Data Structures

Assignment 02 Trees Database System

Code:

```
#include <iostream>
#include <stdlib.h>
#include <string>
#include <limits>
#include <chrono>
#include <iomanip>
#include <ctime>
#include <sstream>
using namespace std;
#define limit 10000
int getInt() {
    for (;;) {
        if (cin >> n) {
           return n;
        cin.clear();
        cin.ignore(numeric_limits<streamsize>::max(), '\n');
        cout << "Invalid entry. Please enter an integer: ";</pre>
class RecordBST {
        static int totalIDs;
        int id;
        string name;
        int age;
        RecordBST() : id(++totalIDs), name(""), age(0) {}
        RecordBST(string n, int a) : id(++totalIDs), name(n), age(a) {}
        RecordBST (const RecordBST &other) : id(other.id), name(other.name), age(other.age) {}
        // copy assignment operator
        RecordBST& operator=(const RecordBST &other) {
            if (this == &other) {
               return *this;
```

```
this->id = other.id;
            this->name = other.name;
            this->age = other.age;
int RecordBST::totalIDs = 0;
class NodeBST {
        RecordBST record;
        NodeBST *leftChild;
        NodeBST *rightChild;
        NodeBST (RecordBST newRecord) : record(newRecord), leftChild(NULL), rightChild(NULL) {}
};
        NodeBST *root;
        BST_Table () : root(NULL) {}
        void createRecord () {
            string name;
            int age;
            cout << "____" << endl;</pre>
            cout << "Enter the name: ";</pre>
            getline(cin, name);
            cout << "Enter the age: ";</pre>
            age = getInt();
            cin.ignore();
            RecordBST newRecord(name, age);
            insertNode(newRecord);
        void insertNode(RecordBST newRecord) {
            if (root == NULL) {
                root = new NodeBST(newRecord);
                return;
            insertHelper(root, newRecord);
        void insertHelper(NodeBST *temp, RecordBST newRecord, NodeBST *parent = NULL) {
            if (temp == NULL) {
                if (newRecord.id <= parent->record.id)
                    parent->leftChild = new NodeBST(newRecord);
                    parent->rightChild = new NodeBST(newRecord);
                return;
```

```
parent = temp;
    if (newRecord.id <= parent->record.id)
        insertHelper(temp->leftChild, newRecord, parent);
        insertHelper(temp->rightChild, newRecord, parent);
void deleteNode() {
    if (root == NULL) {
        cout << "Unable to delete. The BST is empty." << endl;</pre>
    int target;
    cout << "Enter the ID that you want to delete: ";</pre>
    target = getInt();
    cin.ignore();
    bool deleted = deleteHelper(root, target);
    if (deleted) {
        cout << "ID " << target << " has been deleted." << endl;</pre>
        cout << "Delete failed. The ID was not found in the database." << endl;</pre>
bool deleteHelper(NodeBST*& temp, int target) {
    if (temp == NULL) return false; // base case: not found
    if (target < temp->record.id) {
        return deleteHelper(temp->leftChild, target);
    else if (target > temp->record.id) {
        return deleteHelper(temp->rightChild, target);
        // case 1: no children
        if (temp->leftChild == NULL && temp->rightChild == NULL) {
            delete temp;
            temp = NULL;
        else if (temp->rightChild == NULL) { // node has left child
            NodeBST* left = temp->leftChild;
            delete temp;
            temp = left;
        else if (temp->leftChild == NULL) { // node has right child
            NodeBST* right = temp->rightChild;
```

```
delete temp;
            temp = right;
        // case 3: 02 children
        NodeBST* inSuccessor = findInSuccessor(temp->rightChild);
        temp->record.id = inSuccessor->record.id;
        return deleteHelper(temp->rightChild, inSuccessor->record.id);
NodeBST* findInSuccessor(NodeBST* right) {
   while (right->leftChild != NULL) {
        right = right->leftChild;
   return right;
void search() {
    if (root == NULL) {
        cout << "Unable to search. The BST is empty." << endl;</pre>
        return;
    int target;
    cout << "____ Search Record ____ " << endl;</pre>
    cout << "Enter the ID that you want to search: ";</pre>
    target = getInt();
    cin.ignore();
    NodeBST* result = searchHelper(root, target);
    if (result == NULL) {
        cout << "ID " << target << " not found in the database." << endl;</pre>
        return;
    cout << "ID " << target << " found in the database." << endl;</pre>
    cout << "Details of ID " << target << ":" << endl;;</pre>
    cout << "Name: " << result->record.name << endl;</pre>
    cout << "Age: " << result->record.age << endl;</pre>
    return;
NodeBST* searchHelper(NodeBST *temp, int target) {
    if (temp == NULL) {
    if (target == temp->record.id) {
        return temp;
    if (target <= temp->record.id)
```

```
return searchHelper(temp->leftChild, target);
        return searchHelper(temp->rightChild, target);
void update() {
    if (root == NULL) {
        cout << "Unable to update. The BST is empty." << endl;</pre>
    int target;
    cout << "_____ Update Record _____ " << endl;</pre>
    cout << "Enter the ID that you want to update: ";</pre>
    target = getInt();
    cin.ignore();
    NodeBST* result = searchHelper(root, target);
    if (result == NULL) {
        cout << "Update failed. The ID was not found in the database." << endl;</pre>
    string newName;
    int newAge;
    cout << "Enter new name for ID " << target << ": ";</pre>
    getline(cin, newName);
    cout << "Enter new age for ID " << target << ": ";</pre>
    newAge = getInt();
    cin.ignore();
    result->record.name = newName;
    result->record.age = newAge;
    cout << "Record for ID " << target << " has been updated." << endl;</pre>
void display() {
    if (root == NULL) {
        cout << "Unable to display records. The BST database is empty right now." << endl;</pre>
        return;
    cout << "_____ Display Record _____ " << endl;</pre>
    inOrder(root);
void inOrder (NodeBST *temp) {
    if (temp == NULL) return;
    inOrder(temp->leftChild);
    cout << "ID: " << temp->record.id << endl;</pre>
    cout << "Name: " << temp->record.name << endl;</pre>
    cout << "Age: " << temp->record.age << endl << endl;</pre>
    inOrder(temp->rightChild);
```

```
void createDummyRecord() {
    cout << "\n____ Create Dummy Record _____" << endl;</pre>
    auto startTime = std::chrono::high_resolution_clock::now();
    for (int i = 0; i < limit; i++) {
        string name = "Dummy";
        name += to_string(i + 1);
        srand(time(0));
        int age = rand() \% 42 + 18;
        RecordBST newRecord(name, age);
        insertNode(newRecord);
    auto endTime = std::chrono::high resolution clock::now();
    auto duration = std::chrono::duration cast<std::chrono::milliseconds>(endTime - startTime);
    cout << "Dummy Record of " << limit << " people have been created." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
void searchDummyRecord(string ids, int idsArr[]) {
    cout << "\n Search Dummy Record</pre>
    auto startTime = std::chrono::high_resolution_clock::now();
    cout << "Details of the searched IDs:" << endl;</pre>
    for (int i=0; i<5; i++) {
        NodeBST* temp = searchHelper(root, idsArr[i]);
        if (temp != NULL) {
            cout << "ID: " << temp->record.id << endl;</pre>
            cout << "Name: " << temp->record.name << endl;</pre>
            cout << "Age: " << temp->record.age << endl << endl;</pre>
            cout << "ID " << idsArr[i] << " not found in the database." << endl;</pre>
    auto endTime = std::chrono::high_resolution_clock::now();
    auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
    cout << "5 IDs ("<< ids << ") have been searched and displayed." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
void updateDummyRecord(string ids, int idsArr[]) {
    cout << "\n____ Update Dummy Record ____ " << endl;</pre>
    auto startTime = std::chrono::high_resolution_clock::now();
    for (int i=0; i<5; i++) {
        updateDummyHelper(idsArr[i]);
    auto endTime = std::chrono::high_resolution_clock::now();
    auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
    cout << "5 IDs ("<< ids << ") have been updated." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
void updateDummyHelper(int target) {
```

```
NodeBST* temp = searchHelper(root, target);
            if (temp != NULL) {
