

ADS Lab 7B-Tree insertion :-Algorithm:-

- 1) Initialize  $x \leftarrow \text{root}$
- 2) while  $x$  is non-leaf do
  - Find child  $y$  of  $x$  going to be traversed next.
  - If  $y$  is not full, update ~~xxx~~ pointer in  $x = y$
  - If  $y$  is full, split it & update pointer in  $x$  to point to one of the child.
  - ⇒ while splitting, if  $k$  is smaller than  $k_{\text{mid}}$  key of  $y$ , set pointer in  $x$  as first part of  $y$ .
  - ⇒ else, second part.
- 3) Loop in 2) stops when  $x$  is leaf, insert  $k$  in it.

Utility functions:

```

void BTreeNode::traverse() {
    int i;
    for (i = 0; i < n; i++) {
        if (!leaf) c[i] → traverse();
        cout << keys[i] keys[i] << " ";
    }
    if (leaf == false) c[i] → traverse();
}

void BTreeNode::splitChild(int i, BTreeNode *y) {
    BTreeNode *z = new BTreeNode(y → t, y → leaf);

```

```
for (int a = 0; a < t-1; a++) z → keys[a] = y → keys[a+t];
```

```
if (y → leaf == false) {
```

```
    for (int a = 0; a < t; a++) z → c[a] = y → c[a+t];
```

```
}
```

```
y → n = t-1;
```

```
for (int a = n; a >= i+1; a--) c[a+1] = c[a];
```

```
c[i+1] = z
```

```
for (int a = n-1; a >= i; a--) keys[a+1] = keys[a];
```

```
keys[i] = y → keys[t-1];
```

```
n += 1;
```

```
}
```

```
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 += 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);
```

```
    }
```

```
}
```

### Insert Function:

```
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, 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);  
        }  
    }  
}
```