Lab - 10 - Binary Search Tree:-

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#include <stdio.h>
#include <string.h>
#include <stdlib.h>

struct node
  {
  int info;
  struct node *llink;
  struct node *rlink;
  };
typedef struct node *NODE;

NODE getnode()
{
NODE x;
x = (NODE) malloc (sizeof (struct node));
if (x == NULL)
  {
  printf("mem full \n");
  exit(0);
  }
return x;
}
void free
NODE insert (NODE root, int item)
  {
NODE temp, cur, prev;
temp = getnode();
```

```
temp -> rlink = NULL;
temp -> llink = NULL;
temp -> info = item;
if (root == NULL)
 return temp;
prev = NULL;
 cur = root;
while (cur != NULL)
{
prev = cur;
 cur = (item < cur -> info) ? cur -> llink : cur -> rlink;
 }
if (item < prev -> info)
   prev -> llink = temp;
else
  prev -> rlink = temp;
return root;
}
void display (NODE root, int i)
{
int j;
 if (root != NULL)
 {
 display (root -> rlink, i+1);
 for (j=0; j<i; j++)
       printf ("  ");
 printf ("%d\n", root -> info);
        display (root -> llink, i+1);
 }
}
```

```
NODE delete (NODE root, int item)
{
NODE cur, parent, q, suc;
if (root == NULL)
{
printf ("empty\n");
return root;
}
parent = NULL;
cur = root;
while (cur != NULL && item != cur->info)
{
parent = cur;
cur = (item < cur->info) ? cur->llink : cur->rlink;
}
if (cur == NULL)
{
printf ("not found\n");
return root;
}
if (cur->llink == NULL)
    q = cur->rlink;
else if (cur->rlink == NULL)
    q = cur->llink;
else
{
suc = cur->rlink;
while (suc->llink != NULL)
```

```
suc = suc -> llink;
suc -> llink = cur -> llink;
q = cur -> rlink;
}
if (parent == NULL)
return q;
if (cur == parent -> llink)
parent -> llink = q;
else
parent -> rlink = q;
freenode(cur);
return root;
}
void preorder(NODE root)
{
if (root != NULL)
{
printf("%d\n", root -> info);
preorder(root -> llink);
preorder(root -> rlink);
}
}
Void postorder(NODE root)
{
if (root != NULL)
{
postorder(root -> llink);
postorder(root -> rlink);
printf("%d\n", root -> info);
}
```

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```
}
void inorder(NODE root)
 {
 if (root != NULL)
  {
  inorder (root -> llink);
  printf ("%d\n", root -> info);
  inorder (root -> rlink);
  }
 }
void main()
 {
int item, choice;
NODE root = NULL;
 for (;;)
  {
printf ("\n1. insert\n2. display\n3. pre\n4. post\n
          5. in\n6. delete\n");
 printf ("enter the choice\n");
 scanf ("%d", &choice);
 switch (choice)
  {
 case 1: printf ("enter the item\n");
         scanf ("%d", &item);
         root = insert (root, item);
         break;
 case 2: display (root, 0);
         break;
```

```
case 3: preorder (root);
        break;
case 4: postorder (root);
        break;
case 5: inorder (root);
        break;
case 6: printf ("enter the item \n");
        scanf ("%d", &item);
        root = delete (root, item);
        break;
default : exit (0);
        break;
    }
  }
}
```