

Insertion B-TREE

```

void Btree::insert (int key)
{
    if (root == NULL)
    {
        root = new Btree Node (t, false);
        root->keys[0] = k;
        root->n = 1;
    }

    if (root->n == 2*t-1)
    {
        Btree Node *s = new Btree Node (t, false);
        s->C[0] = root;
        s->splitChild(0, root);

        int i = 0;
        while (s->keys[i] < k)
            i++;
        s->C[i] = insert Non Full (k);
        root = s;
    }
    root->insert Non Full (k); } }

```

1) Function to insert new key in this node

```

void Btree Node::insert Non Full (int k)
{
    int i = n-1;
    if (leaf == true)
    {
        while (i >= 0 && keys[i] > k)
        {
            keys[i+1] = keys[i];
            i--;
        }
    }
}

```

11 Insert new key at found location
keys[i+1] = k;

n = n+1; }

2 " Find child which is going to have
the new key

while (i >= 0 && keys[i] > k)
i--;

{ if (C[i+1] → n == 2^t-1)

SplitChild (i+1, C[i+1]);

if (keys[i+1] < k)

i++;

C[i+1] → insert Non Full (k);

}

void BTree :: Node :: splitChild (int i, BTreeNode * y)

BTreeNode * z = new BTreeNode (y → t, y → leaf);

z → n = t-1;

for (int j=0; j < t-1; j++)

z → keys[j] = y → keys[j+t];

if (y → leaf == false)

{ for (int j=0; j < t; j++)

z → C[j] = y → C[j+t];

}

y → n = t-1;

for (int j = n; j >= i+1; j--)

C[j+1] = C[j];

C[i+1] = z;

for (int j = n-1; j >= i; j--)

keys[j+1] = keys[j];

11 Copy the middle key of y to this node
 $keys[i] = y \rightarrow keys[k-i];$
 $n = n+1;$
}