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ANVITA KUMAR
C-22
Roll No.: 2104097
// Write a menu driven code to implement Binary Search Tree
#include <stdio.h>
#include <stdlib.h>
#include <malloc.h>
struct node {
  int data;
  struct node *left;
  struct node *right;
};
struct node *tree;
void create_tree(struct node *);
struct node *insert(struct node *, int);
struct node *delete (struct node *, int);
struct node *search(struct node *, int);
void preorderTraversal(struct node *);
void inorderTraversal(struct node *);
void postorderTraversal(struct node *);
int totalNodes(struct node *);
int totalLeafNodes(struct node *);
int totalInternalNodes(struct node *);
int Height(struct node *);
int main()
{
  int option, val;
  create_tree(tree);
  do {
    printf("\n***List Of Operations***");
    printf("\n1. Insertion\n2. Deletion\n3. Searching\n4. Pre-order Traversal\n5. In-order
Traversal\n6. Postorder Traversal\n7. Total number of nodes\n8. Total number of leaf nodes\n9.
Total number of internal nodes\n10. Find height of the tree\n11. Exit\n");
    printf("Enter your option : ");
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    scanf("%d", &option);
    switch (option) {
    case 1:
       printf("Enter the value to be inserted: ");
      scanf("%d", &val);
      tree = insert(tree, val);
      break;
    case 2:
       printf("Enter the element to be deleted: ");
      scanf("%d", &val);
      tree = delete (tree, val);
      break;
    case 3:
       printf("Enter the element to be searched: ");
      scanf("%d", &val);
      tree = search(tree, val);
      if(tree)
         printf("The value %d is found in the tree",val);
      else
         printf("The value %d not found",val);
      break;
    case 4:
       printf("The elements of the tree are : \n");
       preorderTraversal(tree);
      break;
    case 5:
       printf("The elements of the tree are : \n");
       inorderTraversal(tree);
      break;
    case 6:
       printf("The elements of the tree are : \n");
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      postorderTraversal(tree);
      break;
    case 7:
      printf("Total no. of nodes = %d", totalNodes(tree));
      break;
    case 8:
      printf("Total no. of leaf nodes = %d",
          totalLeafNodes(tree));
      break;
    case 9:
      printf("Total no. of internal nodes = %d",
          totalInternalNodes(tree));
      break;
    case 10:
      printf("The height of the tree = %d", Height(tree));
      break;
    case 11:
      printf("\n\tEXIT POINT!");
      break;
  } while (option != 11);
  return 0;
}
void create_tree(struct node *tree)
{
  tree = NULL;
struct node *insert(struct node *tree, int val)
{
  struct node *ptr, *nodeptr, *parentptr;
  ptr = (struct node *)malloc(sizeof(struct node));
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  ptr->data = val;
  ptr->left = NULL;
  ptr->right = NULL;
  if (tree == NULL) {
    tree = ptr;
    tree->left = NULL;
    tree->right = NULL;
  }
  else {
    parentptr = NULL;
    nodeptr = tree;
    while (nodeptr != NULL) {
       parentptr = nodeptr;
      if (val < nodeptr->data)
         nodeptr = nodeptr->left;
      else
         nodeptr = nodeptr->right;
    }
