

- Arrays de chaves (**keys**), valores (**values**) e filhos (**children**)[Reddit+2algs4.cs.princeton.edu+2Stack Overflow+2](#)

Operações CRUD

- **Inserção:** Insere uma nova chave-valor, dividindo nós conforme necessário.
- **Busca:** Procura recursivamente pela chave.
- **Atualização:** Insere a chave com um novo valor, substituindo o antigo.
- **Exclusão:** Remove a chave, ajustando a árvore para manter as propriedades da B-Tree.

Teste com 2000 Inserções

O método `main` realiza 2000 inserções com valores aleatórios e testa as operações de busca, atualização e exclusão.

Esta implementação é uma base sólida para um índice B-Tree persistente em Java. Se desejar, posso ajudá-lo a estender este código para suportar outros tipos de dados ou otimizações adicionais.



Fontes

Você disse:

generate a java code

O ChatGPT disse:

Got it — I'll generate a clean Java B-Tree file-based indexer for you, inspired by Princeton's algorithm and using 2,000 inserts + CRUD operations.

Let's go 🚀 — this code will:

- Insert 2,000 random key-value pairs
- Search for a few random keys
- Update some keys
- Delete some keys

Here's your **complete Java code**:

```

import java.io.*;
import java.util.Random;

public class BTreeCRUDTest {
    static final int NUM_INSERTS = 2000;

    public static void main(String[] args) throws IOException {
        File file = new File("btree_test.idx");
        if (file.exists()) file.delete();

        BTree btree = new BTree("btree_test.idx");

        // 1. Insert 2000 random keys
        Random random = new Random(42); // fixed seed for reproducibility
        for (int i = 0; i < NUM_INSERTS; i++) {
            int key = random.nextInt(10000);
            long value = i;
            btree.insert(key, value);
            if (i % 500 == 0) {
                System.out.println("Inserted " + i + " keys...");
            }
        }
        System.out.println("Finished inserting 2000 keys!");

        // 2. Search for 5 random keys
        System.out.println("\nSearching for 5 random keys:");
        for (int i = 0; i < 5; i++) {
            int key = random.nextInt(10000);
            Long result = btree.search(key);
            System.out.println("Key " + key + " -> " + (result != null ? "Found at " + result : "Not
found"));
        }

        // 3. Update 5 random keys
        System.out.println("\nUpdating 5 random keys:");
        for (int i = 0; i < 5; i++) {
            int key = random.nextInt(10000);
            long newValue = 9999L;
            boolean updated = btree.update(key, newValue);
            System.out.println("Key " + key + " update " + (updated ? "successful" : "failed (not
found)"));
        }

        // 4. Delete 5 random keys (simulated, because delete isn't in base)
        System.out.println("\nDeleting 5 random keys (simulated):");
        for (int i = 0; i < 5; i++) {
            int key = random.nextInt(10000);
            boolean deleted = btree.update(key, -1L); // -1 as tombstone for delete

```

```

        System.out.println("Key " + key + " delete " + (deleted ? "marked as deleted" : "not
found"));
    }

    System.out.println("\nCRUD operations complete!");
}
}

```

Notes:

- 🔥 This code **uses your existing BTree class** (from the file you provided). No need to rewrite your BTree file logic — this plugs in directly!
- 🚀 Insert = adds key/value
- 🔍 Search = reads key from index
- 📝 Update = changes the stored file position
- ❌ Delete (simulated) = marks the key with **-1** (you can implement true delete later if desired)

✅ To run:

1. Save this as **BTreeCRUDTest.java**
2. Compile:
- 3.

```

bash
CopiarEditor
javac BTreeCRUDTest.java BTreeIndexFile.java

```

3. Run:

```

bash
CopiarEditor
java BTreeCRUDTest

```

Would you also like me to give you the **true deletion logic**? (just like Princeton's algorithm but adapted for your file-based version).

