# Rajalakshmi Engineering College

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Branch: REC

Department: I AI & DS AF

Batch: 2028

Degree: B.E - AI & DS



## NeoColab\_REC\_CS23231\_DATA STRUCTURES

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

Attempt : 1 Total Mark : 10 Marks Obtained : 10

Section 1: Coding

#### 1. Problem Statement

In his computer science class, John is learning about Binary Search Trees (BST). He wants to build a BST and find the maximum value in the tree.

Help him by writing a program to insert nodes into a BST and find the maximum value in the tree.

## 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 nodes to insert into the BST.

### **Output Format**

The output prints the maximum value in the BST.

Refer to the sample output for formatting specifications.

```
Sample Test Case
```

```
Input: 5
    1051527
    Output: 15
    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) {
      if(root==NULL){
         return createNode(key);
      else if(key>root->data){
         root->right=insert(root->right,key);
       else if(key<root->data){
         root->left=insert(root->left,key);
return root;
```

```
int findMax(struct TreeNode* root) {
       if(root->right==NULL){
         return root->data; 1
       return findMax(root->right);
    }
    int main() {
       int N, rootValue;
       scanf("%d", &N);
       struct TreeNode* root = NULL;
     int key;
         scanf("%d", &key);
         if (i == 0) rootValue = key;
         root = insert(root, key);
       }
       int maxVal = findMax(root);
       if (maxVal != -1) {
         printf("%d", maxVal);
return 0;
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                                                                    Marks: 10/10
     Status: Correct
```

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