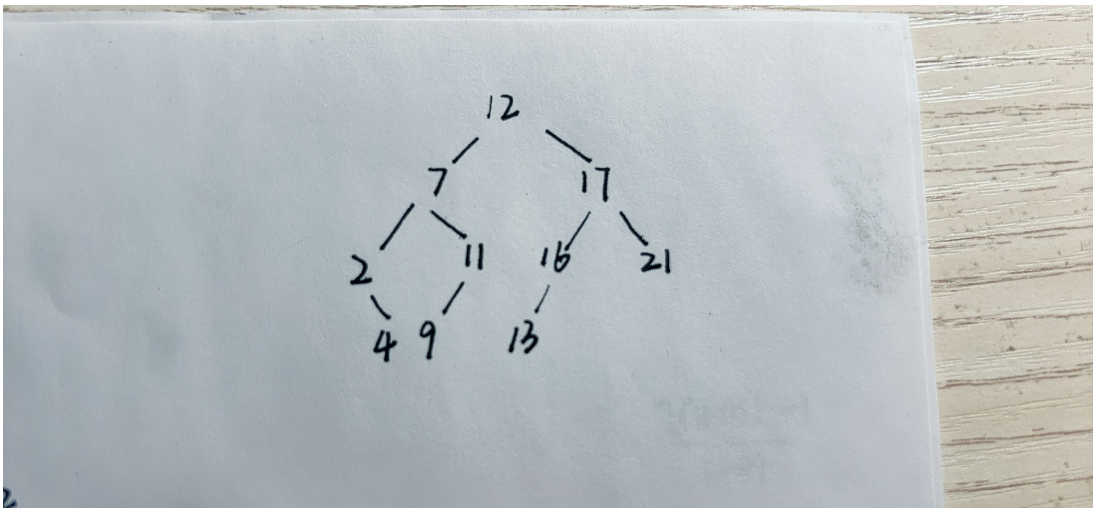
7.2.2



7.3.4

```
typedef struct Node
{
int data;
int count;
struct Node *llink;
struct Node *rlink;
}Node,*Tree;

Node *SearchInsert(Tree root,int x){
if (root == NULL) {
Node newNode = (Node)malloc(sizeof(Node));
newNode->data = x;
newNode->count = 1;
newNode->llink = NULL;
newNode->rlink = NULL;
*root = newNode;
return newNode;
}

Node *p=*root;//Node *p; p=root
Node parent=NULL;

while(p!=NULL){
if(p->data==x){
p->count++;
return p;
}
parent=p;
if(p->data>x)
p=p->llink;
```

```
else
p=p->rlink;
}

Node newNode=(Node)malloc(sizeof(Node));
newNode->count=1;
newNode->data=x;
newNode->llink=NULL;
newNode->rlink=NULL;

if(parent->data>x)
parent->llink=newNode;
else
parent->rlink=newNode;

return newNode;
}
```