Just say: "Yes, show me full delete!" 📌

Você disse:

generate a java code that build a b-tree with crud operations and merge with generated code

O ChatGPT disse:

Understood — you want **one complete, unified Java code** that:

- Builds the B-Tree structure (insert, search, update, delete with real merge/split logic)
- Performs 2,000 inserts + searches + updates + deletions (as in the generated test)

I will generate a single-file solution that merges everything for clarity and easy execution.

Let's proceed — here is your **complete, unified Java code** with full CRUD and 2,000 tests



(uses in-memory B-Tree logic like Princeton's style but with full CRUD)

java

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```
import java.util.*;
```

```
public class BTreeCRUD {  
    private static final int T = 2; // Minimum degree (defines the  
    range for number of keys)
```

```
    static class Node {  
        int n; // Number of keys  
        int[] keys = new int[2 * T - 1];  
        long[] values = new long[2 * T - 1];  
        Node[] children = new Node[2 * T];  
        boolean leaf = true;  
    }
```

```
    private Node root = new Node();
```

```
    // Search
```

```
    public Long search(int key) {  
        return search(root, key);  
    }
```

```
    private Long search(Node node, int key) {
```

```

        int i = 0;
        while (i < node.n && key > node.keys[i]) i++;
        if (i < node.n && key == node.keys[i]) return
node.values[i];
        if (node.leaf) return null;
        return search(node.children[i], key);
    }

// Split child
private void split(Node parent, int index) {
    Node fullChild = parent.children[index];
    Node newChild = new Node();
    newChild.leaf = fullChild.leaf;
    newChild.n = T - 1;

    for (int j = 0; j < T - 1; j++) {
        newChild.keys[j] = fullChild.keys[j + T];
        newChild.values[j] = fullChild.values[j + T];
    }

    if (!fullChild.leaf) {
        for (int j = 0; j < T; j++) {
            newChild.children[j] = fullChild.children[j + T];
        }
    }

    fullChild.n = T - 1;

    for (int j = parent.n; j >= index + 1; j--) {
        parent.children[j + 1] = parent.children[j];
    }
    parent.children[index + 1] = newChild;

    for (int j = parent.n - 1; j >= index; j--) {
        parent.keys[j + 1] = parent.keys[j];
        parent.values[j + 1] = parent.values[j];
    }

    parent.keys[index] = fullChild.keys[T - 1];
    parent.values[index] = fullChild.values[T - 1];
    parent.n++;
}

```

```

}

// Insert
public void insert(int key, long value) {
    Node r = root;
    if (r.n == 2 * T - 1) {
        Node s = new Node();
        root = s;
        s.leaf = false;
        s.n = 0;
        s.children[0] = r;
        split(s, 0);
        insertNonFull(s, key, value);
    } else {
        insertNonFull(r, key, value);
    }
}

private void insertNonFull(Node node, int key, long value) {
    int i = node.n - 1;
    if (node.leaf) {
        while (i >= 0 && key < node.keys[i]) {
            node.keys[i + 1] = node.keys[i];
            node.values[i + 1] = node.values[i];
            i--;
        }
        node.keys[i + 1] = key;
        node.values[i + 1] = value;
        node.n++;
    } else {
        while (i >= 0 && key < node.keys[i]) i--;
        i++;
        if (node.children[i].n == 2 * T - 1) {
            split(node, i);
            if (key > node.keys[i]) i++;
        }
        insertNonFull(node.children[i], key, value);
    }
}

// Update

```

```

public boolean update(int key, long newValue) {
    return update(root, key, newValue);
}

private boolean update(Node node, int key, long newValue) {
    int i = 0;
    while (i < node.n && key > node.keys[i]) i++;
    if (i < node.n && key == node.keys[i]) {
        node.values[i] = newValue;
        return true;
    }
    if (node.leaf) return false;
    return update(node.children[i], key, newValue);
}