                temp->record.name += " ka naya naam";
                srand(time(0));
                int age = rand() % 42 + 18;
                temp->record.age = age;
                cout << "----- Updated Details for ID " << target << " ----- << endl;</pre>
                cout << "Name: " << temp->record.name << endl;</pre>
                cout << "Age: " << temp->record.age << endl << endl;;</pre>
                cout << "ID " << target << " not found in the database." << endl;</pre>
        void deleteDummyRecord (string ids, int idsArr[]) {
            cout << "\n_____ Delete Dummy Record ____</pre>
            auto startTime = std::chrono::high_resolution_clock::now();
            for (int i=0; i<5; i++) {
                if(deleteHelper(root, idsArr[i])) {
                    cout << "ID " << idsArr[i] << " has been deleted." << endl;</pre>
                    cout << "Delete failed." << idsArr[i] << " not found in the dummy database." << endl;</pre>
            auto endTime = std::chrono::high resolution clock::now();
            auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
            cout << "5 IDs ("<< ids << ") have been deleted." << endl;</pre>
            cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
        void performDummyOperations () {
            createDummyRecord();
            if (root == NULL) {
                cout << "Unable to perform operations ahead since there is no dummy record in the database."</pre>
<< endl;
               return;
            int idsArray[5] = {limit/5, (limit/5) * 2, (limit/5) * 3, (limit/5) * 4, (limit/5) * 5};
            string ids = "";
            for (int i=0; i<5; i++) {
                ids = ids + to_string(idsArray[i]) + ", ";
            ids.erase(ids.length() - 2 ); // remove comma and space
            searchDummyRecord(ids, idsArray);
            updateDummyRecord(ids, idsArray);
            deleteDummyRecord(ids, idsArray);
```

```
----- AVL Tree ----
class RecordAVL {
       static int totalIDs;
        int id;
        string name;
        int age;
        RecordAVL() : id(++totalIDs), name(""), age(0) {}
        RecordAVL(string n, int a) : id(++totalIDs), name(n), age(a) {}
        // copy constructor for deep copy
        RecordAVL (const RecordAVL &other) : id(other.id), name(other.name), age(other.age) {}
        // copy assignment operator
        RecordAVL& operator=(const RecordAVL &other) {
            // self assignment check
            if (this == &other) {
            this->id = other.id;
            this->name = other.name;
            this->age = other.age;
int RecordAVL::totalIDs = 0;
class NodeAVL {
       RecordAVL record;
        NodeAVL *leftChild;
        NodeAVL *rightChild;
        int height;
        NodeAVL (RecordAVL newRecord) : record(newRecord), height(0), leftChild(NULL), rightChild(NULL) {}
       NodeAVL *root;
        AVL_Table () : root(NULL) {}
        int getHeight (NodeAVL* node) {
            if (node == NULL) return 0;
            return node->height;
        void updateHeight(NodeAVL* node) {
            node->height = 1 + max(getHeight(node->leftChild), getHeight(node->rightChild));
        int getBalanceFactor (NodeAVL* node) {
```

```
if (node == NULL) return 0;
    return (getHeight(node->leftChild) - getHeight(node->rightChild));
NodeAVL* rotateRight (NodeAVL* y) {
   NodeAVL *x = y->leftChild;
   NodeAVL *T2 = x->rightChild;
    x->rightChild = y;
    y->leftChild = T2;
    updateHeight(y);
    updateHeight(x);
NodeAVL* rotateLeft (NodeAVL* x) {
   NodeAVL* y = x->rightChild;
   NodeAVL *T2 = y->leftChild;
    y->leftChild = x;
    x->rightChild = T2;
    updateHeight(x);
    updateHeight(y);
    return y;
void createRecord () {
   string name;
   int age;
    cout << "_____ Create Record _____ " << endl;</pre>
    cout << "Enter the name: ";</pre>
    getline(cin, name);
    cout << "Enter the age: ";</pre>
    age = getInt();
    cin.ignore();
    RecordAVL newRecord(name, age);
    insertNode(newRecord);
void insertNode(RecordAVL newRecord) {
    if (root == NULL) {
        root = new NodeAVL(newRecord);
        return;
    root = insertHelper(root, newRecord);
NodeAVL* insertHelper(NodeAVL* temp, RecordAVL newRecord) {
    // base case: if tree is empty, then this node becomes the root
    if (temp == NULL) {
```

```
return new NodeAVL(newRecord);
    if (newRecord.id < temp->record.id) {
        temp->leftChild = insertHelper(temp->leftChild, newRecord);
    } else if (newRecord.id > temp->record.id) {
        temp->rightChild = insertHelper(temp->rightChild, newRecord);
        return temp;
    }
    updateHeight(temp);
    int balanceFactor = getBalanceFactor(temp);
    if (balanceFactor > 1 && newRecord.id < temp->leftChild->record.id) {
        return rotateRight(temp);
    if (balanceFactor < -1 && newRecord.id > temp->rightChild->record.id) {
        return rotateLeft(temp);
    // Left Right Case
    if (balanceFactor > 1 && newRecord.id > temp->leftChild->record.id) {
        temp->leftChild = rotateLeft(temp->leftChild);
        return rotateRight(temp);
    if (balanceFactor < -1 && newRecord.id < temp->rightChild->record.id) {
        temp->rightChild = rotateRight(temp->rightChild);
        return rotateLeft(temp);
    return temp;
void deleteNode() {
    if (root == NULL) {
        cout << "Unable to delete. The AVL Tree is empty." << endl;</pre>
        return;
    int target;
    cout << "Enter the ID that you want to delete: ";</pre>
    target = getInt();
    cin.ignore();
    bool deleted = false; // Track whether deletion was successful
    root = deleteHelper(root, target, deleted); // Pass the deleted flag by reference
    if (deleted) {
```

```
cout << "ID " << target << " has been deleted successfully." << endl;</pre>
    } else {
        cout << "Deletion failed. ID not found in the database." << endl;</pre>
NodeAVL* deleteHelper(NodeAVL* temp, int target, bool& deleted) {
    if (temp == NULL) return NULL;
    // find the target node
    if (target < temp->record.id) {
        temp->leftChild = deleteHelper(temp->leftChild, target, deleted);
    else if (target > temp->record.id) {
        temp->rightChild = deleteHelper(temp->rightChild, target, deleted);
       deleted = true;
        if (temp->leftChild == NULL && temp->rightChild == NULL) {
            delete temp;
            return NULL;
        // case 2: node with one child
        else if (temp->leftChild == NULL) { // only right child
            NodeAVL* right = temp->rightChild;
            delete temp;
            return right;
        } else if (temp->rightChild == NULL) { // only left child
            NodeAVL* left = temp->leftChild;
            delete temp;
            return left;
        else {
            NodeAVL* inSuccessor = findInSuccessor(temp->rightChild);
            temp->record = inSuccessor->record;
            temp->rightChild = deleteHelper(temp->rightChild, inSuccessor->record.id, deleted);
    updateHeight(temp);
    int bf = getBalanceFactor(temp);
    // Left Left Case
    if (bf > 1 && getBalanceFactor(temp->leftChild) >= 0) {
        return rotateRight(temp);
    if (bf > 1 && getBalanceFactor(temp->leftChild) < 0) {</pre>
        temp->leftChild = rotateLeft(temp->leftChild);
        return rotateRight(temp);
```

```
if (bf < -1 && getBalanceFactor(temp->rightChild) <= 0) {</pre>
        return rotateLeft(temp);
    if (bf < -1 && getBalanceFactor(temp->rightChild) > 0) {
        temp->rightChild = rotateRight(temp->rightChild);
        return rotateLeft(temp);
    return temp;
NodeAVL* findInSuccessor(NodeAVL* right) {
    while (right->leftChild != NULL) {
        right = right->leftChild;
    return right;
void search() {
    if (root == NULL) {
        cout << "Unable to search. The AVL Tree is empty." << endl;</pre>
    int target;
    cout << "_____ Search Record _____ " << endl;</pre>
    cout << "Enter the ID that you want to search: ";</pre>
    target = getInt();
    cin.ignore();
    NodeAVL* result = searchHelper(root, target);
    if (result == NULL) {
        cout << "ID " << target << " not found in the database." << endl;</pre>
        return;
    cout << "ID " << target << " found in the database." << endl;</pre>
    cout << "Details of ID " << target << ":" << endl;;</pre>
    cout << "Name: " << result->record.name << endl;</pre>
    cout << "Age: " << result->record.age << endl;</pre>
    return;
NodeAVL* searchHelper(NodeAVL *temp, int target) {
    if (temp == NULL) {
