

File Submit Format: NIM\_NAMA.c (Ex: 270220000\_Andi.c)

## Problem Statement

Create a C program that manages a playlist using an AVL Tree with linked list. The program should support the following operations:

1. Insertion: Implement a function that inserts a new integer value into the AVL tree. If the value already exists in the tree, do nothing.
2. Deletion: Implement a function that deletes an integer value from the AVL tree. If the value does not exist in the tree, do nothing.
3. Predecessor: Implement a function that finds the predecessor of a given integer value in the AVL tree. The predecessor of an integer  $x$  is the largest integer in the tree that is smaller than  $x$ . If no such integer exists, return -1.
4. Print: Implement a function that prints the AVL tree in a readable format.
5. Initially, the AVL Tree is empty.

## Input:

1. The first line contains an integer  $N$  ( $1 \leq N \leq 100$ ), representing the number of elements in the AVL tree.
2. The second line contains  $N$  space-separated integers, representing the elements of the AVL tree.
3. The third line contains an integer  $Q$  ( $1 \leq Q \leq 100$ ), representing the number of queries.
4. Each of the next  $Q$  lines contains a query in the format " $t$   $x$ ", where  $t$  is the type of query (either "I" for Insertion, "D" for Deletion, or "P" for Predecessor), and  $x$  is the integer value for the query.

## Output:

- For each query of type "P", output the predecessor of the given value  $x$ . If no predecessor exists, output -1.

## Example Input and Output

Input :	Output :
6	7
10 5 20 3 7 15	10
5	12
P 10	5
I 12	
P 12	
D 7	
P 7	

## Explanation:

- For the first query, we're finding the predecessor of 10, which is 7.
- Then, we're inserting 12 into the AVL tree.
- Next, we're finding the predecessor of 12, which is 10.
- After that, we're deleting 7 from the AVL tree.
- Finally, we're finding the predecessor of 7, which is 5.