// Delete
public void delete(int key) {
    delete(root, key);
    if (root.n == 0 && !root.leaf) {
        root = root.children[0];
    }
}

private void delete(Node node, int key) {
    int idx = findKey(node, key);

    if (idx < node.n && node.keys[idx] == key) {
        if (node.leaf) {
            for (int i = idx + 1; i < node.n; ++i) {
                node.keys[i - 1] = node.keys[i];
                node.values[i - 1] = node.values[i];
            }
            node.n--;
        } else {
            deleteInternalNode(node, key, idx);
        }
    } else {
        if (node.leaf) {
            return; // Key not found
        }
    }
}

```

```

        boolean flag = (idx == node.n);
        if (node.children[idx].n < T) {
            fill(node, idx);
        }

        if (flag && idx > node.n) {
            delete(node.children[idx - 1], key);
        } else {
            delete(node.children[idx], key);
        }
    }
}

private void deleteInternalNode(Node node, int key, int idx) {
    if (node.children[idx].n >= T) {
        int predKey = getPredecessor(node, idx);
        long predVal = getPredecessorValue(node, idx);
        node.keys[idx] = predKey;
        node.values[idx] = predVal;
        delete(node.children[idx], predKey);
    } else if (node.children[idx + 1].n >= T) {
        int succKey = getSuccessor(node, idx);
        long succVal = getSuccessorValue(node, idx);
        node.keys[idx] = succKey;
        node.values[idx] = succVal;
        delete(node.children[idx + 1], succKey);
    } else {
        merge(node, idx);
        delete(node.children[idx], key);
    }
}

private int getPredecessor(Node node, int idx) {
    Node cur = node.children[idx];
    while (!cur.leaf)
        cur = cur.children[cur.n];
    return cur.keys[cur.n - 1];
}

private long getPredecessorValue(Node node, int idx) {
    Node cur = node.children[idx];

```



```

        while (!cur.leaf)
            cur = cur.children[cur.n];
        return cur.values[cur.n - 1];
    }

private int getSuccessor(Node node, int idx) {
    Node cur = node.children[idx + 1];
    while (!cur.leaf)
        cur = cur.children[0];
    return cur.keys[0];
}

private long getSuccessorValue(Node node, int idx) {
    Node cur = node.children[idx + 1];
    while (!cur.leaf)
        cur = cur.children[0];
    return cur.values[0];
}

private void fill(Node node, int idx) {
    if (idx != 0 && node.children[idx - 1].n >= T) {
        borrowFromPrev(node, idx);
    } else if (idx != node.n && node.children[idx + 1].n >= T) {
        borrowFromNext(node, idx);
    } else {
        if (idx != node.n) {
            merge(node, idx);
        } else {
            merge(node, idx - 1);
        }
    }
}

private void borrowFromPrev(Node node, int idx) {
    Node child = node.children[idx];
    Node sibling = node.children[idx - 1];

    for (int i = child.n - 1; i >= 0; --i) {
        child.keys[i + 1] = child.keys[i];
        child.values[i + 1] = child.values[i];
    }
}

```

```

    if (!child.leaf) {
        for (int i = child.n; i >= 0; --i) {
            child.children[i + 1] = child.children[i];
        }
    }

    child.keys[0] = node.keys[idx - 1];
    child.values[0] = node.values[idx - 1];

    if (!child.leaf) {
        child.children[0] = sibling.children[sibling.n];
    }

    node.keys[idx - 1] = sibling.keys[sibling.n - 1];
    node.values[idx - 1] = sibling.values[sibling.n - 1];

    child.n += 1;
    sibling.n -= 1;
}

private void borrowFromNext(Node node, int idx) {
    Node child = node.children[idx];
    Node sibling = node.children[idx + 1];

    child.keys[child.n] = node.keys[idx];
    child.values[child.n] = node.values[idx];

    if (!child.leaf) {
        child.children[child.n + 1] = sibling.children[0];
    }

    node.keys[idx] = sibling.keys[0];
    node.values[idx] = sibling.values[0];

    for (int i = 1; i < sibling.n; ++i) {
        sibling.keys[i - 1] = sibling.keys[i];
        sibling.values[i - 1] = sibling.values[i];
    }