    if (target == temp->record.id) {
        return temp;
```

```
if (target <= temp->record.id) searchHelper(temp->leftChild, target);
   else searchHelper(temp->rightChild, target);
void update() {
   if (root == NULL) {
       cout << "Unable to update. The AVL Tree is empty." << endl;</pre>
    int target;
    cout << "Enter the ID that you want to update: ";</pre>
    target = getInt();
   cin.ignore();
   NodeAVL* result = searchHelper(root, target);
    if (result == NULL) {
       cout << "Update failed. The ID was not found in the database." << endl;</pre>
       return;
    string newName;
    int newAge;
    cout << "Enter new name for ID " << target << ": ";</pre>
    getline(cin, newName);
    cout << "Enter new age for ID " << target << ": ";</pre>
   newAge = getInt();
    cin.ignore();
   result->record.name = newName;
   result->record.age = newAge;
   cout << "Record for ID " << target << " has been updated." << endl;</pre>
    return;
void display() {
   if (root == NULL) {
   cout << "Unable to display records. The AVL Tree database is empty right now." << endl;</pre>
   return;
   cout << "_____ Display Record _____ " << endl;</pre>
   inOrder(root);
void inOrder (NodeAVL *temp) {
    if (temp == NULL) return;
    inOrder(temp->leftChild);
    cout << "ID: " << temp->record.id << endl;</pre>
    cout << "Name: " << temp->record.name << endl;</pre>
    cout << "Age: " << temp->record.age << endl << endl;</pre>
    inOrder(temp->rightChild);
```

```
void createDummyRecord () {
    cout << "____ Create Dummy Record ___ " << endl;</pre>
    for (int i=0; i<limit; i++) {</pre>
        string name = "Dummy";
        name += to_string(i+1);
        srand(time(0));
        int age = rand() \% 42 + 18;
        RecordAVL newRecord(name, age);
        insertNode(newRecord);
    cout << "Dummy Record of " << limit << " people have been created." << endl;</pre>
void searchDummyRecord(string ids, int idsArr[]) {
    cout << "\n_____ Search Dummy Record _____" << endl;</pre>
    auto startTime = std::chrono::high_resolution_clock::now();
    cout << "Details of the searched IDs:" << endl;</pre>
    for (int i = 0; i < 5; i++) {
        NodeAVL* temp = searchHelper(root, idsArr[i]);
        if (temp != NULL) {
            cout << "ID: " << temp->record.id << endl;</pre>
            cout << "Name: " << temp->record.name << endl;</pre>
            cout << "Age: " << temp->record.age << endl << endl;</pre>
        } else {
            cout << "ID " << idsArr[i] << " not found in the database." << endl;</pre>
    auto endTime = std::chrono::high_resolution_clock::now();
    auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
    cout << "5 IDs (" << ids << ") have been searched and displayed." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
void updateDummyRecord(string ids, int idsArr[]) {
    cout << "\n_____ Update Dummy Record ____</pre>
    auto startTime = std::chrono::high_resolution_clock::now();
    for (int i = 0; i < 5; i++) {
        updateDummyHelper(idsArr[i]);
    auto endTime = std::chrono::high_resolution_clock::now();
    auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
    cout << "5 IDs (" << ids << ") have been updated." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
void updateDummyHelper(int target) {
    NodeAVL* temp = searchHelper(root, target);
    if (temp != NULL) {
        temp->record.name += " ka naya naam";
        srand(time(0));
        int age = rand() \% 42 + 18;
        temp->record.age = age;
```

```
cout << "----- Updated Details for ID " << target << " ----- << endl;</pre>
                cout << "Name: " << temp->record.name << endl;</pre>
                cout << "Age: " << temp->record.age << endl << endl;</pre>
            } else {
                cout << "ID " << target << " not found in the database." << endl;</pre>
        void deleteDummyRecord(string ids, int idsArr[]) {
            cout << "\n____ Delete Dummy Record ____ " << endl;</pre>
            auto startTime = std::chrono::high_resolution_clock::now();
            for (int i = 0; i < 5; i++) {
                bool deleted = false;
                root = deleteHelper(root, idsArr[i], deleted);
                if (deleted) {
                    cout << "ID " << idsArr[i] << " has been deleted." << endl;</pre>
                    cout << "Delete failed. " << idsArr[i] << " not found in the dummy database." << endl;</pre>
            auto endTime = std::chrono::high_resolution_clock::now();
            auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
            cout << "5 IDs (" << ids << ") have been deleted." << endl;</pre>
            cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
        void performDummyOperations() {
            createDummyRecord();
            if (root == NULL) {
                cout << "Unable to perform operations ahead since there is no dummy record in the database."</pre>
<< end1;
                return;
            int idsArray[5] = {limit / 5, (limit / 5) * 2, (limit / 5) * 3, (limit / 5) * 4, (limit / 5) * 5};
            string ids = "";
            for (int i = 0; i < 5; i++) {
                ids = ids + to_string(idsArray[i]) + ", ";
            ids.erase(ids.length() - 2); // remove comma and space
            searchDummyRecord(ids, idsArray);
            updateDummyRecord(ids, idsArray);
            deleteDummyRecord(ids, idsArray);
};
// Considering a B Tree of Order 4
const int MAX_KEYS = 3;
const int MIN_KEYS = MAX_KEYS / 2;
```

```
----- B Tree -----
class RecordBTree {
       static int totalIDs;
       int id;
        string name;
        int age;
        RecordBTree() : id(0), name(""), age(0) {}
        RecordBTree(string n, int a) : name(n), age(a) {
            id = ++totalIDs;
int RecordBTree::totalIDs = 0;
class NodeBTree {
       RecordBTree records[MAX_KEYS];
       NodeBTree* children[MAX_KEYS + 1];
        int numKeys;
        bool isLeaf;
        NodeBTree(bool leaf) : numKeys(0), isLeaf(leaf) {
            for (int i = 0; i < MAX_KEYS + 1; i++) {
                children[i] = NULL;
class BTree_Table {
       NodeBTree* root;
        BTree_Table() : root(NULL) {}
       void createRecord() {
           string name;
            int age;
            cout << "____ Create Record ____ " << endl;</pre>
            cout << "Enter the name: ";</pre>
            getline(cin, name);
            cout << "Enter the age: ";</pre>
            age = getInt();
            cin.ignore();
            RecordBTree newRecord(name, age);
            insert(newRecord);
        void insert(RecordBTree newRecord) {
```

```
if (root == NULL) {
        root = new NodeBTree(true);
       root->records[0] = newRecord;
       root->numKeys = 1;
       if (root->numKeys == MAX_KEYS) {
            NodeBTree* newNode = new NodeBTree(false);
            newNode->children[0] = root;
            splitChild(newNode, 0, root);
            root = newNode;
        insertNonFull(root, newRecord);
void insertNonFull(NodeBTree* node, RecordBTree newRecord) {
    int i = node->numKeys - 1;
    if (node->isLeaf) {
       while (i >= 0 && newRecord.id < node->records[i].id) {
            node->records[i + 1] = node->records[i];
        node->records[i + 1] = newRecord;
       node->numKeys++;
       while (i >= 0 && newRecord.id < node->records[i].id) {
       i++;
        if (node->children[i]->numKeys == MAX_KEYS) {
            splitChild(node, i, node->children[i]);
            if (newRecord.id > node->records[i].id) {
        insertNonFull(node->children[i], newRecord);
void splitChild(NodeBTree* parent, int index, NodeBTree* fullChild) {
   NodeBTree* newChild = new NodeBTree(fullChild->isLeaf);
   newChild->numKeys = MIN_KEYS;
    for (int j = 0; j < MIN_KEYS; j++) {
       newChild->records[j] = fullChild->records[j + MIN_KEYS + 1];
   if (!fullChild->isLeaf) {
        for (int j = 0; j < MIN_KEYS + 1; j++) {
            newChild->children[j] = fullChild->children[j + MIN_KEYS + 1];
```

```
fullChild->numKeys = MIN KEYS;
    for (int j = parent->numKeys; j >= index + 1; j--) {
        parent->children[j + 1] = parent->children[j];
    parent->children[index + 1] = newChild;
    for (int j = parent->numKeys - 1; j >= index; j--) {
        parent->records[j + 1] = parent->records[j];
    parent->records[index] = fullChild->records[MIN_KEYS];
    parent->numKeys++;
void deleteNode() {
    if (root == NULL) {
        cout << "Unable to delete. The B-tree is empty." << endl;</pre>
        return;
