

The Separch Sob (x, k) TREE-SEARCH-SETCK, K) if (x = NIL) then HCK == Spath ) return if (K < Spath) then if (tight + NIL) Sight = IMORDER-TREE-WALK ( right ti TREE-SEARCH-SET ( left TX), K] else if C+left # NIL) if (left # ML) Sigt = IMORDER - TREE - WALK (left IX) TREE-SEARCH-SET (right[x], K)

13, F 23 有n个节点的二叉和扩展多需n-1次石能变为一棵每个节点仅有 后度3的村(从平街村好开路),则从雏鸡的1-1次变为男平 14 B

