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1BM18CS030

Write - Up

* B - Tree insertion

⊙ Pseudo-code :

```
void BTree :: insert (int K)
{
    if (root == NULL)
    then do
        root = new BTreeNode (t, true);
        root->keys[0] = K;
        root->n = 1

    else
      do
        if (root->n == 2*t-1)
          then do
            BTreeNode * s = new BTreeNode (t, false)
            s->C[0] = root;
            s->splitchild (0, root);
            int i = 0;
            if (s->keys[0] < K)
            then do
                  i = i+1
            s->C[i]->insertNonFull (K);
            root = s;

        else
          do
            root->insertNonFull (K);
}
```

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Continued . . .

```
void BTreeNode : insertNonFull (int K)
{
    int i = n-1;
    if (leaf == true)
    then do
        while (i>=0 && keys[i]> K)
        do
            keys[i+1] = keys[i];
            i = i-1;

        keys[i+1] = K;
        n= n+1;

    else
    do
        while (i>=0 && keys[i] > K)
        do
            i = i-1

        if (C[i+1]->n == 2* t-1)
        then do
            splitchild (i+1, C[i+1]);

            if (keys[i+1] < K)
            then do
                i= i+1

        C[i+1] -> InsertNonFull (K);

}
```