Binary Search Tree:

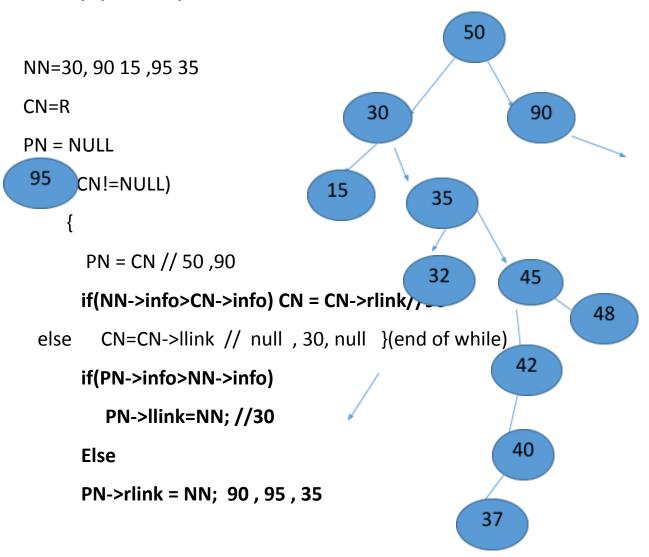
For every parent node X,

Key(X) > Key(Leftchild) and

Key(X) < Key(Rightchild)</pre>

Implement Dictionary-> Insert, Search, Update, Delete

Applications: Searching, Sorting, Dictionary implementation, Priority queue implementation.

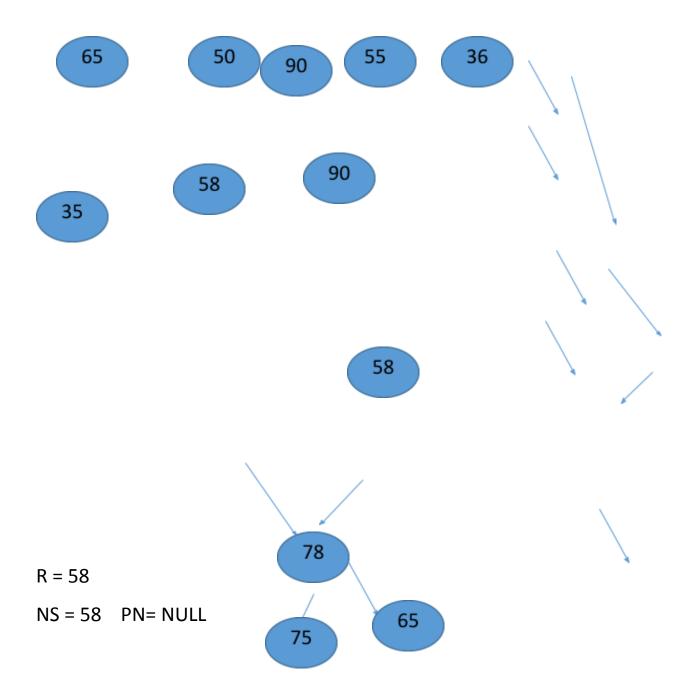


15 30 32 35 37 40 42 45 48 50 90 95 98

98

50 30 15 35 32 45 42 40 37 48 90 95 98 15 32 37 40 42 48 45 35 30 98 95 90 50 15 30 35 36 37 40 42 45 48 50 90 95 98 50 30 15 40 35 37 36 45 42 48 90 95 98

65 50 90 55 36 35 58 90 75 65 78 58



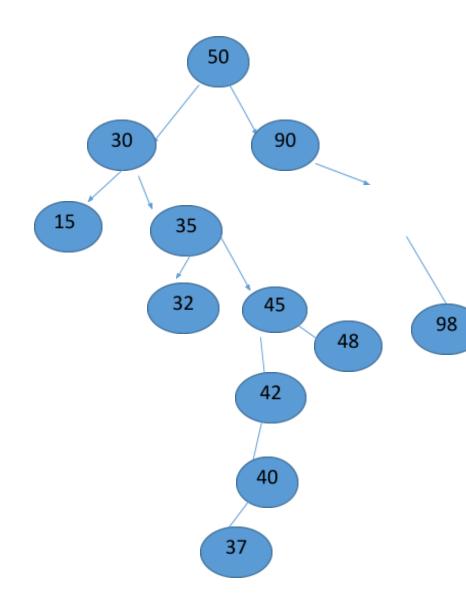
IF(PN==NULL)

