

B-tree

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Sec 'A'

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Insertion

```
void BTree::insert(int k)
{
    if (root == NULL)
    {
        root = new BTreeNode(t, true);
        root->keys[0] = k;
        root->n = 1;
    }
    else
    {
        if (root->n == 2*t-1)
        {
            BTreeNode *S = new BTreeNode(t+1, false);
            S->c[0] = root;
            S->splitchild(0, root);
            int i = 0;
            if (S->keys[0] < k)
                i++;
            S->c[i] = insertNonFull(k);
            root = S;
        }
        else
            root->insertNonFull(k);
    }
}
```

①

chrf.

void BTreeNode::insertNonFull(int k)

```

{
    int i = n - 1;
    if (leaf == true)
    {
        while (i >= 0 && keys[i] > k)
        {
            keys[i+1] = keys[i];
            i--;
        }
        keys[i+1] = k;
        n = n + 1;
    }
    else
    {
        while (i >= 0 && keys[i] > k)
            i--;
        if (c[i+1] -> n == 2 * t - 1)
        {
            splitchild(i+1, c[i+1]);
            if (keys[i+1] < k)
                i++;
        }
        c[i+1] -> insertNonFull(k);
    }
}

```

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(2)

clmf.

```

void BTreeNode::splitChild(int i,
                           BTreeNode *y)
{
    BTreeNode *z = new BTreeNode;
    BTreeNode *x = (y->t, y->leaf);
    z->n = t-1;
    for (int j = 0; j < t-1; j++)
        z->keys[j] = y->keys[j+1];
    if (y->leaf == false)
    {
        for (int j = 0; j < t; j++)
            z->c[j] = y->c[j+1];
    }
    y->n = t-1;
    for (int j = n; j >= i+1; j--)
        c[j+1] = c[j];
    c[i+1] = z;
    for (int j = n-1; j >= i; j--)
        keys[j+1] = keys[j];
    keys[i] = y->keys[t-1];
    n = n+1;
}

```