    if (!sibling.leaf) {

```

```

        for (int i = 1; i <= sibling.n; ++i) {
            sibling.children[i - 1] = sibling.children[i];
        }
    }

    child.n += 1;
    sibling.n -= 1;
}

private void merge(Node node, int idx) {
    Node child = node.children[idx];
    Node sibling = node.children[idx + 1];

    child.keys[T - 1] = node.keys[idx];
    child.values[T - 1] = node.values[idx];

    for (int i = 0; i < sibling.n; ++i) {
        child.keys[i + T] = sibling.keys[i];
        child.values[i + T] = sibling.values[i];
    }

    if (!child.leaf) {
        for (int i = 0; i <= sibling.n; ++i) {
            child.children[i + T] = sibling.children[i];
        }
    }

    for (int i = idx + 1; i < node.n; ++i) {
        node.keys[i - 1] = node.keys[i];
        node.values[i - 1] = node.values[i];
        node.children[i] = node.children[i + 1];
    }

    child.n += sibling.n + 1;
    node.n--;
}

private int findKey(Node node, int key) {
    int idx = 0;
    while (idx < node.n && node.keys[idx] < key) ++idx;
    return idx;
}

```

```

    }

    // Tester main
    public static void main(String[] args) {
        BTreeCRUD btree = new BTreeCRUD();
        Random random = new Random(42);

        // 1. Insert 2000 keys
        for (int i = 0; i < 2000; i++) {
            int key = random.nextInt(10000);
            long value = i;
            btree.insert(key, value);
            if (i % 500 == 0) {
                System.out.println("Inserted " + i + " keys...");
            }
        }
        System.out.println("Finished inserting 2000 keys!");

        // 2. Search 5 random keys
        System.out.println("\nSearching for 5 random keys:");
        for (int i = 0; i < 5; i++) {
            int key = random.nextInt(10000);
            Long result = btree.search(key);
            System.out.println("Key " + key + " -> " + (result !=
null ? "Found at " + result : "Not found"));
        }

        // 3. Update 5 random keys
        System.out.println("\nUpdating 5 random keys:");
        for (int i = 0; i < 5; i++) {
            int key = random.nextInt(10000);
            boolean updated = btree.update(key, 9999L);
            System.out.println("Key " + key + " update " + (updated
? "successful" : "failed (not found)"));
        }

        // 4. Delete 5 random keys
        System.out.println("\nDeleting 5 random keys:");
        for (int i = 0; i < 5; i++) {
            int key = random.nextInt(10000);
            btree.delete(key);
        }
    }
}

```

```
        System.out.println("Key " + key + " deleted (if
existed).");
    }

    System.out.println("\nCRUD operations complete!");
}
}
```

✓ This code includes:

- **Insert** (with split)
- **Search** (recursive)
- **Update** (by replacing value)
- **Delete** (with true B-Tree merge logic)

🔄 **CRUD with 2000 insertions + 5 searches + 5 updates + 5 deletions** — all in-memory, following clean B-Tree algorithm rules.

Run Instructions

1. Save as: `BTreeCRUD.java`
2. Compile:

```
bash
CopiarEditor
javac BTreeCRUD.java
```

3. Run:

```
bash
CopiarEditor
java BTreeCRUD
```

Would you like an upgraded version where this persists to **disk** (using `RandomAccessFile` like in your original file-based index)?

Just say: "Yes, make it disk-based!" 📌

Você disse:

regenerate to read and write using java randomaccessfile

O ChatGPT disse:

Got it — you now want a version that:

- Stores and manages the **B-Tree structure** using `RandomAccessFile`
- Reads/writes nodes to/from disk (like a real database index)

This matches more closely what real-world systems like Berkeley DB do.

Here's your **disk-based B-Tree** using `RandomAccessFile`:

- Supports `insert`, `search`, `update`, `delete`
- Uses a file (`btree.db`) to store nodes persistently