    int id;
    cout << "Enter the ID that you want to delete: ";</pre>
    id = getInt();
    bool deleted = deleteHelper(root, id);
    if (deleted) {
        cout << "ID " << id << " has been deleted." << endl;</pre>
        cout << "Delete failed. The ID was not found in the database." << endl;</pre>
    if (root->numKeys == 0) {
        NodeBTree* oldRoot = root;
        if (root->isLeaf) {
            root = NULL;
            root = root->children[0];
       delete oldRoot;
bool deleteHelper(NodeBTree* node, int id) {
    int i = 0;
    while (i < node->numKeys && id > node->records[i].id) {
        i++;
    if (i < node->numKeys && id == node->records[i].id) {
        if (node->isLeaf) {
            // case 1: node is a leaf, simply delete the record
```

```
for (int j = i; j < node -> numKeys - 1; <math>j++) {
                node->records[j] = node->records[j + 1];
            node->numKeys--;
            return true;
            if (node->children[i]->numKeys >= MIN_KEYS) {
                // Replace with in-order predecessor
                RecordBTree pred = getInOrderPredecessor(node, i);
                node->records[i] = pred;
                return deleteHelper(node->children[i], pred.id);
            } else if (node->children[i + 1]->numKeys >= MIN_KEYS) {
                RecordBTree succ = getInOrderSuccessor(node, i);
                node->records[i] = succ;
                return deleteHelper(node->children[i + 1], succ.id);
                // Merge the children
                mergeChildren(node, i);
                return deleteHelper(node->children[i], id);
        if (node->isLeaf) {
            return false; // ID not found
            bool deleted = deleteHelper(node->children[i], id);
            if (deleted && node->children[i]->numKeys < MIN_KEYS) {</pre>
                handleUnderflow(node, i);
            return deleted;
void mergeChildren(NodeBTree* parent, int index) {
    NodeBTree* leftChild = parent->children[index];
    NodeBTree* rightChild = parent->children[index + 1];
    leftChild->records[leftChild->numKeys] = parent->records[index];
    leftChild->numKeys++;
    for (int j = 0; j < rightChild->numKeys; j++) {
        leftChild->records[leftChild->numKeys + j] = rightChild->records[j];
    leftChild->numKeys += rightChild->numKeys;
    if (!rightChild->isLeaf) {
        for (int j = 0; j <= rightChild->numKeys; j++) {
            leftChild->children[leftChild->numKeys + j] = rightChild->children[j];
```

```
}
    for (int j = index; j < parent->numKeys - 1; j++) {
        parent->records[j] = parent->records[j + 1];
        parent->children[j + 1] = parent->children[j + 2];
    parent->numKeys--;
    delete rightChild;
RecordBTree getInOrderPredecessor(NodeBTree* node, int index) {
    NodeBTree* current = node->children[index];
    while (!current->isLeaf) {
        current = current->children[current->numKeys];
    return current->records[current->numKeys - 1];
RecordBTree getInOrderSuccessor(NodeBTree* node, int index) {
    NodeBTree* current = node->children[index + 1];
    while (!current->isLeaf) {
        current = current->children[0];
    return current->records[0];
void handleUnderflow(NodeBTree* node, int index) {
    if (index > 0 && node->children[index - 1]->numKeys >= MIN_KEYS) {
        borrowFromLeft(node, index);
    } else if (index < node->numKeys && node->children[index + 1]->numKeys >= MIN_KEYS) {
        borrowFromRight(node, index);
        // Merge with sibling
        if (index < node->numKeys) {
            mergeChildren(node, index);
            mergeChildren(node, index - 1);
void borrowFromLeft(NodeBTree* parent, int index) {
    NodeBTree* child = parent->children[index];
    NodeBTree* leftSibling = parent->children[index - 1];
    for (int i = \text{child-} > \text{numKeys} - 1; i >= 0; i -- ) {
        child->records[i + 1] = child->records[i];
```

```
if (!child->isLeaf) {
        for (int i = child->numKeys; i >= 0; i--) {
            child->children[i + 1] = child->children[i];
    child->records[0] = parent->records[index - 1];
    // Move a child from the left sibling to the child
    if (!child->isLeaf) {
        child->children[0] = leftSibling->children[leftSibling->numKeys];
    parent->records[index - 1] = leftSibling->records[leftSibling->numKeys - 1];
    child->numKeys++;
    leftSibling->numKeys--;
void borrowFromRight(NodeBTree* parent, int index) {
    NodeBTree* child = parent->children[index];
    NodeBTree* rightSibling = parent->children[index + 1];
    child->records[child->numKeys] = parent->records[index];
    if (!child->isLeaf) {
        child->children[child->numKeys + 1] = rightSibling->children[0];
    parent->records[index] = rightSibling->records[0];
    for (int i = 1; i < rightSibling->numKeys; i++) {
        rightSibling->records[i - 1] = rightSibling->records[i];
    if (!rightSibling->isLeaf) {
        for (int i = 1; i <= rightSibling->numKeys; i++) {
            rightSibling->children[i - 1] = rightSibling->children[i];
    child->numKeys++;
    rightSibling->numKeys--;
void display() const {
    if (root == NULL) {
        cout << "Unable to display records. The B-Tree database is empty right now." << endl;</pre>
        return;
    cout << "
                                                  " << endl;</pre>
                        Display Record
```

```
displayHelper(root);
void displayHelper(NodeBTree* node) const {
    if (node == NULL) return;
    for (int i = 0; i < node->numKeys; i++) {
        if (!node->isLeaf) {
            displayHelper(node->children[i]);
        cout << "ID: " << node->records[i].id << endl;</pre>
        cout << "Name: " << node->records[i].name << endl;</pre>
        cout << "Age: " << node->records[i].age << endl << endl;</pre>
    if (!node->isLeaf) {
        displayHelper(node->children[node->numKeys]);
void search() const {
    if (root == NULL) {
        cout << "Unable to search. The B-Tree is empty." << endl;</pre>
    cout << "
                  Search Record " << endl;
    int target;
    cout << "Enter the ID that you want to search in the database: ";</pre>
    target = getInt();
    NodeBTree* result = searchHelper(root, target);
    if (result == NULL) {
        cout << "ID " << target << " not found in the database." << endl;</pre>
        cout << "ID " << target << " found in the database." << endl;</pre>
        for (int i = 0; i < result->numKeys; i++) {
            if (result->records[i].id == target) {
                cout << "Details of ID " << result->records[i].id << ":" << endl;</pre>
                cout << "Name: " << result->records[i].name << endl;</pre>
                cout << "Age: " << result->records[i].age << endl;</pre>
NodeBTree* searchHelper(NodeBTree* node, int id) const {
    if (node == NULL) return NULL;
    int i = 0;
    while (i < node->numKeys && id > node->records[i].id) {
        i++;
    if (i < node->numKeys && id == node->records[i].id) {
        return node;
```

```
if (node->isLeaf) {
        return NULL;
    return searchHelper(node->children[i], id);
void update() {
    if (root == NULL) {
        cout << "Unable to update. The B-Tree is empty." << endl;</pre>
        return;
    int id;
    cout << "_____ Update Record _____ " << endl;</pre>
    cout << "Enter the ID that you want to update: ";</pre>
    id = getInt();
    NodeBTree* node = searchHelper(root, id);
    if (node == NULL) {
        cout << "Update failed. The ID was not found in the database." << endl;</pre>
    string newName;
    int newAge;
    cout << "Enter new name for ID " << id << ": ";</pre>
    cin.ignore();
    getline(cin, newName);
    cout << "Enter new age for ID " << id << ": ";</pre>
    newAge = getInt();
    for (int i = 0; i < node->numKeys; i++) {
        if (node->records[i].id == id) {
            node->records[i].name = newName;
            node->records[i].age = newAge;
            cout << "Record updated successfully." << endl;</pre>
            return;
void createDummyRecord () {
    cout << "____ Create Dummy Record _____" << endl;</pre>
    auto startTime = std::chrono::high_resolution_clock::now();
    for (int i=0; i<limit; i++) {</pre>
        string name = "Dummy";
        name += to_string(i+1);
        srand(time(0));
        int age = rand() % 42 + 18;
        RecordBTree newRecord(name, age);
        insert(newRecord);
    auto endTime = std::chrono::high_resolution_clock::now();
    auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
