

18/11/20

ADS LAB WRITEUP

Red Black Tree Insertion

Insert Function:

```
void insert (int key) {  
    Node* node = new Node;  
    node->parent = NULL;  
    node->data = key;  
    node->left = NULL;  
    node->right = NULL;  
    node->color = 1;  
    Node* y = NULL;  
    Node* x = this->root;  
    while (x != NULL) {  
        y = x;  
        if (node->data < x->data) x = x->left;  
        else x = x->right;  
    }  
    node->parent = y;  
    if (!y) root = node;  
    else if (node->data < y->data) y->left = node;  
    else y->right = node;  
    if (node->parent->color == 1) return;  
    if (node->parent->parent) return;  
    insertFix(node);  
}
```

```
void insertFix (Node* k) {  
    Node* u;  
    while (k->parent->color == 1) {  
        if (k->parent->parent->color == 1) {  
            if (k->parent == k->parent->parent->right) {  
                u = k->parent->parent->left;
```

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```

if (u->color == 1) {
    u->color = 0;
    k->parent->color = 0;
    k->parent->parent->color = 1;
    k = k->parent->parent;
} else {
    if (k == k->parent->left) {
        k = k->parent;
        rightRotate(k);
    }
    k->parent->color = 0;
    k->parent->parent->color = 1;
    leftRotate(k->parent->parent);
}
} else {
    u = k->parent->parent->right;
    if (u->color == 1) {
        u->color = 0;
        l->parent->color = 0;
        k->parent->parent->color = 1;
        k = k->parent->parent;
    } else {
        if (k == k->parent->right) {
            k = k->parent;
            leftRotate(k);
        }
        k->parent->color = 0;
        k->parent->parent->color = 1;
        rightRotate(k->parent->parent);
    }
}
}
if (k == root) break;
}
}
root->color = 0;
}

```