

B-Tree Insertion

```

insert (int k)
    if (root is NULL)
        root = new node(t);
        root → keys[0] = k;
        root → n = 1;
    else
        if (root → n == 2 * t - 1)
            s = new Node(t);
            s → c[0] = root;
            s → splitchild(0, root);
            i = 0
            if (s → keys[i] < k)
                i++;
            s → c[i] → insert NonFull(k)
            root = s
        else
            root → insert Non Full (k)

```

```

Node Insert NonFull (int k)
    i = n - 1
    if (leaf is true)
        while (i >= 0 && keys[i] > k)
            do keys[i+1] = keys[i]
                i--;
            keys[i+1] = k
            n = n + 1
    else
        while (i >= 0 && key[i] > k)
            do i--
            if (c[i+1] → n == 2 * t - 1)
                splitchild(i+1, c[i+1]);
                if (keys[i+1] < k)
                    c[i+1] → insert NonFull(k)

```

```

Class Node {
    int *keys;
    int t;
    Node **c;
    int n;
    bool leaf;
}

```

Node splitchild (int i, Node \*y)

z = new Node (y->t)

z->n = t-1

for (int j=0; j<t-1; j++)

z->key[j] = y->keys[j+1]

if (y->leaf is false)

for (int j=0; j<t; j++)

z->c[j] = y->c[j+1]

y->n = t-1

for (j=n; j>=i+1; j--)

c[j+1] = c[j]

c[i+1] = z

for (j=n-1; j>=1; j--)

keys[j+1] = keys[j]

key[i] = y->keys[t-1]

n = n+1