

• AVL tree insertion -

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18BMA18CS013

ADS

Node insert (root, key)

{

if (root == null)

return (new Node(key));

if (key < root.val)

root.left = insert (root.left, key)

else if (key > root.val)

root.right = insert (root.right, key)

else

return root

root.height = 1 + Math.max (height (root.left), height (root.right))

int balfactor = get (root);

if (balfactor > 1 && key < root.left.val)

return rightRotate (root)

if (balfactor > 1 && key > root.left.val)

{
root.left = leftRotate (root)

return rightRotate (root);

}

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```

if (balfactor < -1 && key > root.right.val)
    return leftRotate(root);

```

```

if (balfactor < -1 && key < root.right.val)
{
    root.right = rightRotate(root.right);
    return leftRotate(root);
}

```

```

return root;
}

```

Node delete (root, key) - Deletion

```

if (root == null)
    return root;

```

```

if (key < root.val)
    root.left = delete (root.left, key);

```

```

else if (key > root.val)
    root.right = delete (root.right, key);

```

```

else
{

```

```

    if ((root.left == null) || (root.right == null))
    {

```

```

        Node t = null;
        if (t == root.left)
            t = root.right;
        else

```

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ADS Lab

```
t = root.left;
if (t == null)
{
    t = root;
    root = null;
}
else
    root = t;

2.
else
{
    Node t = successor(root.right) // In-order successor
    root.val = t.val;
    root.right = delete(root.right, t.val)
}

2.
if (root == null)
    return root;
else
{
    Perform balancing same as in
    insertion
}
return root;
```

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