A Dictionary stores keywords and their meanings. Provide features to add new keywords, delete keywords, and update the meaning of any entry. Also, provide a feature to display all data in ascending or descending order. Find how many maximum comparisons may be required to find any keyword. Use a height-balanced tree (like AVL Tree) and find the time complexity for searching a keyword.

```
#include <iostream>
#include <string>
#include <algorithm>
using namespace std;
struct Node {
  string keyword;
  string meaning;
  Node* left;
  Node* right;
  int height;
  Node(string k, string m) {
    keyword = k;
    meaning = m;
    left = right = nullptr;
    height = 1;
  }
};
int height(Node* n) {
  return n? n->height: 0;
}
int getBalance(Node* n) {
  return n? height(n->left)- height(n->right): 0;
}
```

```
Node* rotateRight(Node* y) {
  Node* x = y->left;
  Node* T2 = x->right;
  x->right = y;
  y->left = T2;
  y->height = 1 + max(height(y->left), height(y->right));
  x->height = 1 + max(height(x->left), height(x->right));
  return x;
}
Node* rotateLeft(Node* x) {
  Node* y = x->right;
  Node* T2 = y->left;
  y->left = x;
  x->right = T2;
  x->height = 1 + max(height(x->left), height(x->right));
  y->height = 1 + max(height(y->left), height(y->right));
  return y;
}
// Insert Node
Node* insert(Node* root, string key, string meaning) {
  if (!root)
    return new Node(key, meaning);
```

```
if (key < root->keyword)
  root->left = insert(root->left, key, meaning);
else if (key > root->keyword)
  root->right = insert(root->right, key, meaning);
else {
  cout << "Keyword already exists. Updating meaning.\n";</pre>
  root->meaning = meaning;
  return root;
}
root->height = 1 + max(height(root->left), height(root->right));
int balance = getBalance(root);
// Balancing
if (balance > 1 && key < root->left->keyword)
  return rotateRight(root);
if (balance <-1 && key > root->right->keyword)
  return rotateLeft(root);
if (balance > 1 && key > root->left->keyword) {
  root->left = rotateLeft(root->left);
  return rotateRight(root);
}
if (balance <-1 && key < root->right->keyword) {
  root->right = rotateRight(root->right);
  return rotateLeft(root);
}
return root;
```