```

```
cout << "Dummy Record of " << limit << " people have been created." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
void searchDummyRecord(string ids, int idsArr[]) {
    cout << "\n_____ Search Dummy Record ____</pre>
    auto startTime = std::chrono::high_resolution_clock::now();
    cout << "Details of the searched IDs:" << endl;</pre>
    for (int i = 0; i < 5; i++) {
        NodeBTree* temp = searchHelper(root, idsArr[i]);
        if (temp != NULL) {
            for (int j = 0; j < temp->numKeys; j++) {
                if (temp->records[j].id == idsArr[i]) {
                     cout << "ID: " << temp->records[j].id << endl;</pre>
                    cout << "Name: " << temp->records[j].name << endl;</pre>
                    cout << "Age: " << temp->records[j].age << endl << endl;</pre>
                    break;
            cout << "ID " << idsArr[i] << " not found in the database." << endl;</pre>
    auto endTime = std::chrono::high_resolution_clock::now();
    auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
    cout << "5 IDs (" << ids << ") have been searched and displayed." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
NodeBTree* searchDummyRecordHelper(NodeBTree* node, int target) {
    if (node == NULL) {
    int i = 0;
    while (i < node->numKeys && target > node->records[i].id) {
        i++;
    if (i < node->numKeys && target == node->records[i].id) {
        return node;
    if (node->isLeaf) {
    // otherwise, recurse on the appropriate child
    return searchDummyRecordHelper(node->children[i], target);
```

```
void updateDummyRecord(string ids, int idsArr[]) {
    auto startTime = std::chrono::high_resolution_clock::now();
    for (int i = 0; i < 5; i++) {
       updateDummyHelper(idsArr[i]);
    auto endTime = std::chrono::high_resolution_clock::now();
    auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
    cout << "5 IDs (" << ids << ") have been updated." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
void updateDummyHelper(int target) {
   NodeBTree* temp = searchHelper(root, target);
   if (temp != NULL) {
        for (int i = 0; i < temp->numKeys; <math>i++) {
            if (temp->records[i].id == target) {
                temp->records[i].name += " ka naya naam";
                srand(time(0));
                int age = rand() % 42 + 18;
                temp->records[i].age = age;
                cout << "----- Updated Details for ID " << target << " ------ << endl;</pre>
                cout << "Name: " << temp->records[i].name << endl;</pre>
                cout << "Age: " << temp->records[i].age << endl << endl;</pre>
                break;
       cout << "ID " << target << " not found in the database." << endl;</pre>
void deleteDummyRecord(string ids, int idsArr[]) {
    cout << "\n ____ Delete Dummy Record ___ " << endl;</pre>
    auto startTime = std::chrono::high_resolution_clock::now();
    for (int i = 0; i < 5; i++) {
       deleteDummyRecordHelper(root, idsArr[i]);
   auto endTime = std::chrono::high_resolution_clock::now();
    auto duration = std::chrono::duration_cast<std::chrono::milliseconds>(endTime - startTime);
    cout << "5 IDs (" << ids << ") have been deleted." << endl;</pre>
    cout << "Duration: " << duration.count() << " milliseconds." << endl;</pre>
void deleteDummyRecordHelper(NodeBTree* node, int target) {
    if (node == NULL) {
       return;
```

```
int i = 0;
            while (i < node->numKeys && target > node->records[i].id) {
            if (i < node->numKeys && target == node->records[i].id) {
                 // if targetID is found, remove it from the node
                for (int j = i; j < node > numKeys - 1; j++) {
                     node->records[j] = node->records[j + 1];
                node->numKeys--;
                cout << "ID " << target << " has been deleted." << endl;</pre>
            } else if (!node->isLeaf) {
                deleteDummyRecordHelper(node->children[i], target);
        void performDummyOperations() {
            createDummyRecord();
            if (root == NULL) {
                 cout << "Unable to perform operations ahead since there is no dummy record in the database."</pre>
<< endl;
                return;
            int idsArray[5] = {limit / 5, (limit / 5) * 2, (limit / 5) * 3, (limit / 5) * 4, (limit / 5) * 5};
            string ids = "";
            for (int i = 0; i < 5; i++) {
                 ids = ids + to_string(idsArray[i]) + ", ";
            ids.erase(ids.length() - 2); // remove comma and space
            searchDummyRecord(ids, idsArray);
            updateDummyRecord(ids, idsArray);
            deleteDummyRecord(ids, idsArray);
void printOptions () {
    cout << "1. Perform Dummy Operations" << endl;</pre>
    cout << "2. Create new/original record" << endl;</pre>
    cout << "3. Delete record" << endl;</pre>
    cout << "4. Display all records" << endl;</pre>
    cout << "5. Search a record" << endl;</pre>
    cout << "6. Update a record" << endl;</pre>
    cout << "7. Go back to select table" << endl;</pre>
    cout << "8. Exit Program" << endl;</pre>
    cout << "Your choice: ";</pre>
int main() {
    int tableChoice, choice;
```

```
BST_Table bst;
AVL Table avl;
BTree_Table btree;
   cout << "\n-----";
   cout << "\n-----;</pre>
Trees Database System -----;;
   cout << "\nSelect which table to work with:" << endl;</pre>
   cout << "1. Binary Search Tree (BST)" << endl;</pre>
   cout << "2. AVL Tree" << endl;</pre>
   cout << "3. B-Tree" << endl;</pre>
   cout << "4. Exit Program" << endl;</pre>
   cout << "Your choice: ";</pre>
   tableChoice = getInt();
   cin.ignore();
   if (tableChoice == 1) {
          cout << "\n-----";</pre>
          cout << "\n-----";</pre>
          cout << "\nBST Table Operations:" << endl;</pre>
          printOptions();
          choice = getInt();
          cin.ignore();
          switch (choice) {
              case 1:
                 bst.performDummyOperations();
                 break;
                 bst.createRecord();
                 break;
                 bst.deleteNode();
                 break;
                 bst.display();
                 break;
              case 5:
                 bst.search();
                 break;
              case 6:
                 bst.update();
                 break;
                 break;
              case 8:
                 cout << "\nExiting Program... Ba-bye!" << endl;</pre>
                 return 0;
              default:
                 cout << "Invalid choice, try again." << endl;</pre>
                 break;
```

```
} while (choice != 7);
else if (tableChoice == 2) {
   do {
      cout << "\n-----";
      cout << "\n-----";</pre>
      cout << "\nAVL Table Operations:" << endl;</pre>
      printOptions();
      choice = getInt();
      cin.ignore();
      switch (choice) {
         case 1:
            avl.performDummyOperations();
         case 2:
            avl.createRecord();
            break;
         case 3:
            avl.deleteNode();
            break;
         case 4:
            avl.display();
            break;
         case 5:
            avl.search();
            break;
         case 6:
            avl.update();
            break;
            break;
         case 8:
            cout << "\nExiting Program... Ba-bye!" << endl;</pre>
            return 0;
            cout << "Invalid choice, try again." << endl;</pre>
            break;
   } while (choice != 7);
else if (tableChoice == 3) {
      cout << "\n-----";
      cout << "\n-----";</pre>
      cout << "\nBTree Table Operations:" << endl;</pre>
      printOptions();
      choice = getInt();
      cin.ignore();
      switch (choice) {
         case 1:
            btree.performDummyOperations();
            break;
```

```
case 2:
                 btree.createRecord();
                break;
                 btree.deleteNode();
                 break;
                 btree.display();
                 break;
                 btree.search();
                 break;
            case 6:
                btree.update();
                 break;
                 break;
            case 8:
                 cout << "\nExiting Program... Ba-bye!" << endl;</pre>
                 cout << "Invalid choice, try again." << endl;</pre>
    } while (choice != 7);
else if (tableChoice == 4) {
    cout << "\nExiting program... Ba-bye!" << endl;</pre>
    break;
    cout << "Invalid choice, try again." << endl;</pre>
```

