Batch 3

ADS LAB

1BM19CS403
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Red Black Tree

```
class RBTree
{
  private:
      Node *root;
  Protected:
      void rotateleft (Node *&t, Node *&t);
      void rotateRight(Node *&t, Node *&t);
      void fixViolation( Node *&, Node *&);

  Public:
      RBTree () {root= NULL;}
      void insert (const int &n);
      void inorder();
      void levelorder();
  };
void inorderhelp(Node *root)
{
   if (root == NULL)
       return;
   inorderhelp(root->left);
   cout<< root->data<<" ";
   inorderhelp(root->right);
}
Node * BSTInsert (Node* root, Node *pt)
    {
       if (root== NULL)
          return pt;
       if (pt->data < root->data)
       {
```


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```
        root->left = BSTInsert(root->left,pt);
        root->left->parent = root;
      }
    else if (pt->data > root->data)
    {
     root->right = BSTInsert(root->right,pt);
      root->right->parent = root;
     }
   return root;
  }
void levelOrderHelper(Node *root)
   {
    if (root == NULL)
        return;
    std::queue<Node*> q;
     q.push(root);
     while(!q.empty())
      {
       Node *temp= q.front();
       cout<<temp->data<<" ";
        q.pop();
       if (temp->left != NULL)
           q.push (temp->left);
        if ( temp->right != NULL)
            q.push (temp->right);
          }
  }
Void  RBTree::fixViolation(Node * &root; Node *&pt)
   {
       Node * parent_pt = NULL;
```


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```
Node * grand_parent_pt = NULL;
while((pt != root) && (pt->color != Black) &&
   (pt->parent->color == RED))
{
   parent_pt = pt->parent;
   grand_parent_pt = pt->parent->parent;
 if (parent_pt == grand_parent_pt->left)
  {
  Node * uncle_pt = grand_parent_pt->right;
  if (uncle_pt != NULL && uncle_pt->color == RED)
    {
      grand_parent_pt->color = RED;
      parent_pt->color = Black;
      uncle_pt->color = Black;
       pt = grand_parent_pt;
    }
  else
    {
      if (pt == parent_pt->right)
      {
       rotateLeft(root, parent_pt);
        pt = parent_pt;
        parent_pt = pt->parent;
      }
   rotateRight(root, grand parent_pt);
   Swap(parent_pt->color, grand_parent_pt->color);
    pt = parent_pt;
  }
}
```


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```
else
{
Node *uncle_pt = grand_parent_pt->left;
if((uncle_pt!=NULL) && (uncle_pt->color == RED))
 {
 grand_parent_pt->color = RED;
  parent_pt->color = Black;
  uncle_pt->color = Black;
   pt = grand_parent_pt;
   }
else
  {
    if(pt == parent_pt->left)
    {
     rotateRight(root, parent_pt);
       pt = parent_pt;
       parent_pt = pt->parent;
      }
    rotateleft(root, grand_parent_pt);
   Swap(parent_pt->color, grand_parent, pt->color);
      pt = parent_pt;
    }
  }
}
root->color = Black;
}
void RBTree::Insert(const int &data)
    {
        Node *pt = new Node(data);
        root = BSTInsert(root, pt);
        fixviolation(root, pt);
       }
```


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