

```

class node {
    int *data;
    int m;
    node **child;
    int n;
    bool leaf;
public:
    node (int m1, bool leaf1);
    void insertionnonfull (int item);
    void splitchild (int v, node **t);
    void traverse();
}

friend class btree;
}

class btree {
    node *root;
    int m;
public:
    btree (int m1) {
        root = NULL;
        m = m1;
    }
    void traverse() {
        if (root != NULL)
            root->traverse();
    }
    void insertion (int item);
};

node::node (int m1, bool leaf1) {
    m = m1;
    leaf = leaf1;
    data = new int [2*m-1];
    child = new node* [2*t];
    n = 0;
}
    
```

```
void btree :: insertion (int item) {
```

```
if (root == NULL) {
```

```
    root = new node (m, true);
```

```
    root -> data[0] = item;
```

```
    root -> n = 1;
```

```
}
```

```
else {
```

```
    if (root -> n == 2 * b - 1) {
```

```
        node * s = new node (m, false);
```

```
        s -> child[0] = root;
```

```
        s -> spurchild[0, root];
```

```
        int i = 0;
```

```
        if (s -> data[0] < item)
```

```
            i++;
```

```
        s -> child[i] -> insertionnonfull (item);
```

```
        root = s;
```

```
}
```

```
else {
```

```
    root -> insertionnonfull (item);
```

```
}
```

```
}
```

```
void node :: insertionnonfull (int item) {
```

```
    int i = n - 1;
```

```
    if (leaf == true) {
```

```
        while (i >= 0 && data[i] > item) {
```

```
            data[i+1] = data[i];
```

```
            i--;
```

```
}
```

```
    data[i+1] = item;
```

```
    n = n + 1;
```

```
}
```

```

else while (i >= 0 && data[i] > item)
    i--;
if (child[i+1] == null || child[i+1] == 2 + m - 1) {
    splitchild(i+1, child[i+1]);
    if (data[i+1] < item)
        i++;
    child[i+1] = insertionnonfull(item);
}
}

```

```

void node::splitchild(int i, node * y) {
    node * z = new node(y->m, y->leaf);
    z->n = m - 1;
    for (int j = 0; j < m - 1; j++)
        z->data[j] = y->data[j + 1];
    if (y->leaf == false) {
        for (int j = 0; j < m; j++)
            z->child[j] = y->child[j + m];
    }
    y->n = m - 1;
    for (int j = n; j >= i + 1; j--)
        child[j + 1] = child[j];
    child[i + 1] = z;
    for (int j = n - 1; j >= i; j--)
        data[j + 1] = data[j];
    data[i] = y->data[m - 1];
    n = n + 1;
}

```