R= NS->RLINK

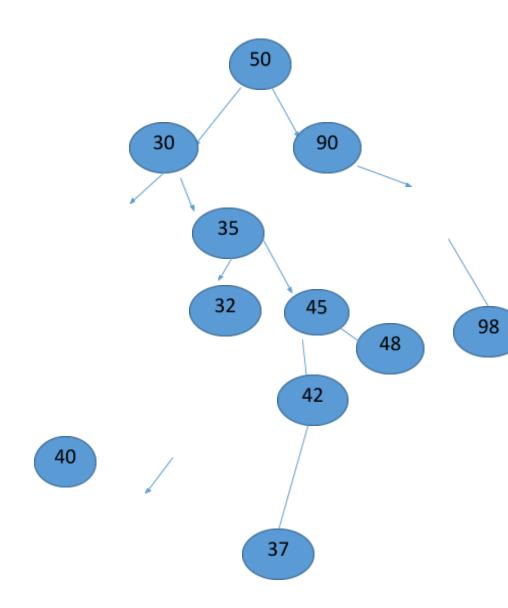
R =ns->LLINK

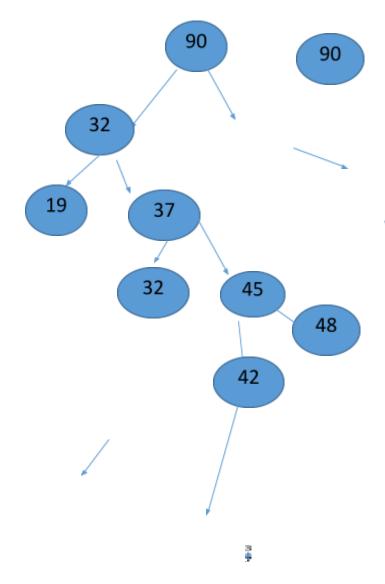
Delete: 15 40 35 50

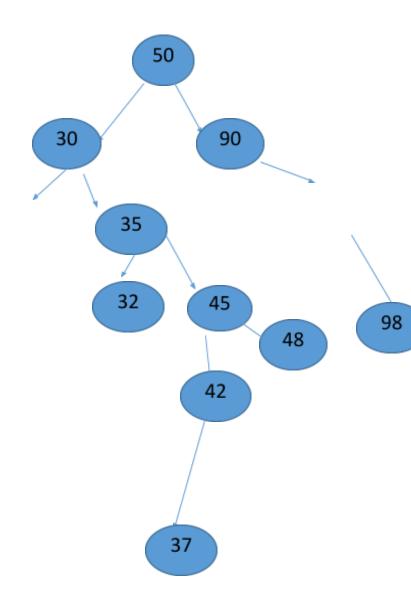












```
Insert(Root)
{
 // Create NN
// Read info and assign left and right links to null
If Root == Null return NN
PN = NULL
CN = Root;
While(CN !=NULL)
{
 PN= CN;
 If(NN->info< CN->info) CN = Cn->llink;
Else CN = CN->rlink;
}
If(NN->info<PN->info) Pn->llink = NN;
Else PN->rlink = NN;
Return R;
}
```

NODE Search(Root, key)

```
{
   Node NS=null;
  If(Root = NULL) return nULL;
If(R->info == key)
NS = R;
If(NS == NULL)
{
If(Root->info>key)
NS = search(Root->IInk, key);
Else
NS = search(Root->rlink , key)
}
Return NS
}
NODE Maximum(Root)
{
 NODE RN = Root;
 While(RN->rlink!=NULL)
  RN=RN->rlink;
 Return RN;
}
```

```
Void count(NODE Root, int *cnt )
 If(Root==NULL) return;
 Coutn(Root->llink, cnt)
*cnt++;
Count(Root->rlink, cnt);
}
Void countLeaf(NODE Root, int *cnt )
{
 If(Root==NULL) return;
 CoutnLeaf(Root->llink, cnt)
If(Root->llink==NULL && Root->rlink==NULL)
*cnt++;
CountLeaf(Root->rlink, cnt);
}
```

(iv) Delete Root (50)

