#include <stdio.h>

#include <stdlib.h>

struct treeNode {

int data;

struct treeNode \*left, \*right;

};

struct treeNode \*root = NULL;

/\* create a new node with the given data \*/

struct treeNode\* createNode(int data)

{

struct treeNode \*newNode;

newNode = (struct treeNode \*) malloc(sizeof (struct treeNode));

newNode->data = data;

newNode->left = NULL;

newNode->right = NULL;

return(newNode);

}

/\* insertion in binary search tree \*/

void insertion(struct treeNode \*\*node, int data)

{

if (\*node == NULL)

{

\*node = createNode(data);

}

else if (data < (\*node)->data)

{

insertion(&(\*node)->left, data);

}

else if (data > (\*node)->data)

{

insertion(&(\*node)->right, data);

}

}

/\* deletion in binary search tree \*/

void deletion(struct treeNode \*\*node, struct treeNode \*\*parent, int data)

{

struct treeNode \*tmpNode, \*tmpParent;

if (\*node == NULL)

return;

if ((\*node)->data == data)

{

/\* deleting the leaf node \*/

if (!(\*node)->left && !(\*node)->right)

{

if (parent)

{

/\* delete leaf node \*/

if ((\*parent)->left == \*node)

(\*parent)->left = NULL;

else

(\*parent)->right = NULL;

free(\*node);

}

else

{

/\* delete root node with no children \*/

free(\*node);

}

/\* deleting node with one child \*/

}

else if (!(\*node)->right && (\*node)->left)

{

/\* deleting node with left child alone \*/

tmpNode = \*node;

(\*parent)->right = (\*node)->left;

free(tmpNode);

\*node = (\*parent)->right;

}

else if ((\*node)->right && !(\*node)->left)

{

/\* deleting node with right child alone \*/

tmpNode = \*node;

(\*parent)->left = (\*node)->right;

free(tmpNode);

(\*node) = (\*parent)->left;

}

else if (!(\*node)->right->left)

{

/\*

\* deleting a node whose right child

\* is the smallest node in the right

\* subtree for the node to be deleted.

\*/

tmpNode = \*node;

(\*node)->right->left = (\*node)->left;

(\*parent)->left = (\*node)->right;

free(tmpNode);

\*node = (\*parent)->left;

}

else

{

/\*

\* Deleting a node with two children.

\* First, find the smallest node in

\* the right subtree. Replace the

\* smallest node with the node to be

\* deleted. Then, do proper connections

\* for the children of replaced node.

\*/

tmpNode = (\*node)->right;

while (tmpNode->left)

{

tmpParent = tmpNode;

tmpNode = tmpNode->left;

}

tmpParent->left = tmpNode->right;

tmpNode->left = (\*node)->left;

tmpNode->right =(\*node)->right;

free(\*node);

\*node = tmpNode;

}

}

else if (data < (\*node)->data)

{

/\* traverse towards left subtree \*/

deletion(&(\*node)->left, node, data);

}

else if (data > (\*node)->data)

{

/\* traversing towards right subtree \*/

deletion(&(\*node)->right, node, data);

}

}

/\* search the given element in binary search tree \*/

void findElement(struct treeNode \*node, int data) {

if (!node)

return;

else if (data < node->data)

{

findElement(node->left, data);

}

else if (data > node->data)

{

findElement(node->right, data);

}

else

printf("data found: %d\n", node->data);

return;

}

void traverse(struct treeNode \*node)

{2

if (node != NULL)

{

traverse(node->left);

printf("%3d", node->data);

traverse(node->right);

}

return;

}

int main()

{

int data, ch;

while (1)

{

printf("1. Insertion in BST\n");

printf("2. Deletion in BST\n");

printf("3. Search Element in BST\n");

printf("4. Inorder traversal\n5. Exit\n");

printf("Enter your choice:");

scanf("%d", &ch);

switch (ch)

{

case 1:

while (1)

{

printf("Enter your data:");

scanf("%d", &data);

insertion(&root, data);

printf("Continue Insertion(0/1):");

scanf("%d", &ch);

if (!ch)

break;

}

break;

case 2:

printf("Enter your data:");

scanf("%d", &data);

deletion(&root, NULL, data);

break;

case 3:

printf("Enter value for data:");

scanf("%d", &data);

findElement(root, data);

break;

case 4:

printf("Inorder Traversal:\n");

traverse(root);

printf("\n");

break;

case 5:

exit(0);

default:

printf("you entered wrong option\n");

break;

}

}

return 0;

}

