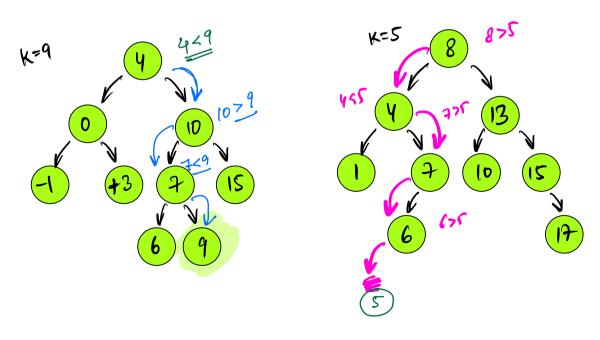


# inorder Traveral of BST: Sorted

deft 2 Root < Right

# seach K in BST



bool seach (Node Loot, 
$$n^2 + k$$
)

Node temp=2001;

while (temp=2001;

while (temp=2001;

is sp(temp-data == k) return true;

cle sp(temp-data < k) temp=2001;

else temp=2001;

bool o(n)

7.01 o(height)

N =  $2^0 + 2^1 + 2^1 \dots 2^k$ 

N =  $2^{k+1} - 1$ 

Insertions

Node temp=100%; prev=NULL;

while (temp = null) prev=temp;

a sp(temp data == K) return true;

else sp(temp data < K) temp= temp reight;

else temp= temp left;

else prev== NULL) and a new Node wie se your bree!

sp(K & prev data)

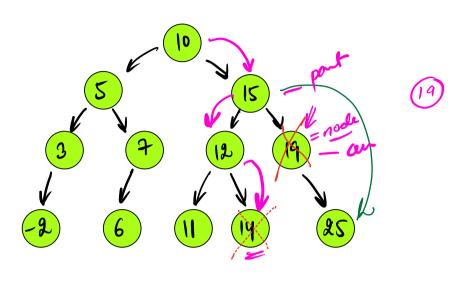
prev= left = new Node (K);

else

prev= right = new Node (K);

check, if a given free is BST ? AS: # morde fravered - sorted max(LST) < (note) < min (RST) A23 K3°

## Deletion



Case I:- Nade 3 leaf

paint-lift/light = null Node with ± child,

con []:

paint ufil eight = eur. aftleight

Node with 2 shiller Cose III 3.