Output:

BST Database Operations

Enter the name: Hammad Enter the age: 18

Muhammad Hammad 23K-2005 Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 2
Create Record
Enter the name: Faiq
Enter the age: 20
Muhammad Hammad 23K-2005
Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 2
Create Record
Enter the name: Talal
Enter the age: 19
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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 4
Display Record
ID: 1
Name: Hammad
Age: 18
TD: 2
ID: 2
Name: Sami
Age: 19
ID: 3

ID: 3	
Name: Faiq	
Age: 20	
. 6 . 20	
ID: 4	
Name: Talal	
Age: 19	
nge. 15	
Muhammad Hammad 23K-2005	
BST Table Operations:	
1. Perform Dummy Operations	
2. Create new/original record	
3. Delete record	
4. Display all records	
5. Search a record	
6. Update a record	
7. Go back to select table	
8. Exit Program	
Your choice: 6	
Update Record	
Enter the ID that you want to update: 2	
Enter new name for ID 2: Daniyal	
Enter new age for ID 2: 20	
Record for ID 2 has been updated.	
Muhammad Hammad 23K-2005	
Trees Database System	
BST Table Operations:	
1. Perform Dummy Operations	
2. Create new/original record	
3. Delete record	
4. Display all records	
5. Search a record	
6. Update a record	
7. Go back to select table	
8. Exit Program	
Your choice: 4	
Display Record	
ID: 1	
Name: Hammad	
Age: 18	
ID: 2	
Name: Daniyal	
Age: 20	
ID: 3	
Name: Faiq	
Age: 20	
ID: 4	
Name: Talal	

ID: 4
Name: Talal
Age: 19
Muhammad Hammad 23K-2005
Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 5
Delete failed. The ID was not found in the database.
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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 3
ID 3 has been deleted.
10 5 Has been defected.
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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 4
ID 4 has been deleted.
To This beth defected.
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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
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Muhammad Hammad 23K-2005 Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 2
ID 2 has been deleted.
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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 1
ID 1 has been deleted.
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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Unable to delete. The BST is empty.
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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record

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8. Exit Program Your choice: 5
Unable to search. The BST is empty.
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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
Delete record Display all records
5. Search a record
6. Update a record 7. Go back to select table
8. Exit Program Your choice: 2
Create Record
Enter the name: Sami
Enter the age: 19
the age. 19
Muhammad Hammad 23K-2005
Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program Your choice: 2
Create Record Enter the name: Hammad
Enter the lane. Hamiliau Enter the age: 19
Effect the age. 15

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Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 4
Display Record
ID: 5
Name: Sami
Age: 19
ID: 6
Name: Hammad
Age: 19
Muhammad Hammad 23K-2005
Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 5
Search Record
Enter the ID that you want to search: 3
ID 3 not found in the database.
Webd Hermood III only oppor
Muhammad Hammad 23K-2005
BST Table Operations:
1. Perform Dummy Operations
 Create new/original record Delete record
4. Display all records
5. Search a record
6. Update a record 7. Go back to select table
8. Exit Program
Your choice: 4
Your Choice: 4
ID: 5
Name: Sami
Age: 19

Display Record ID: 5 Name: Sami Age: 19
ID: 6 Name: Hammad Age: 19
Muhammad Hammad 23K-2005
Enter the ID that you want to search: 1 ID 1 not found in the database.
ID: 6 Name: Hammad Age: 19
Muhammad Hammad 23K-2005 Trees Database System BST Table Operations: Perform Dummy Operations Create new/original record Delete record

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Muhammad Hammad 23K-2005
Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 5
Search Record
Enter the ID that you want to search: 5
ID 5 found in the database.
Details of ID 5:
Name: Sami
Age: 19
Muhammad Hammad 23K-2005
runaiiilau haliillau 25K-2005
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 8
Tour Choice. 6
Exiting Program Ba-bye!

AVL Tree Database Operations

Muhammad Hammad 23K-2005
Trees Database System
Select which table to work with:
1. Binary Search Tree (BST)
2. AVL Tree
3. B-Tree
4. Exit Program
Your choice: 2
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 2
Create Record
Enter the name: Hammad
Enter the age: Sami
Invalid entry. Please enter an integer: 18
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 2
Create Record
Enter the name: Sami
Enter the age: 19

Tranaminaa Tranimaa (25K 2505)
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 2
Create Record
Enter the name: Faiq
Enter the age: 20
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 2
Create Record
Enter the name: Talal
Enter the age: 21
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 4
Display Record
ID: 1
Name: Hammad
Age: 18
ID: 2
Name: Sami
Age: 19
ID: 3

Display Record ID: 1
Name: Hammad
Age: 18
ID: 2
Name: Sami
Age: 19
ID: 3
Name: Faiq
Age: 20
ID: 4
Name: Talal
Age: 21
Muhammad Harmad III 22K 2005
Muhammad Hammad 23K-2005 Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
 Create new/original record Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table 8. Exit Program
Your choice: 5
Search Record
Enter the ID that you want to search: 3 ID 3 found in the database.
Details of ID 3:
Name: Faiq
Age: 20
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations: 1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record 6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 5
Search Record Enter the ID that you want to search: 10
ID 10 not found in the database.

Tranamina (25K 2505)
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 6
Update Record
Enter the ID that you want to update: 2
Enter new name for ID 2: Muhib
Enter new age for ID 2: 21
Record for ID 2 has been updated.
Webserrad Harmad II 22K 2005
Muhammad Hammad 23K-2005 Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 4
Display Record
ID: 1
Name: Hammad
Age: 18
ID: 2
Name: Muhib
Age: 21
ID: 3
Name: Faiq
Age: 20
TD. A
ID: 4
Name: Talal
Age: 21

riuliaililliau Hallilliau (25K-2005)
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 10
Deletion failed. ID not found in the database.
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 3
ID 3 has been deleted successfully.
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 2
ID 2 has been deleted successfully

	Muhammad Hammad (23K-2005)
	Muhammad Hammad 23K-2005
	Trees Database System
AVL	Table Operations:
1.	Perform Dummy Operations
2.	Create new/original record
3.	Delete record
4.	Display all records
5.	Search a record
6.	Update a record
7.	Go back to select table
8.	Exit Program
You	ır choice: 3
Ent	ter the ID that you want to delete: 1
ID	1 has been deleted successfully.
	Muhammad Hammad 23K-2005
	Trees Database System
	Table Operations:
	Perform Dummy Operations
	Create new/original record
	Delete record
	Display all records
5.	Search a record
	Update a record
	Go back to select table
	Exit Program
	ır choice: 3
	ter the ID that you want to delete: 4
ID	4 has been deleted successfully.
	and the state of the same same
	Muhammad Hammad 23K-2005
	Trees Database System
	Table Operations:
	Perform Dummy Operations
	Create new/original record
	Delete record
	Display all records
	Search a record
	Update a record
	Go back to select table
	Exit Program
	ur choice: 3
Una	able to delete. The AVL Tree is empty.

Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 5
Unable to search. The AVL Tree is empty.
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Unable to delete. The AVL Tree is empty.
Muhammad Hammad 23K-2005
Trees Database System
AVL Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 7
Muhammad Hammad 23K-2005
Trees Database System
Select which table to work with:
1. Binary Search Tree (BST)
2. AVL Tree
3. B-Tree
4. Exit Program
Your choice: 4
Eviting program Ra-byel
Exiting program Ba-bye!

B-Tree Database Operations

Muhammad Hammad 23K-2005 Trees Database System Select which table to work with: 1. Binary Search Tree (BST) 2. AVL Tree
3. B-Tree 4. Exit Program Your choice: 3
Muhammad Hammad 23K-2005 Trees Database SystemBTree Table Operations: 1. Perform Dummy Operations 2. Create new/original record
 Delete record Display all records Search a record Update a record Go back to select table
8. Exit Program Your choice: 2 Create Record Enter the name: Mike
Enter the age: 25 Muhammad Hammad 23K-2005 Trees Database System
BTree Table Operations: 1. Perform Dummy Operations 2. Create new/original record 3. Delete record 4. Display all records
 Search a record Update a record Go back to select table Exit Program Your choice: 2
Create Record Enter the name: John Enter the age: 15

Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 2
Create Record
Enter the name: Carlos
Enter the age: 23
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 2
Create Record
Enter the name: Kevin
Enter the age: 38
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 4
Display Record
ID: 1
Name: Mike
Age: 25
TD 0
ID: 2
Name: John
Age: 15
ID: 3

Tranamina Transmaa (2010 2000)
Age: 15
ID: 3
Name: Carlos
Age: 23
· •
ID: 4
Name: Kevin
Age: 38
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 5
Search Record
Enter the ID that you want to search in the database: 3
ID 3 found in the database.
Details of ID 3:
Name: Carlos
Age: 23
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 5
Search Record Enter the ID that you want to search in the database: 6
ID 6 not found in the database.
TO O HOC TOURIN IT CHE MACADASE.

Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 6
Update Record
Enter the ID that you want to update: 5
Update failed. The ID was not found in the database.
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 6
Update Record
Enter the ID that you want to update: 3
Enter new name for ID 3: Mandela
Enter new age for ID 3: 26
Record updated successfully.
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 4
Display Record
ID: 1
Name: Mike
Age: 25
ID: 2
Name: John
Age: 15

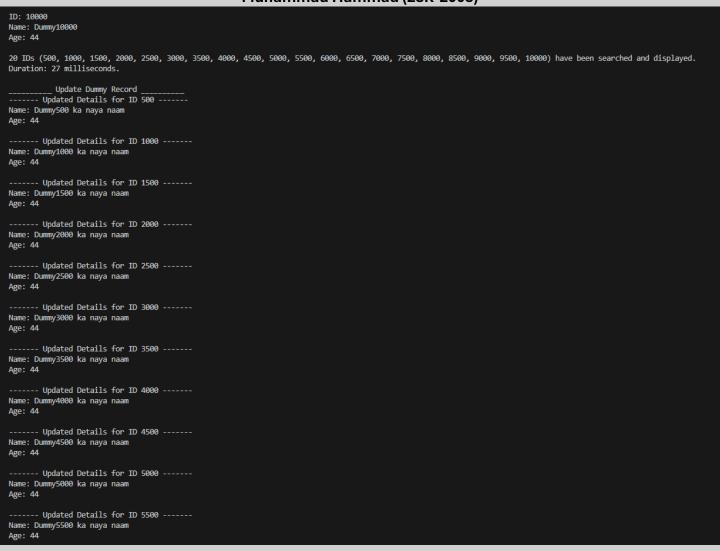
ID: 3
Name: Mandela
Age: 26
ngc. 20
TD: 4
ID: 4
Name: Kevin
Age: 38
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 2
ID 2 has been deleted.
In I had been delected.
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 1
ID 1 has been deleted.
ID I has been defered.
Muhammad Hammad II 22V 2005
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 3
ID 3 has been deleted.

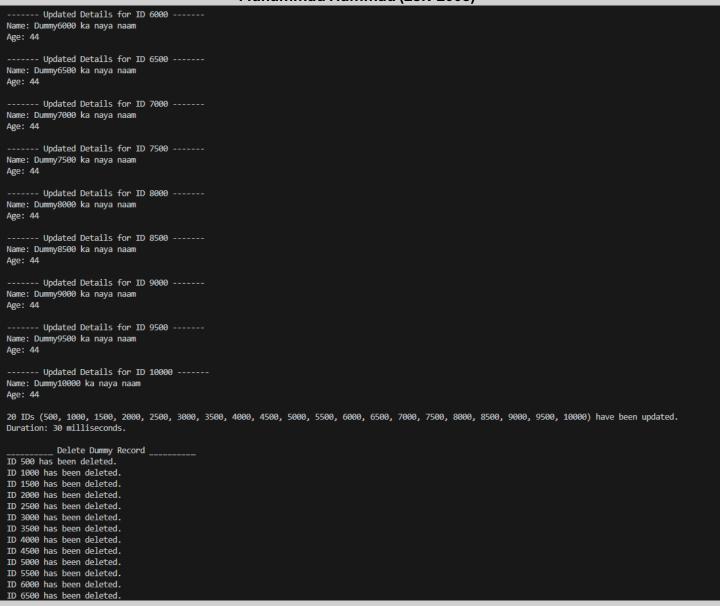
Muhammad Hammad 23K-2005 Trees Database SystemBTree Table Operations: 1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record7. Go back to select table
8. Exit Program
Your choice: 3
Enter the ID that you want to delete: 4
ID 4 has been deleted.
Makannad Hannad III ook ooos
Muhammad Hammad 23K-2005 Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program Your choice: 3
Enter the ID that you want to delete: 10
Delete failed. The ID was not found in the database.
Muhammad Hammad 23K-2005 Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
 Create new/original record Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 4
Unable to display records. The B-Tree database is empty right now.
Muhammad Hammad 23K-2005 Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table

Dummy Data Operations

Muhammad Hammad 23K-2005 Trees Database System
Select which table to work with: 1. Binary Search Tree (BST) 2. AVL Tree 3. B-Tree 4. Exit Program Your choice: 1
Muhammad Hammad 23K-2005
BST Table Operations:
 Perform Dummy Operations Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record7. Go back to select table
8. Exit Program
Your choice: 1
Create Dummy Record Dummy Record of 10000 people have been created.
Duration: 7016 milliseconds.
Search Dummy Record Details of the searched IDs: ID: 500 Name: Dummy500 Age: 21
ID: 1000
Name: Dummy1000
Age: 21
ID: 1500
Name: Dummy1500
Age: 21
ID: 2000
Name: Dummy2000
Age: 24
ID: 2500
Name: Dummy2500
Age: 24
ID: 3000
Name : Dummy 2000
Name: Dummy3000 Age: 24

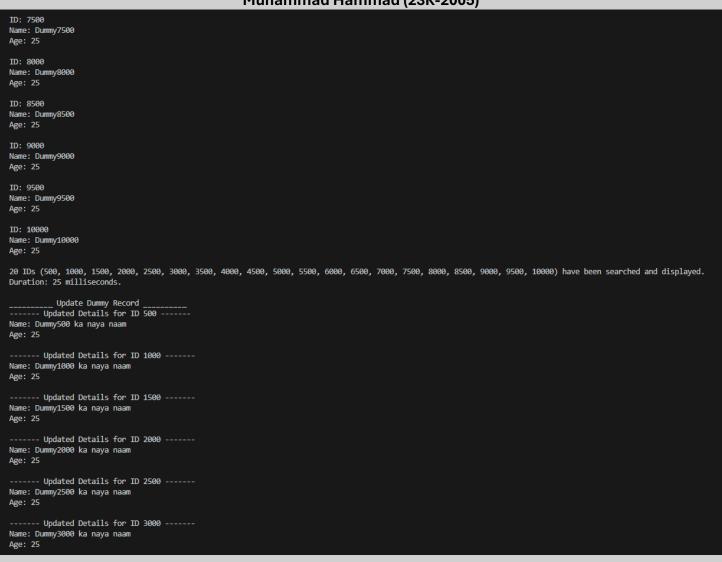
ID: 3500 Name: Dummy3500 Age: 24 ID: 4000 Name: Dummy4000 Age: 24 ID: 4500 Name: Dummy4500 Age: 28 ID: 5000 Name: Dummy5000 Age: 28 ID: 5500 Name: Dummy5500 Age: 28 ID: 6000 Name: Dummy6000 Age: 31 ID: 6500 Name: Dummy6500 Age: 31 ID: 7000 Name: Dummy7000 Age: 34 ID: 7500 Name: Dummy7500 Age: 34 ID: 8000 Name: Dummy8000 Age: 37 ID: 8500 Name: Dummy8500 Age: 37 ID: 9000 Name: Dummy9000 Age: 41 ID: 9500 Name: Dummy9500 Age: 44

