

```

#include <stdio.h>

#include <stdlib.h>

struct Node {
    int key;
    struct Node *left;
    struct Node *right;
    int height;
};

int max(int a, int b);

int height(struct Node *N) {
    if (N == NULL)
        return 0;
    return N->height;
}

int max(int a, int b) {
    return (a > b) ? a : b;
}

struct Node *newNode(int key) {
    struct Node *node = (struct Node *)
        malloc(sizeof(struct Node));
    node->key = key;
    node->left = NULL;
    node->right = NULL;
    node->height = 1;
    return (node);
}

struct Node *rightRotate(struct Node *y) {
    struct Node *x = y->left;
    struct Node *T2 = x->right;
    x->right = y;
    y->left = T2;
}

```

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y->height = max(height(y->left), height(y->right)) + 1;
x->height = max(height(x->left), height(x->right)) + 1;
return x;
}

```

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struct Node *leftRotate(struct Node *x) {
    struct Node *y = x->right;
    struct Node *T2 = y->left;

```

```

y->left = x;
x->right = T2;

```

```

x->height = max(height(x->left), height(x->right)) + 1;
y->height = max(height(y->left), height(y->right)) + 1;

```

```

return y;
}

```

```

int getBalance(struct Node *N) {
    if (N == NULL)
        return 0;
    return height(N->left) - height(N->right);
}

```

```

struct Node *insertNode(struct Node *node, int key) {
    if (node == NULL)
        return (newNode(key));

    if (key < node->key)
        node->left = insertNode(node->left, key);
    else if (key > node->key)
        node->right = insertNode(node->right, key);
}

```

else

return node;

node->height = 1 + max(height(node->left),
height(node->right));

int balance = getBalance(node);

if (balance > 1 && key < node->left->key)

return rightRotate(node);

if (balance < -1 && key > node->right->key)

return leftRotate(node);

if (balance > 1 && key > node->left->key) {

node->left = leftRotate(node->left);

return rightRotate(node);

}

if (balance < -1 && key < node->right->key) {

node->right = rightRotate(node->right);

return leftRotate(node);

}

return node;

}

struct Node *minValueNode(struct Node *node) {

struct Node *current = node;

while (current->left != NULL)

current = current->left;

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    return current;
}
```

```
struct Node *deleteNode(struct Node *root, int key) {
```

```
    if (root == NULL)
        return root;
```

```
    if (key < root->key)
        root->left = deleteNode(root->left, key);
```

```
    else if (key > root->key)
        root->right = deleteNode(root->right, key);
```

```
    else {
        if ((root->left == NULL) || (root->right == NULL)) {
            struct Node *temp = root->left ? root->left : root->right;
```

```
            if (temp == NULL) {
                temp = root;
                root = NULL;
```

```
            } else
                *root = *temp;
```

```
            free(temp);
```

```
        } else {
            struct Node *temp = minValueNode(root->right);
```

```
            root->key = temp->key;
```

```
    root->right = deleteNode(root->right, temp->key);  
}  
}
```

```
if (root == NULL)  
    return root;
```

```
root->height = 1 + max(height(root->left),  
    height(root->right));
```

```
int balance = getBalance(root);  
if (balance > 1 && getBalance(root->left) >= 0)  
    return rightRotate(root);
```

```
if (balance > 1 && getBalance(root->left) < 0) {  
    root->left = leftRotate(root->left);  
    return rightRotate(root);  
}
```

```
if (balance < -1 && getBalance(root->right) <= 0)  
    return leftRotate(root);
```

```
if (balance < -1 && getBalance(root->right) > 0) {  
    root->right = rightRotate(root->right);  
    return leftRotate(root);  
}
```

```
return root;  
}
```

```
void printPreOrder(struct Node *root) {  
    if (root != NULL) {
```

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        printf("%d ", root->key);
        printPreOrder(root->left);
        printPreOrder(root->right);
    }
}

```

```

int main() {
    struct Node *root = NULL;
    root = insertNode(root, 2);
    root = insertNode(root, 1);
    root = insertNode(root, 7);
    root = insertNode(root, 4);
    root = insertNode(root, 5);
    root = insertNode(root, 3);
    root = insertNode(root, 8);
    printPreOrder(root);
    root = deleteNode(root, 3);
    printf("\nAfter deletion: ");
    printPreOrder(root);
    return 0;
}

```

```

4 2 1 3 7 5 8
After deletion: 4 2 1 7 5 8
-----
Process exited after 0.008173 seconds with return value 0
Press any key to continue . . .

```