

B-TREE* 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, false);

s → c[0] = root;

s → split child (0, root);

int i = 0;

if (s → keys[0] < K)

i++;

s → c[i] → insertNonFull(K);

root = s;

}

else

root \rightarrow insertNonFull(r);

}

}

void BTreeNode::insertNonFull(int k)

{

int i = n-1;

if (leaf == true)

{

while (k < 0)

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] \rightarrow n == 0) {

{

splitChild(i+1, c[i+1]);

if (keys[i+1] < k)

i++;

}

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