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Advanced Data Structure

Batch - 5

Program - 4

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Insertion :-

struct Node*

~~node~~ insert (node * head, int val)

{

if (head == NULL)

return newnode (val)

if (head->val > val)

head->left = head->left->insert (head->left, val)

else if (head->val < val)

head->right = insert (head->right, val)

else

return node

int ^{bal}~~val~~ = height (head->left) - height (head->right)

if (balance > 1)

{

if (head->left->key > val)

left left rotate

else

left right rotate

}

else if (balance < -1)

{

if (head->right->key > val)

right left rotate

else

right right rotate

}

else

return node

}

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