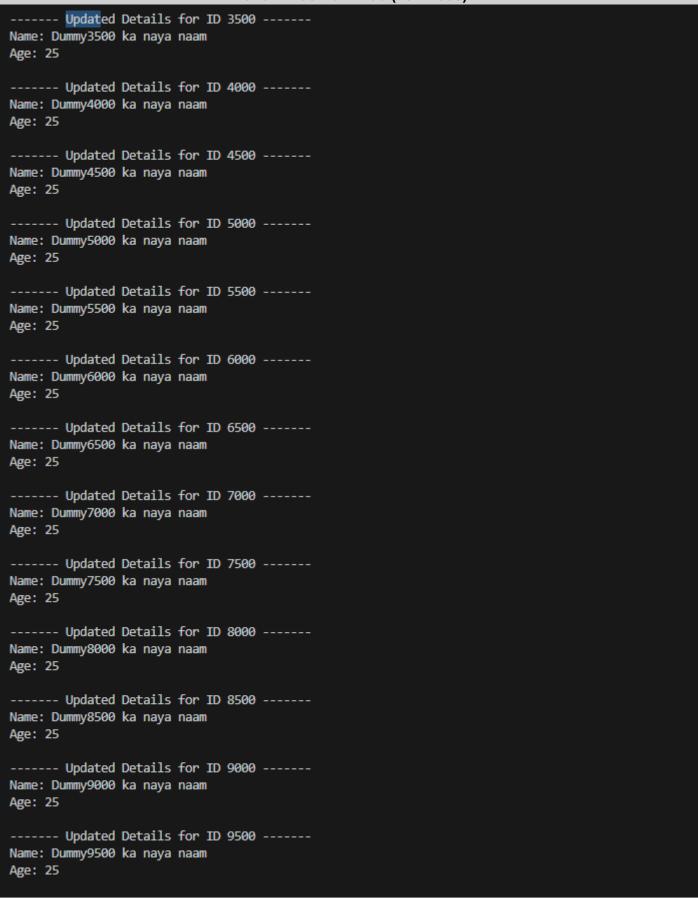




ID 6500 has been deleted.
ID 7000 has been deleted.
ID 7500 has been deleted.
ID 8000 has been deleted.
ID 8500 has been deleted.
ID 9000 has been deleted.
ID 9500 has been deleted.
ID 10000 has been deleted.
20 IDs (500, 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 5500, 6000, 6500, 7000, 7500, 8000, 8500, 9000, 9500, 10000) have been deleted.
Duration: 8 milliseconds.
Muhammad Hammad 23K-2005
Trees Database System
BST Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 7
rout choice. 7
When and He and He are soon
Muhammad Hammad 23K-2005
Trees Database System
Select which table to work with:
1. Binary Search Tree (BST)
2. AVL Tree
3. B-Tree
4. Exit Program
Your choice: 2
Total Closect 2
Muhammad Hammad 23K-2005
AVI. Table Operations:
1. Perform Dummy Operations
2. Create new/original record
3. Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 1
Create Dummy Record
Dummy Record of 10000 people have been created.
Search Dummy Record
Details of the searched IDs:
ID: 500
Name: Dummy500
A 25

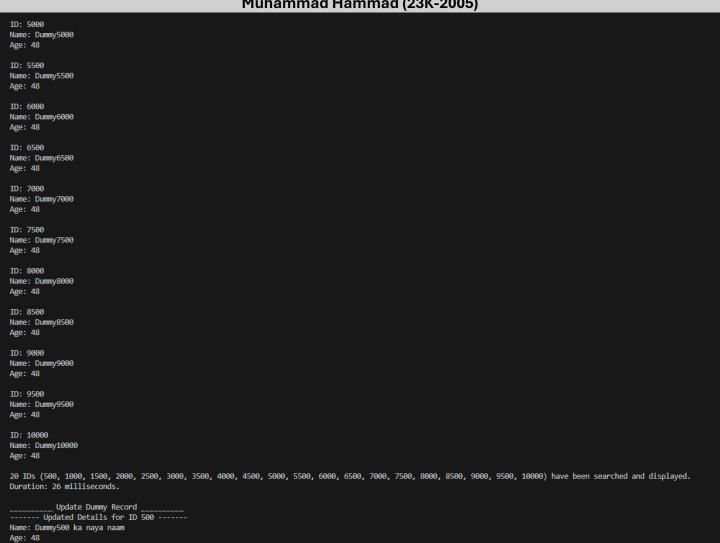
ID: 1000 Name: Dummy1000 Age: 25 ID: 1500 Name: Dummy1500 Age: 25 ID: 2000 Name: Dummy2000 Age: 25 ID: 2500 Name: Dummy2500 Age: 25 ID: 3000 Name: Dummy3000 Age: 25 ID: 3500 Name: Dummy3500 Age: 25 ID: 4000 Name: Dummy4000 Age: 25 ID: 4500 Name: Dummy4500 Age: 25 ID: 5000 Name: Dummy5000 Age: 25 ID: 5500 Name: Dummy5500 Age: 25 ID: 6000 Name: Dummy6000 Age: 25 ID: 6500 Name: Dummy6500 Age: 25 ID: 7000 Name: Dummy7000 Age: 25 ID: 7500





Trantamina Transmaa (2017 2000)
Updated Details for ID 10000 Name: Dummy10000 ka naya naam Age: 25
20 IDs (500, 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 5500, 6000, 6500, 7000, 7500, 8000, 8500, 9000, 9500, 10000) have been updated. Duration: 25 milliseconds.
Delete Dummy Record Delete Dummy Record
ID 8500 has been deleted. ID 9000 has been deleted. ID 9500 has been deleted. ID 9500 has been deleted. ID 10000 has been deleted. ID 10000 has been deleted. 20 IDs (500, 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 5500, 6000, 6500, 7000, 7500, 8000, 8500, 9000, 9500, 10000) have been deleted. Duration: 9 milliseconds.

Muhammad Hammad (23K-2005)
Muhammad Hammad 23K-2005
Trees Database System
BTree Table Operations:
1. Perform Dummy Operations
 Create new/original record Delete record
4. Display all records
5. Search a record
6. Update a record
7. Go back to select table
8. Exit Program
Your choice: 1
Create Dummy Record
Dummy Record of 10000 people have been created.
Duration: 52 milliseconds.
Search Dummy Record
Details of the searched IDs:
ID: 500
Name: Dummy500
Age: 48
ID: 1000
Name: Dummy1000 Age: 48
ABC: 40
ID: 1500
Name: Dummy1500
Age: 48
ID: 2000
Name: Dummy2000 Age: 48
ABC: 40
ID: 2500
Name: Dummy2500
Age: 48
ID: 3000
Name: Dummy3000
Age: 48
ID: 3500
Name: Dummy3500
Age: 48
ID: 4000
Name: Dummy4000
Age: 48
ID: 4500
Name: Dummy4500
Age: 48





```
----- Updated Details for ID 7500 -----
Name: Dummy7<mark>500 ka naya naam</mark>
Age: 48
----- Updated Details for ID 8000 -----
Name: Dummy8000 ka naya naam
Age: 48
----- Updated Details for ID 8500 -----
Name: Dummy8500 ka naya naam
Age: 48
----- Updated Details for ID 9000 -----
Name: Dummy9000 ka naya naam
Age: 48
----- Updated Details for ID 9500 -----
Name: Dummy9500 ka naya naam
Age: 48
 ----- Updated Details for ID 10000 -----
Name: Dummy10000 ka naya naam
Age: 48
20 IDs (500, 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 5500, 6000, 6500, 7000, 7500, 8000, 8500, 9000, 9500, 10000) have been updated.
Duration: 27 milliseconds.
_____ Delete Dummy Record _____
ID 500 has been deleted.
ID 1000 has been deleted.
ID 1500 has been deleted.
ID 2000 has been deleted.
ID 2500 has been deleted.
ID 3000 has been deleted.
ID 3500 has been deleted.
ID 4000 has been deleted.
ID 4500 has been deleted.
ID 5000 has been deleted.
ID 5500 has been deleted.
ID 6000 has been deleted.
ID 6500 has been deleted.
ID 7000 has been deleted.
ID 7500 has been deleted.
ID 8000 has been deleted.
ID 8500 has been deleted.
ID 9000 has been deleted.
ID 9500 has been deleted.
ID 10000 has been deleted.
20 IDs (500, 1000, 1500, 2000, 2500, 3000, 3500, 4000, 4500, 5000, 5500, 6000, 6500, 7000, 7500, 8000, 8500, 9000, 9500, 10000) have been deleted.
Duration: 9 milliseconds.
```

Time Analysis:

Graph:



Analysis Summary:

- Create: AVL and B-Trees are much faster (~50 ms) than BST (7016 ms).
- **Search:** Similar times; AVL is slightly faster (25 ms).
- Update: AVL is fastest (25 ms), followed by B-Trees (27 ms) and BST (30 ms).
- **Delete:** All perform equally (~9 ms).

Submitted by: Muhammad Hammad

Roll no.: 23K-2005