

BINARY SEARCH TREE USING LINKED LISTAIM

Write a menu driven C program to implement a binary search tree using linked list and perform insertion, deletion, traversal and search.

ALGORITHM

1 Start

2 Enter choice for choosing between, insertion, deletion, traversal, search

3 Case 1: insert

3.1 If root = NULL

3.1.1 Allocate memory for root

3.1.2 set root \rightarrow data = val

3.1.3 set root \rightarrow left = root \rightarrow right = NULL

3.2 Else

3.2.1 If val < root \rightarrow data

3.2.1.1 call insert (tree \rightarrow left, val) goto step 3

3.2.2 else

3.2.2.1 call insert (tree \rightarrow right, val) goto step 3

4 Case 2: Delete

4.1 If root = NULL

4.1.1 Node not found

4.2 If val < root \rightarrow data

4.2.1 set root \rightarrow left = delete (root \rightarrow left, val) goto step 4

4.3 Else if $val > root \rightarrow data$

4.3.1 set $root \rightarrow right = delete(root \rightarrow right, val)$

4.4 else

4.4.1 If $root \rightarrow left \neq NULL$ and $root \rightarrow right \neq NULL$

4.4.1.1 set $temp = \text{inorder successor}(root \rightarrow right)$

4.4.1.2 set $root \rightarrow data = temp \rightarrow data$

4.4.1.3 set $root \rightarrow right = delete(root \rightarrow right,$

4.4.2 else $temp \rightarrow data)$

4.4.2.1 if $root \rightarrow left = NULL$ and $root \rightarrow right = NULL$

4.4.2.1.1 free($root$)

4.4.2.2 else if $root \rightarrow left \neq NULL$

4.4.2.2.1 set $root = root \rightarrow left$

4.4.2.3 Else set $root = root \rightarrow right$

5.15 Inorder successor

5.1 Repeat until $ptr \neq NULL$ and $ptr \rightarrow left \neq NULL$

5.1.1 set $ptr = ptr \rightarrow left$

5.2 return ptr , go to step 4.4.1.1

6. case 3 : search

6.1 if $root = NULL$ or $root \rightarrow data = val$

6.1.1 return $root$

6.2 Else if $val > root \rightarrow data$

6.2.1 call $search(root \rightarrow right, val)$; goto step 3

6.3 Else call $search(root \rightarrow left, val)$, goto step 6

7. case 4: preorder traversal.

7.1 if $ptr \neq NULL$

7.1.1 Print- $ptr \rightarrow data$

7.1.2 call preorder ($ptr \rightarrow left$)

7.1.3 call preorder ($ptr \rightarrow right$)

8.5 case 5: inorder traversal

8.1 if $ptr != NULL$

8.1.1 call inorder ($ptr \rightarrow left$)

8.1.2 print $ptr \rightarrow data$

8.1.3 call inorder ($ptr \rightarrow right$)

9.10 case 6: postorder traversal

9.1 if $ptr != NULL$

9.1.1 call postorder ($ptr \rightarrow left$)

9.1.2 call postorder ($ptr \rightarrow right$)

9.1.3 print $ptr \rightarrow data$

CONCLUSION

The program has been executed correctly and output has been verified.