

14/10/2020

ADS LABLab-5

Triveni.y

IBM19CS411

Write a program to perform insertion and deletion operations on AVL trees

Algorithm: Insertion (Node\* node, int Key)

// Insertion of a new node to the tree and balance the tree, if it is unbalance

if node = NULL

return newNode(Key)

if Key < node → Key

node → left = Insertion (node → left, Key)

elseif Key > node → Key

node → right = Insertion (node → right, Key)

else

return node

node → height = 1 + max (height (node → left), height (node → right))

// To check ~~tree~~ after inserting node whether tree is unbalanced.

if balance > 1 and Key < node → left → Key

~~return~~ ~~node~~

$x \rightarrow \text{right} = y$   
 $y \rightarrow \text{left} = T2$

$y \rightarrow \text{height} = \max(\text{height}(y \rightarrow \text{left}), \text{height}(y \rightarrow \text{right})) + 1$

$x \rightarrow \text{height} = \max(\text{height}(x \rightarrow \text{left}), \text{height}(x \rightarrow \text{right})) + 1$

end if

if balance < -1 and Key > node → right → Key

~~return~~

$y \rightarrow \text{left} = x$   
 $x \rightarrow \text{right} = T2$

$x \rightarrow \text{height} = \max(\text{height}(x \rightarrow \text{left}), \text{height}(x \rightarrow \text{right})) + 1$

$y \rightarrow \text{height} = \max(\text{height}(y \rightarrow \text{left}), \text{height}(y \rightarrow \text{right})) + 1$

end if

if balance > 1 and Key > node → left → Key

node → left = leftRotate(node → left)  
return RightRotate(node)

end if

if balance < -1 and Key < node → right → Key

node → right = rightRotate(node → right)  
return leftRotate(node)



//delete

Node\* delete (Node\* node, int Key)

if (node == NULL)

return node

if Key < node->Key

node->left = delete (node->left, Key)

else if Key > node->Key

node->right = delete (node->right, Key)

else

if node->left == NULL and

node->right == NULL

temp = node->left ? node->left ;

node->right

if temp == NULL

temp = node

node = NULL

else

free(temp)

end if

else

temp = minValNode (node->right)

node->Key = temp->Key

node->right = delete (node->right,  
temp->Key)