

## 2-3 Trees

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### Insert

void insert (int k)

```
{ if (!root)
{ root = new Tree Node (true);
  root->keys[0] = k;
  root->n = 1;
}
else
{ if (root->n == 2)
{ Treenode *s = new Tree node (false);
  s->child[0] = root;
  s->splitChild(0, root);
  int i = 0;
  if (s->keys[0] < k) ++i;
  s->child[i] = insert NonFull (k);
  root = s;
}
else
root->insert Non Full (k);
}
```

### Delete

void delete (int k)

```
{ int idx = find (k)
if (idx < n && keys[idx] == k)
{ if (leaf) remove Leaf (idx);
  else remove From Non leaf (idx);
}
```

else

{ if (leaf)

{ cout << " does not exist" ;  
return;

}

bool flag = ((id == zn) ? true : false);

if (child[id] > n < 2) fill(v);

if (flag && id == zn)

child[id-1] > remove(k);

else

child[id] > remove(v);

}

return;

}

Auxiliary Functions:

remove from leaf  $\rightarrow$  shifts elements in left side after deletion

remove from Nonleaf  $\rightarrow$  merges nodes after deletion

split Child  $\rightarrow$  splits a Node at child nodes

mergeNonFull  $\rightarrow$  inserts key into Node