}

```
// Find Minimum
Node* minValueNode(Node* node) {
  Node* current = node;
  while (current->left)
    current = current->left;
  return current;
}
// Delete Node
Node* deleteNode(Node* root, string key) {
  if (!root)
    return root;
  if (key < root->keyword)
    root->left = deleteNode(root->left, key);
  else if (key > root->keyword)
    root->right = deleteNode(root->right, key);
  else {
    if (!root->left || !root->right) {
      Node* temp = root->left ? root->left : root->right;
      delete root;
      return temp;
    Node* temp = minValueNode(root->right);
    root->keyword = temp->keyword;
    root->meaning = temp->meaning;
    root->right = deleteNode(root->right, temp->keyword);
  }
  root->height = 1 + max(height(root->left), height(root->right));
  int balance = getBalance(root);
```

```
if (balance > 1 && getBalance(root->left) >= 0)
    return rotateRight(root);
  if (balance > 1 && getBalance(root->left) < 0) {
    root->left = rotateLeft(root->left);
    return rotateRight(root);
  }
  if (balance <-1 && getBalance(root->right) <= 0)
    return rotateLeft(root);
  if (balance <-1 && getBalance(root->right) > 0) {
    root->right = rotateRight(root->right);
    return rotateLeft(root);
  }
  return root;
}
// Search keyword
bool search(Node* root, string key, int& comparisons) {
  while (root) {
    comparisons++;
    if (key == root->keyword) {
       cout << "Meaning: " << root->meaning << endl;</pre>
       return true;
    if (key < root->keyword)
       root = root->left;
    else
       root = root->right;
  }
  return false;
```

```
}
// Display ascending
void displayAscending(Node* root) {
  if (root) {
    displayAscending(root->left);
    \verb|cout| << \verb|root| -> \verb|keyword| << ": " << \verb|root| -> \verb|meaning| << endl|;
    displayAscending(root->right);
  }
}
// Display descending
void displayDescending(Node* root) {
  if (root) {
    displayDescending(root->right);
    cout << root->keyword << ": " << root->meaning << endl;</pre>
    displayDescending(root->left);
  }
}
// Update meaning
bool updateMeaning(Node* root, string key, string newMeaning) {
  while (root) {
    if (key == root->keyword) {
       root->meaning = newMeaning;
       return true;
    if (key < root->keyword)
       root = root->left;
     else
       root = root->right;
```

```
}
  return false;
}
int main() {
  Node* root = nullptr;
  int choice;
  string key, meaning;
  do {
    cout << "\n--- Dictionary using AVL Tree---\n";</pre>
    cout << "1. Add Keyword\n2. Delete Keyword\n3. Update Meaning\n4. Search Keyword\n";
    cout << "5. Display Ascending\n6. Display Descending\n7. Max Comparisons (Height)\n0. Exit\n";
    cout << "Enter your choice: ";</pre>
    cin >> choice;
    switch (choice) {
       case 1:
         cout << "Enter keyword: "; cin >> key;
         cout << "Enter meaning: "; cin.ignore(); getline(cin, meaning);</pre>
         root = insert(root, key, meaning);
         break;
       case 2:
         cout << "Enter keyword to delete: "; cin >> key;
         root = deleteNode(root, key);
         break;
       case 3:
         cout << "Enter keyword to update: "; cin >> key;
         cout << "Enter new meaning: "; cin.ignore(); getline(cin, meaning);</pre>
         if (updateMeaning(root, key, meaning))
           cout << "Meaning updated.\n";</pre>
```

```
else
         cout << "Keyword not found.\n";</pre>
       break;
    case 4: {
       int comparisons = 0;
       cout << "Enter keyword to search: "; cin >> key;
       if (!search(root, key, comparisons))
         cout << "Keyword not found.\n";</pre>
       cout << "Comparisons made: " << comparisons << endl;</pre>
       break;
    }
    case 5:
       cout << "--- Ascending Order---\n";</pre>
       displayAscending(root);
       break;
    case 6:
       cout << "--- Descending Order---\n";</pre>
       displayDescending(root);
       break;
    case 7:
       cout << "Maximum comparisons (Tree Height): " << height(root) << endl;</pre>
       break;
  }
} while (choice != 0);
return 0;
```

}

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pllab0112@pllab0112-ThinkCentre-M70s:~/Documents/nmiet/9$ g++ DSL9.cpp
./pllab0112@pllab0112-ThinkCentre-M70s:~/Documents/nmiet/9$ ./a.out
--- Dictionary using AVL Tree ---

    Add Keyword

Delete Keyword
Update Meaning

    Search Keyword

Display Ascending
Display Descending
Max Comparisons (Height)
Exit
Enter your choice: 1
Enter keyword: Apple
Enter meaning: A fruit that is red or green.
--- Dictionary using AVL Tree ---
1. Add Keyword
Delete Keyword
Update Meaning
4. Search Keyword
5. Display Ascending
6. Display Descending
Max Comparisons (Height)
                                                                pllab0112@pllab0112-ThinkCentre-M70s: ~/Documents/nmie
Enter your choice: 1
Enter keyword: Banana
Enter meaning: A yellow fruit.
--- Dictionary using AVL Tree ---
1. Add Keyword
1. Add Keyword
2. Delete Keyword
3. Update Meaning
4. Search Keyword
5. Display Ascending
6. Display Descending
7. Max Comparisons (Height)
0. Exit
Enter your choice: 5
--- Ascending Order ---
Apple: A fruit that is red or green.
Banana: A yellow fruit.
--- Dictionary using AVL Tree ---
1. Add Keyword

    Delete Keyword
    Update Meaning
    Search Keyword
```

5. Display Ascending 6. Display Descending 7. Max Comparisons (Height)

5. Display Ascending
6. Display Descending
7. Max Comparisons (Height)
9. Exit

Enter your choice: 4
Enter keyword to search: Banana
Meaning: A yellow fruit.
Comparisons made: 2

--- Descending Order --Banana: A yellow fruit.
Apple: A fruit that is red or green.

--- Dictionary using AVL Tree ---1. Add Keyword

Enter your choice: 6

2. Delete Keyword 3. Update Meaning 4. Search Keyword

0. Exit

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