

B Tree insertion

void insert (int K)

```
{ if root == null
  { root = new Tree
    root → key → K    r → n = 1;
  }
```

else

```
{ if (root → n == 2 * t - 1)
```

```
{ BTreeNode *s = new BTreeNode(t, false)
  s → c[0] = root;
  s → splitChild(0, root)
```

// new root has two children

```
int i = 0;
```

```
if (s → keys[0] < K)
  i++;
```

```
s → c[i] → insertNonnull(K)
```

```
root = s;
```

```
}
else
```

```
root → insertNonnull(K)
```

```
}
```

```
}
```

```
}
```