

## ADS- lab-6 WriteUp(B trees)

```
class node {
    int *data;
    int m;
    node **child;
    int n;
    bool leaf;
public:
    node(int m, bool leaf);
    node();
    void insertionfull(int, item);
    void splitchild(int i, node **y);
    void traverse();

    friend class btree;
}

class btree {
    node *root;
    int m;
public:
    btree(int m) {
        root = NULL;
        m = m;
    }

    void traverse() {
        if (root != NULL)
            root->traverse();
    }

    void insert(int item);
};
```

```
node::node(int m, bool leaf)
```

```
{
    m = m;
    leaf = leaf;
    data = new int[2 * m - 1];
    child = new node * [2 * 1];
    n = 0;
}
```

```
void btree::insertion(int item)
```

```
{
    if (root == NULL)
    {
        root = new node(m, true);
        root->data[0] = item;
        root->n = 1;
    }
    else
```

```
{
```

```
    if (root->n == 2 * t - 1)
```

```
        node * s = new node(m, false);
```

```
        s->child[0] = root;
```

```
        s->splitchild(0, root);
```

```
        int i = 0;
```

```
        if (s->data[0] < item)
```

```
            i++;
```

```
        s->child[i] = insertionfull(item);
```

```
        root = s;
```

```
    }
    else
```

```
        root->insertionfull(item);
```

```
    }
```

```
void node::insertionfull(int item)
```

```
{
    int i = n - 1;
```

```
    while (i >= 0 && data[i] > item)
```

```

data[i+1] = data[i];
i--;
{
data[i+1] = item;
n = n+1;
}
else {
while(i > 0 && data[i] > item)
i--;
if (child[i+1] == 0 && m-1) {
splitchild(i+1, child[i+1]);
if (data[i+1] < item)
i++;
}
child[i+1] = insertionfull(item);
}
}
void node::splitchild(int i, node *y) {
node *z = new node(y->m, y->leaf);
z->n = m-1;
for(int j=0; j<m-1; j++)
z->data[j] = y->data[j+m];
if (y->leaf == false) {
for(int j=0; j<m; j++)
z->child[j] = y->child[j+m];
}
y->n = m-1;
for(int j=n; j>=i+1; j--)
child[j+1] = child[j];
child[i+1] = z;
for(int j=n-1; j>=i; j--)
data[j+1] = data[j];
data[i] = y->data[m-1];
n = n+1;
}

```