

# Rajalakshmi Engineering College

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Branch: REC

Department: I AIML AD

Batch: 2028

Degree: B.E - AI & ML

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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;
}
```

```
struct TreeNode* newNode(int data) {
    struct TreeNode* node = (struct TreeNode*)malloc(sizeof(struct
TreeNode));
    node->data = data;
```

```
node->left = node->right = NULL;
return node;
}
```

```
struct TreeNode* insert(struct TreeNode* root, int data) {
    if (root == NULL) {
        return newNode(data);
    }

    if (data < root->data) {
        root->left = insert(root->left, data);
    } else {
        root->right = insert(root->right, data);
    }

    return root;
}
```

```
struct TreeNode* minValueNode(struct TreeNode* node) {
    struct TreeNode* current = node;
    while (current && current->left != NULL) {
        current = current->left;
    }
    return current;
}
```

```
struct TreeNode* deleteNode(struct TreeNode* root, int key) {
    if (root == NULL) {
        return root;
    }

    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 == NULL) {
            struct TreeNode* temp = root->right;
            free(root);
            return temp;
        } else if (root->right == NULL) {
            struct TreeNode* temp = root->left;
```

```

        free(root);
        return temp;
    }

    struct TreeNode* temp = minValueNode(root->right);

    root->data = temp->data;

    root->right = deleteNode(root->right, temp->data);
}

return root;
}

void inorderTraversal(struct TreeNode* root) {
    if (root == NULL) {
        return;
    }

    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