

int random level () { floot &= (Heat) rad () / RAND-MAX; int | | = 0; while (1<P && Lot < Max Lux) E Made " convert: header; Node \* update (MAX LuL++);

Memoret Cupdate , o, lize of (Node \*)\* (MAXLUL++));

for (int i = level; i) = 0; i - > {

Lower Courset -> forward (i)! = NOW & & Current -> forward (i) -> Current = : Current -> formand (i); -> Janyard [o]; Coursed == NV24 | Curent -> Rey! = Key) { int rlevel = yadom Level (); for (int i = level+1; i < school +1; T++) up date [i] = header; luel = vluel : 3

Node \* h = Ex (reato Node (key vlevel);

for (int i = 0; i <= hlevel; i++) {

n -> formand [i] = update [i] -> formand [i];

updato [i] -> formand [i] = n; }

Count << "successfully inserted key << key << \n";

3?.

Mayur

void delete Elevent (int key) {
Node & uddit (Nax /: VI ++).
mouset Cuodate a Size of Clode +) + (1/4x 1xx 1xx 1xx
los (int := level : 1 == ) 5
while Coursed -> located [i] = Nivy (8 count -> located)
bas sky)
 Node * curved = hecold;  Node * cyclate (Nex (:VL ++);  Mouset Cupdate, O Size of (Node *) * (Nex LvL ++));  John (jut i = level; 1 >= 0; i) {  Notice Courved -> formand [:]! = NVLL & current -> formand [:] ->  Key < Key?  Landor (:) = Curvent -> formand [:];
update (i) = convent i v
 Current = Curret -> Lorunted (0);
 update (i) = current; }  current = current; }  current = current -> prunced (o);  if (aurent != Nun Gud current -> key == key)  {
 for (int i= 0; i < = level; i++) {  i) Cupdate (i) = formed (i)! = current)
 i) (update (i) > formed (i)! = connect)
brok.
break:  Lydate (i) - formald (i) = runnent -> formed [i];
while Clavel > 0 Ch brocker > forward (level) = 5000)
Aur 9
 void learth Ele (int key)
 Void learth Ele Cint mey)
11 1 2 2 1
 Nodo * Curet = header;
July Convert > 10 -10 [1 - 1]
for (int i = land; i>= 0; i-){  while (convert → formed [i] & convert → formed [i] →  key < key)
current = current -> folymored (i):3
il convert and convert - kan kan
current = current = formal Co);  if current and current = key = = key)  cont < "Formal : "<< key << " \n";
3.