    if (val < parentptr->data)
       parentptr->left = ptr;
    else
       parentptr->right = ptr;
  }
  return tree;
struct node *delete (struct node *tree, int val)
{
  struct node *cur, *parent, *suc, *psuc, *ptr;
  if (tree->left == NULL) {
    printf("\nThe tree is empty");
    return (tree);
```

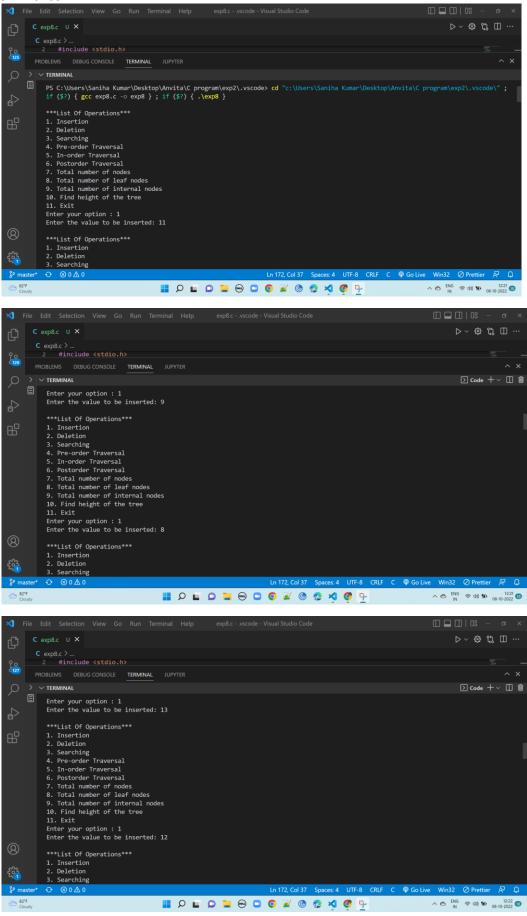
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  parent = tree;
  cur = tree->left;
  while (cur != NULL && val != cur->data) {
    parent = cur;
    cur = (val < cur->data) ? cur->left : cur->right;
  }
  if (cur == NULL) {
    printf("\nThe value to be deleted is not present in the tree");
    return (tree);
  }
  if (cur->left == NULL)
    ptr = cur->right;
  else if (cur->right == NULL)
    ptr = cur->left;
  else {
    // Find the in-order successor and its parent
    psuc = cur;
    cur = cur->left;
    while (suc->left != NULL) {
       psuc = suc;
       suc = suc->left;
    if (cur == psuc) {
       // Situation 1
       suc->left = cur->right;
    }
    else {
       // Situation 2
       suc->left = cur->left;
       psuc->left = suc->right;
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      suc->right = cur->right;
    }
    ptr = suc;
  }
  // Attach ptr to the parent node
  if (parent->left == cur)
    parent->left = ptr;
  else
    parent->right = ptr;
  free(cur);
  return tree;
}
struct node *search(struct node *tree, int val)
{
  if(tree==NULL) {
    printf("\nThe tree is empty");
  }
  else if(val > tree->data)
    tree=tree->right;
  else if(val < tree->data)
    tree=tree->left;
  else
    return tree;
}
void preorderTraversal(struct node *tree)
{
  if (tree != NULL) {
    printf("%d\t", tree->data);
    preorderTraversal(tree->left);
    preorderTraversal(tree->right);
  }
```

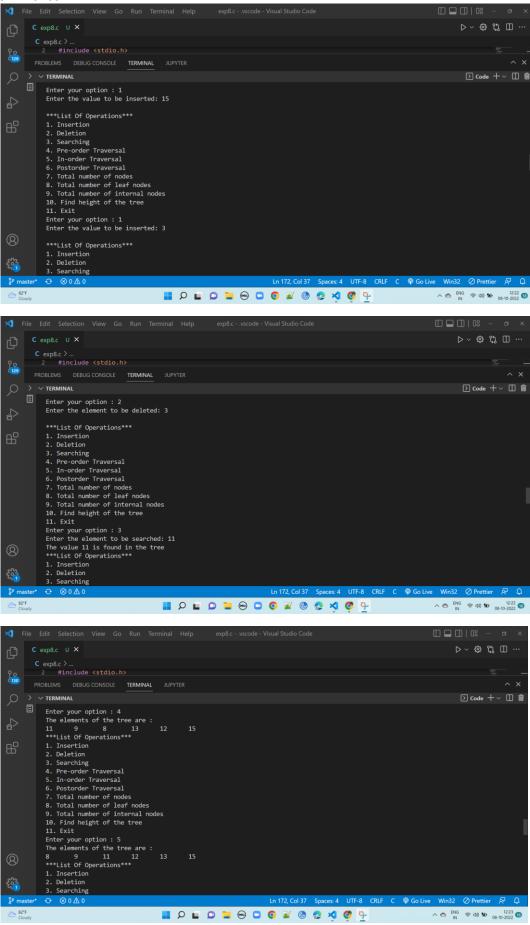
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void inorderTraversal(struct node *tree)
{
  if (tree != NULL) {
    inorderTraversal(tree->left);
    printf("%d\t", tree->data);
    inorderTraversal(tree->right);
  }
}
void postorderTraversal(struct node *tree)
{
  if (tree != NULL) {
    postorderTraversal(tree->left);
    postorderTraversal(tree->right);
    printf("%d\t", tree->data);
  }
}
int totalNodes(struct node *tree)
{
  if (tree == NULL)
    return 0;
  else
    return (totalNodes(tree->left) + totalNodes(tree->right) + 1);
}
int totalLeafNodes(struct node *tree)
{
  if (tree == NULL)
    return 0;
  else if ((tree->left == NULL) && (tree->right == NULL))
    return 1;
  else
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    return (totalLeafNodes(tree->left) + totalLeafNodes(tree->right));
}
int totalInternalNodes(struct node *tree)
{
  if ((tree == NULL) || ((tree->left == NULL) && (tree->right == NULL)))
    return 0;
  else
    return (totalInternalNodes(tree->left) + totalInternalNodes(tree->right) + 1);
}
int Height(struct node *tree)
{
  int leftheight, rightheight;
  if (tree == NULL) return 0;
  else
  {
    leftheight = Height(tree->left);
    rightheight = Height(tree->right);
    if (leftheight > rightheight)
      return (leftheight + 1);
    else
      return (rightheight + 1);
  }
}
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