## **Program- Threaded Binary Tree**

```
#include<iostream>
#include<cstdlib>
#define MAX_VALUE 65536
using namespace std;
class N
  public:
  int k;
  N *I, *r;
  bool leftTh, rightTh;
};
class ThreadedBinaryTree
{
  private:
  N *root;
  public:
  ThreadedBinaryTree()
  root= new N();
  root->r= root->l= root;
  root->leftTh = true;
  root->k = MAX_VALUE;
}
void insert(int key)
{
  N *p = root;
  for (;;)
```

```
{
   if (p->k< key)
 {
   if (p->rightTh)
    break;
    p = p->r;
 }
   else if (p->k > key)
 {
   if (p->leftTh)
   break;
   p = p->l;
 }
    else
    {
    return;
 }
}
   N *temp = new N();
   temp->k = key;
   temp->rightTh= temp->leftTh= true;
   if (p->k < key)
 {
 temp->r = p->r;
 temp->l= p;
 p->r = temp;
  p->rightTh= false;
 }
 else
```

```
{
    temp->r = p;
    temp->l = p->l;
    p->l = temp;
    p->leftTh = false;
  }
  }
    void displayTree()
 {
    N *temp = root, *p;
    for (;;)
  {
    p = temp;
    temp = temp->r;
    if (!p->rightTh)
  {
    while (!temp->leftTh)
      temp = temp->l;
    }
  }
    if (temp == root)
    break;
    cout<<temp->k<<" ";
 }
    cout<<endl;
}
};
int main()
```

```
{
ThreadedBinaryTree tbt;
cout<<"ThreadedBinaryTree";</pre>
char ch;
int c, v;
while(1)
{
cout<<"1. Insert "<<endl;
cout<<"2. Display"<<endl;</pre>
cout<<"3. Exit"<<endl;
cout<<"Enter Your Choice: ";</pre>
cin>>c;
  switch (c)
  {
    case 1:
    cout<<"Enter integer element to insert: ";
    cin>>v;
    tbt.insert(v);
     break;
    case 2:
    cout<<"Display tree:";
    tbt.displayTree();
    break;
    case 3:
    exit(1);
     default:
    cout<<"Invalid type! ";</pre>
 }
}
```

```
return 0;
}
Output:
ThreadedBinaryTree1. Insert
2. Display
3. Exit
Enter Your Choice: 1
Enter integer element to insert: 12
1. Insert
2. Display
3. Exit
Enter Your Choice: 1
Enter integer element to insert: 13
1. Insert
2. Display
3. Exit
Enter Your Choice: 2
Display tree:12 13
1. Insert
2. Display
3. Exit
Enter Your Choice: 2
Display tree:12 13
1. Insert
2. Display
3. Exit
Enter Your Choice: 2
```

Display tree:12 13

- 1. Insert 2. Display 3. Exit **Enter Your Choice: 1** 1. Insert 2. Display 3. Exit
- Enter integer element to insert: 1
- **Enter Your Choice: 1**
- Enter integer element to insert: 2
- 1. Insert
- 2. Display
- 3. Exit
- **Enter Your Choice: 2**
- **Display tree:1 2 12 13**
- 1. Insert
- 2. Display
- 3. Exit

**Enter Your Choice: 3**