

## Insert Function

```
void insert (int key) {
```

```
    Node node = new Node;
    node -> parent = NULL;
    node -> data = key;
    node -> left = NULL;
    node -> right = NULL;
    node -> color = 1;
```

```
    Node ptr y = NULL;
```

```
    Node ptr x = this -> root;
    while (x != NULL) {
```

```
        y = x;
        if (node -> data < x -> data) x = x -> left;
        else x = x -> right;
```

```
    node -> parent = y;
```

```
    if (!y) root = node;
```

```
    else if (node -> data < y -> data) y -> left = node;
```

```
    else y -> right = node;
```

```
    if (node -> parent) node -> color = 0; return;
```

```
    if (!node -> parent -> parent) return;
```

```
    insertFix(node);
```

```
}
```

```
void insertFix (Node ptr k) {
```

```
    Node ptr v;
```

while ( $k \rightarrow \text{parent} \rightarrow \text{color} == 1$ ) {

if ( $k \rightarrow \text{parent} == k \rightarrow \text{parent} \rightarrow \text{parent} \rightarrow \text{right}$ ) {

if ( $v \rightarrow \text{color} == 1$ ) {  $v = k \rightarrow \text{parent} \rightarrow \text{parent} \rightarrow \text{left};$

$v \rightarrow \text{color} = 0;$

$k \rightarrow \text{parent} \rightarrow \text{color} = 0;$

$k \rightarrow \text{parent} \rightarrow \text{parent} \rightarrow \text{color} = 1;$

$k = k \Rightarrow \text{parent} \rightarrow \text{parent};$

} else {

if ( $k == k \rightarrow \text{parent} \rightarrow \text{left}$ ) {

$k = k \rightarrow \text{parent};$   
right Rotate( $k$ );

}

$k \rightarrow \text{parent} \rightarrow \text{color} = 0$

$k \rightarrow \text{parent} \rightarrow \text{parent} \rightarrow \text{color} = 1$

left Rotate ( $k \rightarrow \text{parent} \rightarrow \text{parent}$ );

} else {  $v = k \rightarrow \text{parent} \rightarrow \text{parent} \rightarrow \text{right};$

if ( $v \rightarrow \text{color} == 1$ ) {  $v \rightarrow \text{color} = 0;$

$k \rightarrow \text{parent} \rightarrow \text{color} = 0$

$k \rightarrow \text{parent} \rightarrow \text{parent} \rightarrow \text{color} = 1;$

}  $k = k \rightarrow \text{parent} \rightarrow \text{parent};$

else { if ( $k == k \rightarrow \text{parent} \rightarrow \text{right}$ )

$k = k \rightarrow \text{parent};$   
left Rotate( $k$ );

}

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$k \rightarrow \text{parent} \rightarrow \text{color} = 0;$

$k \rightarrow \text{parent} \rightarrow \text{parent} \rightarrow \text{color} = 1;$

Right rotate ( $k \rightarrow \text{parent} \rightarrow \text{parent}$ ).

}

}

if ( $k == \text{root}$ ) break;

}

}

$\text{root} \rightarrow \text{color} = 0$

}