

Sumanth.K.V
IBM18CS112
5th C

```

struct Node {
    int data;
    Node *parent;
    Node *left;
    Node *right;
    int color;
}

typedef Node *Nodeptr;

```

```

class RedBlackTree {
private:
    Nodeptr root;
    Nodeptr TWULL;

```

```

void initializeNullNode (Nodeptr node,
                        Nodeptr parent)

```

```

{
    node->data = 0;
    node->parent = parent;
    node->left = nullptr;
    node->right = nullptr;
    node->color = 0; // black
}

```

```

void insertFix (Nodeptr K) {
    Nodeptr U;
    while (K->parent->color == 1) {
        if (K->parent == K->parent->parent->right) {
            U = K->parent->parent->left;

```

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```

if (u → color == 1) {
    u → color = 0;
    k → parent → color = 0;
    k → parent → parent → color = 1;
    k = k → parent → parent;
}
else {
    if (k == k → parent → left) {
        k = k → parent;
        rightRotate(k);
    }
    k → parent → color = 0;
    k → parent → parent → color = 1;
    leftRotate(k → parent → parent);
}
else {
    u = k → parent → parent → right;
    if (u → color == 1) {
        u → color = 0;
        k → parent → color = 0;
        k → parent → parent → color = 1;
        k = k → parent → parent;
    }
    else {
        if (k == k → parent → right) {
            k = k → parent;
            leftRotate(k);
        }
        k → parent → color = 0;
        k → parent → parent → color = 1;
        rightRotate(k → parent → parent);
    }
}
}

```

```

    if (k == root) {
        break;
    }
}
root->color = 0;
}

```

```

void printHelper(Nodeptr root, string indent,
                bool, last) {
    if (root != TNULL) {
        cout << indent;
        if (last) {
            cout << "R - - - ";
            indent += "    ";
        }
        else {
            cout << "L - - - ";
            indent += "    ";
        }
    }
}

```

```

string sColor = root->color ? "RED" : "Black";
cout << root->data << "(" << sColor << ")";
printHelper(root->left, indent, false);
printHelper(root->right, indent, true);
}
}

```

```

public:
    RedBlackTree() {
        TNULL = new Node;
        TNULL->color = 0;
        TNULL->left = nullptr;
        TNULL->right = nullptr;
        root = TNULL;
    }
}

```



```
void insert(int Key) {  
    Nodeptr node = new Node;  
    node->parent = nullptr;  
    node->data = Key;  
    node->left = TNULL;  
    node->right = TNULL;  
    node->color = 1;  
}
```

```
Nodeptr y = nullptr;  
Nodeptr x = this->root;
```

```
while (x != TNULL) {  
    y = x;  
    if (node->data < x->data) {  
        x = x->left;  
    }  
    else {  
        x = x->right;  
    }  
}
```

```
node->parent = y;  
if (y == nullptr) {  
    root = node;  
}
```

```
else if (node->data < y->data) {  
    y->left = node;  
}
```

```
else {  
    y->right = node;  
}
```

```
if (node->parent == nullptr) {  
    node->color = 0;  
    return;  
}
```

```
if (node->parent->parent == null ptr) {  
    return;
```

```
}
```

```
insertFix(node);
```

```
}
```

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