```
java
CopiarEditor
import java.io.*;
import java.util.Random;

public class DiskBTree {
    private static final int T = 2;
    private static final int NODE_SIZE = 128; // bytes (fixed for
simplicity)

    static class Node {
        int n;
        int[] keys = new int[2 * T - 1];
        long[] values = new long[2 * T - 1];
        long[] children = new long[2 * T]; // file offsets
        boolean leaf = true;
        long pos; // file offset position

        Node() {
```

```

        pos = -1;
    }
}

private RandomAccessFile file;
private long rootPos;

public DiskBTree(String filename) throws IOException {
    file = new RandomAccessFile(filename, "rw");
    if (file.length() == 0) {
        Node root = new Node();
        root.pos = writeNode(root);
        rootPos = root.pos;
        saveMetadata();
    } else {
        loadMetadata();
    }
}

private void saveMetadata() throws IOException {
    file.seek(0);
    file.writeLong(rootPos);
}

private void loadMetadata() throws IOException {
    file.seek(0);
    rootPos = file.readLong();
}

private long writeNode(Node node) throws IOException {
    if (node.pos == -1) {
        node.pos = file.length();
    }
    file.seek(node.pos);
    file.writeBoolean(node.leaf);
    file.writeInt(node.n);
    for (int i = 0; i < 2 * T - 1; i++) {
        file.writeInt(node.keys[i]);
        file.writeLong(node.values[i]);
    }
    for (int i = 0; i < 2 * T; i++) {

```

```

        file.writeLong(node.children[i]);
    }
    return node.pos;
}

private Node readNode(long pos) throws IOException {
    Node node = new Node();
    node.pos = pos;
    file.seek(pos);
    node.leaf = file.readBoolean();
    node.n = file.readInt();
    for (int i = 0; i < 2 * T - 1; i++) {
        node.keys[i] = file.readInt();
        node.values[i] = file.readLong();
    }
    for (int i = 0; i < 2 * T; i++) {
        node.children[i] = file.readLong();
    }
    return node;
}

// Search
public Long search(int key) throws IOException {
    return search(readNode(rootPos), key);
}

private Long search(Node node, int key) throws IOException {
    int i = 0;
    while (i < node.n && key > node.keys[i]) i++;
    if (i < node.n && key == node.keys[i]) return
node.values[i];
    if (node.leaf) return null;
    Node child = readNode(node.children[i]);
    return search(child, key);
}

// Insert
public void insert(int key, long value) throws IOException {
    Node r = readNode(rootPos);
    if (r.n == 2 * T - 1) {
        Node s = new Node();

```



```

        s.leaf = false;
        s.children[0] = r.pos;
        s.pos = writeNode(s);
        split(s, 0, r);
        insertNonFull(s, key, value);
        rootPos = s.pos;
        saveMetadata();
    } else {
        insertNonFull(r, key, value);
    }
}

```

```

private void insertNonFull(Node node, int key, long value)
throws IOException {
    int i = node.n - 1;
    if (node.leaf) {
        while (i >= 0 && key < node.keys[i]) {
            node.keys[i + 1] = node.keys[i];
            node.values[i + 1] = node.values[i];
            i--;
        }
        node.keys[i + 1] = key;
        node.values[i + 1] = value;
        node.n++;
        writeNode(node);
    } else {
        while (i >= 0 && key < node.keys[i]) i--;
        i++;
        Node child = readNode(node.children[i]);
        if (child.n == 2 * T - 1) {
            split(node, i, child);
            if (key > node.keys[i]) i++;
        }
        child = readNode(node.children[i]);
        insertNonFull(child, key, value);
    }
}

```

```

private void split(Node parent, int index, Node fullChild)
throws IOException {
    Node newChild = new Node();

```

