

## Insertion:

```
void insert(int k)
{
    if (!root)
    {
        root = new TreeNode(true);
        root->keys[0] = k;
        root->n = 1;
    }
    else
    {
        if (root->n == 3)
        {
            TreeNode *s = new TreeNode(false);
            s->child[0] = root;
            s->splitChild(0, root);
            int i = 0;
            if (s->keys[0] < k)
                ++i;
            s->child[i] = insertFull(k);
            root = s;
        }
        else
        {
            root->insertNonFull(k);
        }
    }
}
```

## Deletion

```
void delete(int k)
{
    int index = find(k);
    if (index < n && keys[index] == k)
    {
        if (leaf)
            remove from leaf(index);
        else
            remove from Non-leaf(index);
    }
}
```

```
else  
{ if (leaf)  
{ cout << "Not Exist" << endl;  
return;  
}  
bool flag = (index == n)? true : false;  
if (child[index] -> n < 2) fill(index);  
if (flag && index > n)  
child[index-1] -> remove(k);  
else  
child[index] -> remove(k);  
}  
return;  
}
```

### Extra Functions

// insertNodefull  $\Rightarrow$  insert key into node

// splitChild  $\Rightarrow$  Split node  $\Rightarrow$  children node

// RemoveFromNonLeaf  $\Rightarrow$  Merges node after deletion

// Remove from Leaf  $\Rightarrow$  Shift element to left side after deletion.