

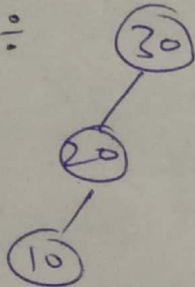
# Assignment (Binary tree & binary search tree)

## Insert (using recursion)

### 1.) LL Rotation

Let insert 30, 20, 10

Ex:

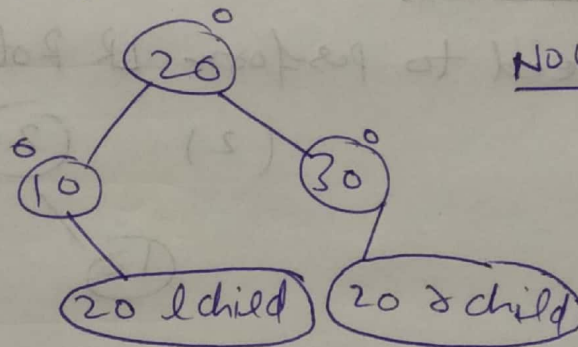


$$BF(30) = 2$$

$$BF(20) = 1$$

### ∴ LL Imbalance

To solve this we need to perform ll rotation.



Now balanced

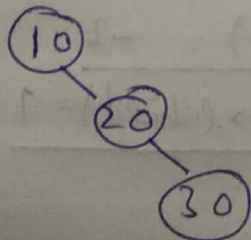
as we know

$$BF = \{-1, 0, 1\}$$

### 2.) RR Rotation

Let's insert 10, 20, 30

Ex:

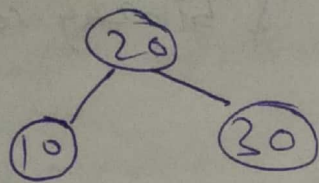


$$BF(10) = -2$$

$$BF(20) = -1$$

### ∴ RR Imbalance

To solve this we need to perform RR rotation.

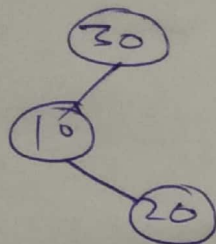


now BF of each node is '0'.

$10 \rightarrow \text{rchild} = 20 \rightarrow \text{lchild}$   
 $30 \rightarrow \text{lchild} = 20 \rightarrow \text{rchild}$

### 3.) LR Rotation

Lets insert 30, 10, 20.

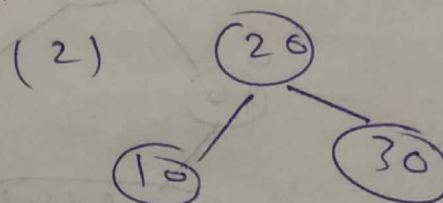
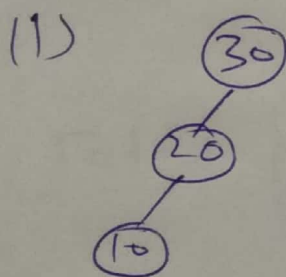


$$\underline{BF(30) = 2}$$

$$\underline{BF(10) = -1}$$

$\therefore$  LR Imbalance

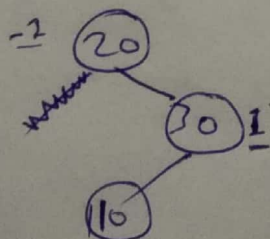
so we need to perform LR Rotation.



$10 \rightarrow \text{rchild} = 20 \rightarrow \text{lchild}$   
 $30 \rightarrow \text{lchild} = 20 \rightarrow \text{rchild}$

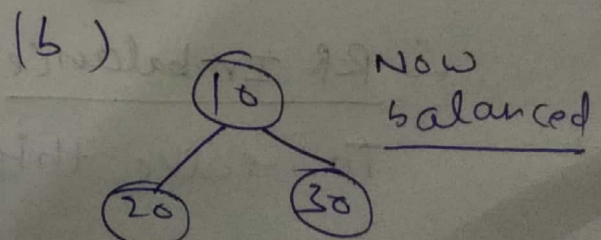
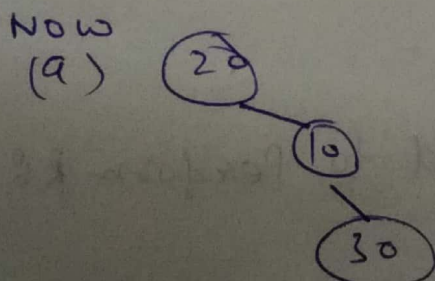
### 4.) RL Rotation

Lets insert 20, 30, 10.



$$\underline{BF(P) = -2}$$

$$\underline{BF(P \rightarrow \text{rchild}) = 1}$$





20  $\rightarrow$  rchild = 10  $\rightarrow$  lchild  
30  $\rightarrow$  lchild = 10  $\rightarrow$  rchild

## Data Structure used

Struct node

{

struct node \*lchild;

int data;

int height;

struct node \*rchild;

} \*root;