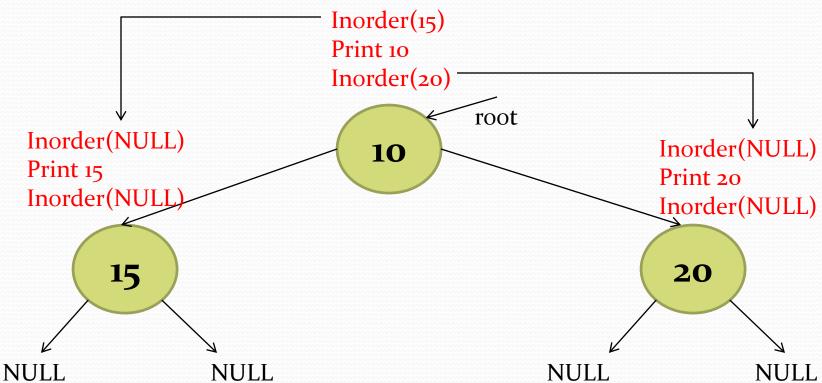


- In-order
  - Left, Root, Right
- Pre-order
  - Root, Left, Right
- Post-order
  - Left, Right, Root



### **Recursive Inorder:**







# Deleting a node



- Node may not be present
- A leaf node

A non leaf node with 1 child

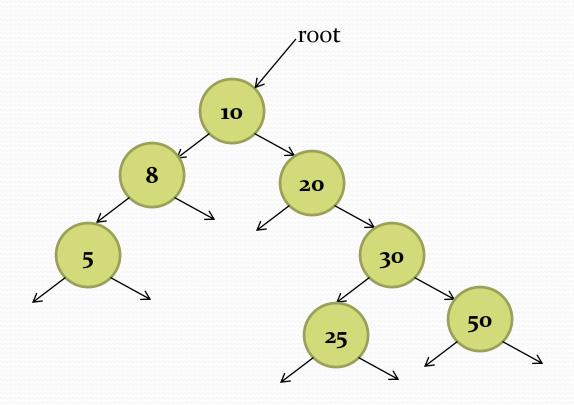
A non leaf node with 2 children

Root node



## Delete: 60

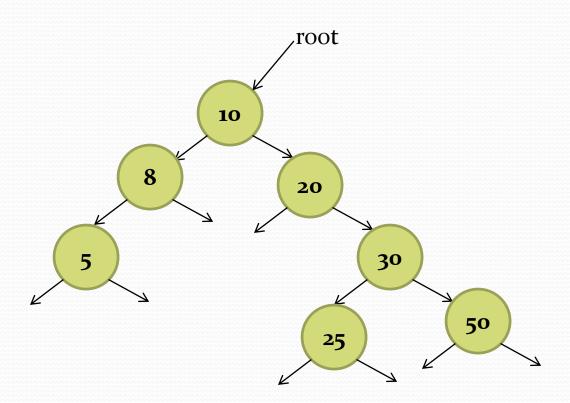






# Delete: 25

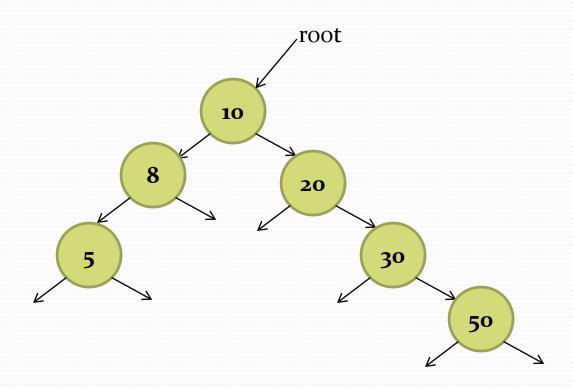






# Deleted: 25

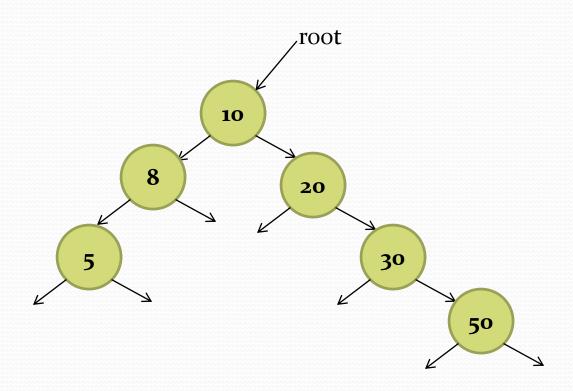






# Delete: 8

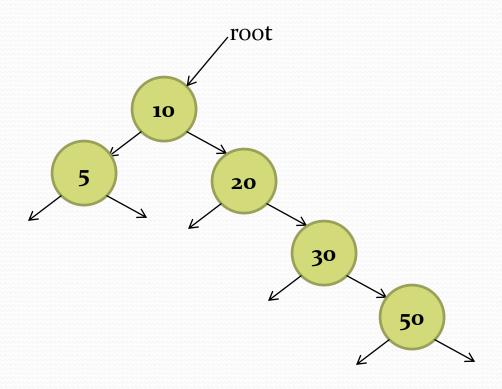






# Deleted: 8

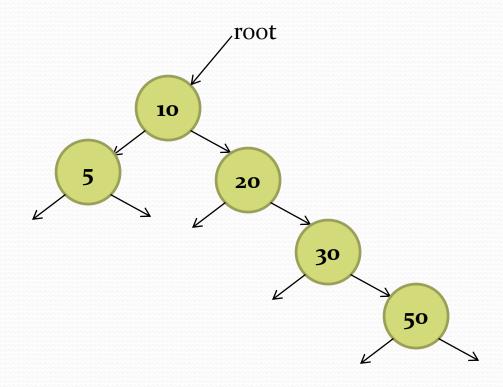






# Delete: 10

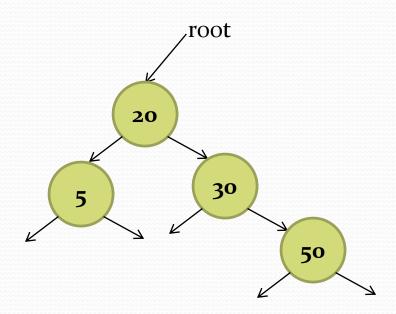






# Deleted: 10







# Thank you.

