

LAB 10

CODE

KRUSKAL'S ALGO

```
import java.util.*;
import java.lang.*;
import java.io.*;

public class Main{
    public static void main (String[] args) {
        // ARRAY IS IN THE FORM <VERTEX 1> <EDGE LENGTH>
        <VERTEX 2>
        int arr[]={2,4,3,0,5,3,0,10,1};
        int edges[]=new int[arr.length/3];
        int vertices[][]=new int[arr.length/3][2];
        for(int i=0;i<9;i+=3){
            edges[i/3]=arr[i+1];
            vertices[i/3][0]=arr[i];
            vertices[i/3][1]=arr[i+2];
        }
        for(int i=0;i<edges.length;i+=1){
            int min=edges[i];
            int pos=i;
            for(int j=i+1;j<edges.length;j+=1)
            {
                if(min>edges[j]){
                    min=edges[j];
                    pos=j;
                }
            }
            int temp=edges[i];
```

```
        edges[i]=edges[pos];
        edges[pos]=temp;
        int temp1=vertices[pos][0];
        int temp2=vertices[pos][1];
        vertices[pos][0]=vertices[i][0];
        vertices[pos][1]=vertices[i][1];
        vertices[i][0]=temp1;
        vertices[i][1]=temp2;

    }

    HashSet<Integer> map=new HashSet<>();
    int sum=0;
    for(int i=0;i<edges.length;i+=1){
        if(map.contains(vertices[i][0]) &&
map.contains(vertices[i][1])){
            continue;
        }
        else{
            System.out.println(vertices[i][0]+" ---->
"+vertices[i][1]+" == "+edges[i]);
            sum+=edges[i];
            map.add(vertices[i][0]);
            map.add(vertices[i][1]);
        }
    }
    System.out.println(sum);
}
}
```

OUTPUT

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```
2 ----> 3 == 4  
0 ----> 3 == 5  
0 ----> 1 == 10  
19
```

RED BLACK TREE

CODE

```
class Node
{
    int data;
    Node left;
    Node right;
    char colour;
    Node parent;

    Node(int data)
    {
        this.data = data;
        left = null;
        right = null;
        colour = 'R';
        parent = null;
    }
}

class redblack
{
    public Node root;

    Node rotateLeft(Node node)
    {
        Node x = node.right;
        Node y = x.left;
```

```
        x.left = node;
        node.right = y;
        node.parent = x;
        if(y!=null)
            y.parent = node;
        return(x);
    }

Node rotateRight(Node node)
{
    Node x = node.left;
    Node y = x.right;
    x.right = node;
    node.left = y;
    node.parent = x;
    if(y!=null)
        y.parent = node;
    return(x);
}

boolean ll = false;
boolean rr = false;
boolean lr = false;
boolean rl = false;
Node insertNode(Node root, int data)
{
    boolean f=false;
    if(root==null)
        return(new Node(data));
    else if(data<root.data)
    {
        root.left = insertNode(root.left, data);
```

```
        root.left.parent = root;
        if(root!=this.root)
        {
            if(root.colour=='R' &&
root.left.colour=='R')
                f = true;
        }
    }
    else
    {
        root.right = insertNode(root.right,data);
        root.right.parent = root;
        if(root!=this.root)
        {
            if(root.colour=='R' &&
root.right.colour=='R')
                f = true;
        }
    }
    if(this.ll)
    {
        root = rotateLeft(root);
        root.colour = 'B';
        root.left.colour = 'R';
        this.ll = false;
    }
    else if(this.rr)
    {
        root = rotateRight(root);
        root.colour = 'B';
        root.right.colour = 'R';
        this.rr = false;
    }
}
```

```
    else if(this.rl)
    {
        root.right = rotateRight(root.right);
        root.right.parent = root;
        root = rotateLeft(root);
        root.colour = 'B';
        root.left.colour = 'R';

        this.rl = false;
    }
    else if(this.lr)
    {
        root.left = rotateLeft(root.left);
        root.left.parent = root;
        root = rotateRight(root);
        root.colour = 'B';
        root.right.colour = 'R';
        this.lr = false;
    }

    if(f)
    {
        if(root.parent.right == root)
        {
            if(root.parent.left==null ||
root.parent.left.colour=='B')
            {
                if(root.left!=null &&
root.left.colour=='R')
                    this.rl = true;
                else if(root.right!=null &&
root.right.colour=='R')
                    this.ll = true;
            }
        }
    }
}
```

```
        }
        else
        {
            root.parent.left.colour = 'B';
            root.colour = 'B';
            if(root.parent!=this.root)
                root.parent.colour = 'R';
        }
    }
    else
    {
        if(root.parent.right==null ||
root.parent.right.colour=='B')
        {
            if(root.left!=null &&
root.left.colour=='R')
                this.rr = true;
            else if(root.right!=null &&
root.right.colour=='R')
                this.lr = true;
        }
        else
        {
            root.parent.right.colour = 'B';
            root.colour = 'B';
            if(root.parent!=this.root)
                root.parent.colour = 'R';
        }
    }
    f = false;
}
return(root);
}
```



```
public void insert(int data)
{
    if(this.root==null)
    {
        this.root = new Node(data);
        this.root.colour = 'B';
    }
    else
        this.root = insertNode(this.root,data);
}

void inorderTraversalHelper(Node node)
{
    if(node!=null)
    {
        inorderTraversalHelper(node.left);
        System.out.println( node.data+" "+"Node colour
= "+node.colour);
        inorderTraversalHelper(node.right);
    }
}

public void inorderTraversal()
{
    inorderTraversalHelper(this.root);
}

}

public class Main{
    public static void main(String[] args)
    {
        redblack t = new redblack();
        t.insert(30);
    }
}
```

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```
        t.insert(50);  
        t.insert(20);  
        t.insert(25);  
        t.insert(45);  
        t.insert(10);  
        t.inorderTraversal();  
    }  
}
```

OUTPUT

```
10 Node colour = R  
20 Node colour = B  
25 Node colour = R  
30 Node colour = B  
45 Node colour = R  
50 Node colour = B
```