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Subject: Data Structure and Algorithm Laboratory
Assignment No.3

```
#include<iostream>
using namespace std;
//Create a node structure
class node
{
public:
node *left;
int data;
node *right;
};
class BST
{
public:
node *root, *temp;
BST()
{
root=temp=NULL;
}
void create();
void insert(node*, node*);
void Inorder(node*);
void Preorder(node*);
void Postorder(node*);
void minBST();
void maxBST();
void search(node*, int key);
void descend(node*);
};
int main()
{
BST b;
cout<<"\n Welcometoprogram ofBST";
b.create();
cout<<"\n Inorder Traversal ofBST is:-";
b.Inorder(b.root);
cout<<"\n";
cout<<"\n Preorder Traversal ofBST is:-";
b.Preorder(b.root);
cout<<"\n";
cout<<"\n Postorder Traversal ofBST is:-";
b.Postorder(b.root);
cout<<"\n";
cout<<"\n Minimum data ofBST is:-";
b.minBST();
cout<<"\n";
cout<<"\n Maximum data ofBST is:-";
b.maxBST();
cout<<"\n";
cout<<"\n Findingelement is:-";
b.search(b.root, 2);
cout<<"\n Descendent is:-";
b.descend(b.root);
cout<<"\n";
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return 0;
}
void BST::create()
{
    int op, val;
    do{
        //1.Create a new empty node
        temp = new node;
        //2.Read data from user and save it in node
        cout << "\nEnter data to be saved in node:- ";
        cin >> val;
        temp->data = val;
        //3.Make both ptr NULL
        temp->left = NULL;
        temp->right = NULL;
        //Create a BST
        if (root == NULL)
        {
            root = temp;
        }
        else //insert newly created node in existing tree
        {
            insert(root, temp);
        }
        cout << "\nEnter 1 to accept node again else press 0:- ";
        cin >> op;
    }
    while (op == 1);
}

void BST::insert(node *root, node *temp)
{
    char op1;
    cout << "\nCurrent node is:- " << root->data;
    cout << "\nEnter the position (l/r):- ";
    cin >> op1;
    if (op1 == 'l' || op1 == 'L')
    {
        if (root->left == NULL)
            root->left = temp;
        else
            insert(root->left, temp);
    }
    elseif (op1 == 'r' || op1 == 'R')
    {
        if (root->right == NULL)
            root->right = temp;
        else
            insert(root->right, temp);
    }
}

void BST::Inorder(node *temp)
{
    if (temp != NULL)
    {
        Inorder(temp->left);
        cout << temp->data << " ";
        Inorder(temp->right);
    }
}

void BST::Preorder(node *temp)

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{
if(temp!=NULL)
{
cout<<temp->data<<" ";
Preorder(temp->left);
Preorder(temp->right);
}
}
voidBST::Postorder(node*temp)
{
if(temp!=NULL)
{
Postorder(temp->left);
Postorder(temp->right);
cout<<temp->data<<" ";
}
}
voidBST::minBST()
{
node*temp=root;
if(temp==NULL)
{
return;
}
else
{
while(temp->left!=NULL)
{
temp=temp->left;
}
cout<<temp->data;
}
}
voidBST::maxBST()
{
node*temp=root;
if(temp==NULL)
{
return;
}
else
{
while(temp->right!=NULL)
{
temp=temp->right;
}
cout<<temp->data;
}
}
voidBST::search(node*root,intkey)
{
if(key<root->data)
{
if(root->left==NULL)
cout<<"notfound"<<endl;
elsesearch(root->left,key);
}
elseif(key>root->data)
{
if(root->right==NULL)

```

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cout<<"notfound"<<endl;
elsesearch(root->right,key);
}
else
cout<<"found"<<endl;
}
voidBST::descend(node*temp)
{
if(temp!=NULL)
{
descend(temp->right);
cout<<temp->data<<" ";
descend(temp->left);
}
}
/*
Welcometoprogram ofBST
Enterdatatobesavedinnode:-5
Enter1toacceptnodeagainelsepress0:-1
Enterdatatobesavedinnode:-62
Currentnodeis:-5
Entertheposition(l/r):-r
Enter1toacceptnodeagainelsepress0:-1
Enterdatatobesavedinnode:-2
Currentnodeis:-5
Entertheposition(l/r):-l
Enter1toacceptnodeagainelsepress0:-0
InorderTraversalofBSTis:-2562
PreorderTraversalofBSTis:-5262
PostorderTraversalofBSTis:-2625
Minimum dataofBSTis:-2
Maximum dataofBSTis:-62
Findingelementis:-found
Descendentis:-6252
*/

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```

D:\AbdulMuiz\College Practicals\DSA\bstop.exe
Welcome to program of BST
Enter data to be saved in node :- 5
Enter 1 to accept node again else press 0 :- 1
Enter data to be saved in node :- 62
Current node is :- 5
Enter the position (l/r) :- r
Enter 1 to accept node again else press 0 :- 1
Enter data to be saved in node :- 2
Current node is :- 5
Enter the position (l/r) :- l
Enter 1 to accept node again else press 0 :- 0
Inorder Traversal of BST is :- 2 5 62
Preorder Traversal of BST is :- 5 2 62
Postorder Traversal of BST is :- 2 62 5
Minimum data of BST is:- 2
Maximum data of BST is:- 62
Finding element is:- found
Descendent is:- 62 5 2
-----
Process exited after 12.82 seconds with return value 0
Press any key to continue . . .

```