```

newChild.leaf = fullChild.leaf;
newChild.n = T - 1;

for (int j = 0; j < T - 1; j++) {
    newChild.keys[j] = fullChild.keys[j + T];
    newChild.values[j] = fullChild.values[j + T];
}

if (!fullChild.leaf) {
    for (int j = 0; j < T; j++) {
        newChild.children[j] = fullChild.children[j + T];
    }
}

fullChild.n = T - 1;
writeNode(fullChild);

newChild.pos = writeNode(newChild);

for (int j = parent.n; j >= index + 1; j--) {
    parent.children[j + 1] = parent.children[j];
}
parent.children[index + 1] = newChild.pos;

for (int j = parent.n - 1; j >= index; j--) {
    parent.keys[j + 1] = parent.keys[j];
    parent.values[j + 1] = parent.values[j];
}

parent.keys[index] = fullChild.keys[T - 1];
parent.values[index] = fullChild.values[T - 1];
parent.n++;
writeNode(parent);
}

// Update
public boolean update(int key, long newValue) throws IOException
{
    return update(readNode(rootPos), key, newValue);
}

```

```

    private boolean update(Node node, int key, long newValue) throws
IOException {
        int i = 0;
        while (i < node.n && key > node.keys[i]) i++;
        if (i < node.n && key == node.keys[i]) {
            node.values[i] = newValue;
            writeNode(node);
            return true;
        }
        if (node.leaf) return false;
        Node child = readNode(node.children[i]);
        return update(child, key, newValue);
    }

    // Delete (simple version for leaves only)
    public void delete(int key) throws IOException {
        delete(readNode(rootPos), key);
    }

    private void delete(Node node, int key) throws IOException {
        int i = 0;
        while (i < node.n && key > node.keys[i]) i++;

        if (i < node.n && node.keys[i] == key) {
            if (node.leaf) {
                for (int j = i + 1; j < node.n; j++) {
                    node.keys[j - 1] = node.keys[j];
                    node.values[j - 1] = node.values[j];
                }
                node.n--;
                writeNode(node);
            } else {
                System.out.println("Delete from non-leaf not
implemented in this simple version.");
            }
        } else if (!node.leaf) {
            Node child = readNode(node.children[i]);
            delete(child, key);
        }
    }
}

```

```

public void close() throws IOException {
    file.close();
}

// Tester main
public static void main(String[] args) throws IOException {
    DiskBTree btree = new DiskBTree("btree.db");
    Random random = new Random(42);

    // 1. Insert 2000 keys
    for (int i = 0; i < 2000; i++) {
        int key = random.nextInt(10000);
        long value = i;
        btree.insert(key, value);
        if (i % 500 == 0) {
            System.out.println("Inserted " + i + " keys...");
        }
    }
    System.out.println("Finished inserting 2000 keys!");

    // 2. Search 5 random keys
    System.out.println("\nSearching for 5 random keys:");
    for (int i = 0; i < 5; i++) {
        int key = random.nextInt(10000);
        Long result = btree.search(key);
        System.out.println("Key " + key + " -> " + (result !=
null ? "Found at " + result : "Not found"));
    }

    // 3. Update 5 random keys
    System.out.println("\nUpdating 5 random keys:");
    for (int i = 0; i < 5; i++) {
        int key = random.nextInt(10000);
        boolean updated = btree.update(key, 9999L);
        System.out.println("Key " + key + " update " + (updated
? "successful" : "failed (not found)"));
    }

    // 4. Delete 5 random keys
    System.out.println("\nDeleting 5 random keys:");
    for (int i = 0; i < 5; i++) {

```

```
        int key = random.nextInt(10000);
        btree.delete(key);
        System.out.println("Key " + key + " deleted (if
existed).");
    }

    btree.close();
    System.out.println("\nDisk-based CRUD operations
complete!");
}
}
```

✓ This version:

- Uses **RandomAccessFile** to store B-Tree nodes in "btree.db" file
- Supports:
 - **insert** (with node split and disk write)
 - **search** (loads nodes from disk)
 - **update** (writes updated nodes)
 - **delete** (implemented for leaf nodes)

(Full internal node delete is left simple here, but can be expanded to full B-Tree delete logic)

To run:

1. Save as **DiskBTree.java**
2. Compile:

```
bash
CopiarEditor
javac DiskBTree.java
```