



DATA STRUCTURES AND ITS APPLICATIONS

UE19CS202

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DATA STRUCTURES AND ITS APPLICATIONS

BST: Implementation using Arrays

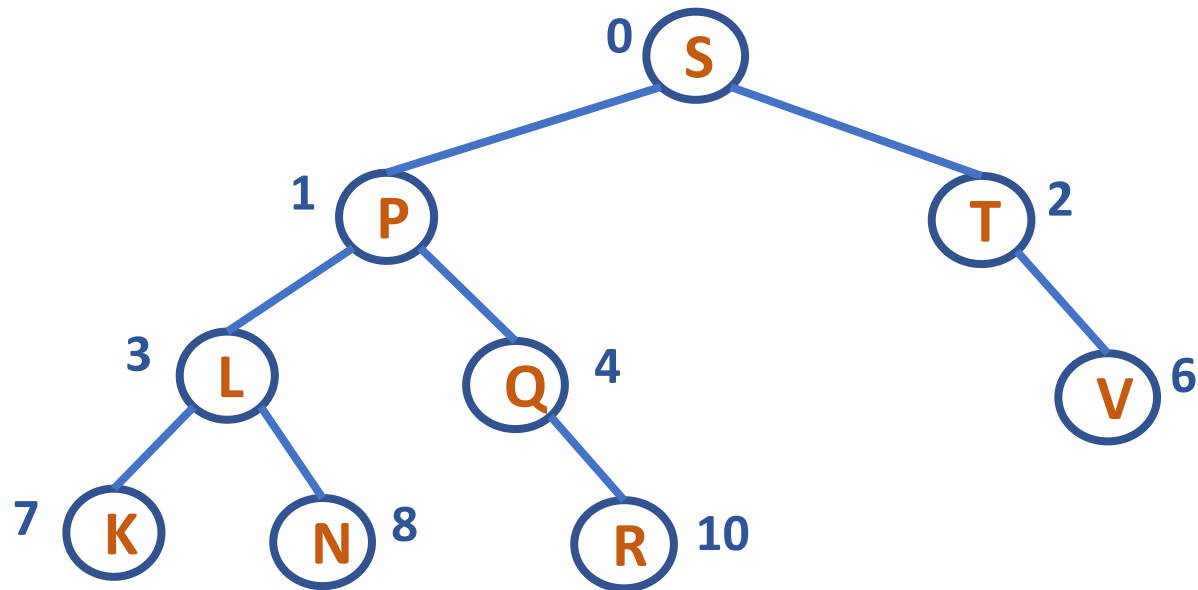
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DATA STRUCTURES AND ITS APPLICATIONS

Binary Search Tree - Implementation

Array Implementation (Implicit implementation)



S	P	T	L	Q	...	V	K	N	...	R
0	1	2	3	4	5	6	7	8	9	10

DATA STRUCTURES AND ITS APPLICATIONS

Binary Search Tree - Implementation



Array Implementation (Implicit implementation)

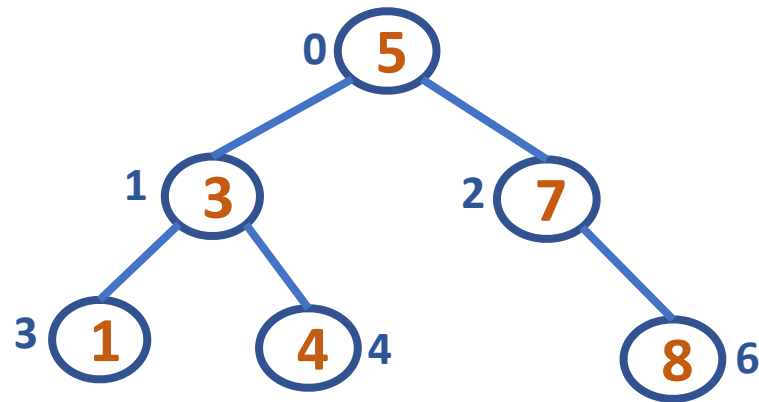
```
typedef struct tree_array
{
    int info;
    int used;
}NODE;
```

- `NODE bst[MAX];` *//here bst is an array of nodes*
- each node has its **data** and another field by name **used** to contain whether it is a valid node or not
- `used = 1 or 0`

DATA STRUCTURES AND ITS APPLICATIONS

Binary Search Tree - Implementation

Array Implementation: 5, 3, 7, 8, 1, 4

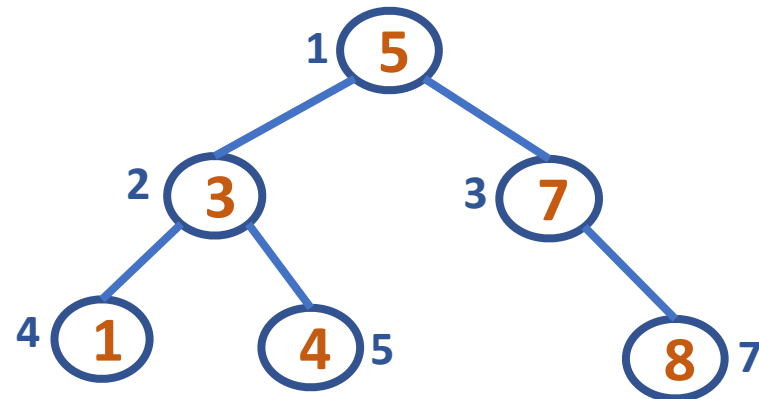


Root Position: $i = 0$

Left Child Position: $2i + 1$

Right Child Position: $2i + 2$

OR



Root Position: $i = 1$

Left Child Position: $2i$

Right Child Position: $2i + 1$

info	5	3	7	1	4		8
used	1	1	1	1	1	0	1
Position:	0	1	2	3	4	5	6

info		5	3	7	1	4		8
used	0	1	1	1	1	1	0	1
Position:	0	1	2	3	4	5	6	7

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Binary Search Tree - Implementation

Array Implementation: 5, 3, 7, 8, 1, 4



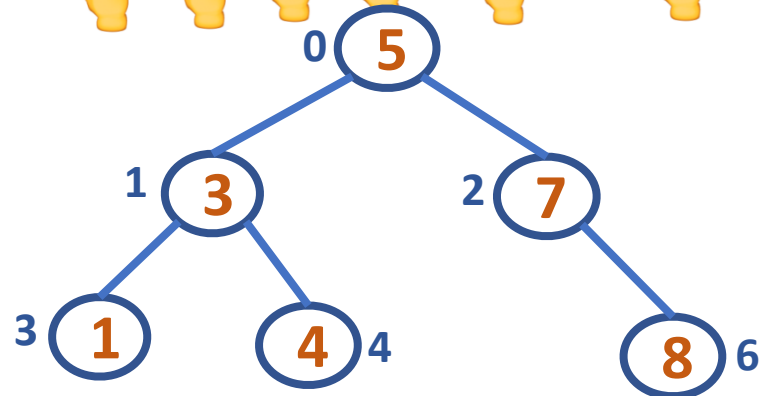
Root Position: $i = 0$

Left Child Position: $2i + 1$  OR

Right Child Position: $2i + 2$ 

info	5	3	7	1	4		8
used	1	1	1	1	1	0	1

Position: i 0 1 2 3 4 5 6



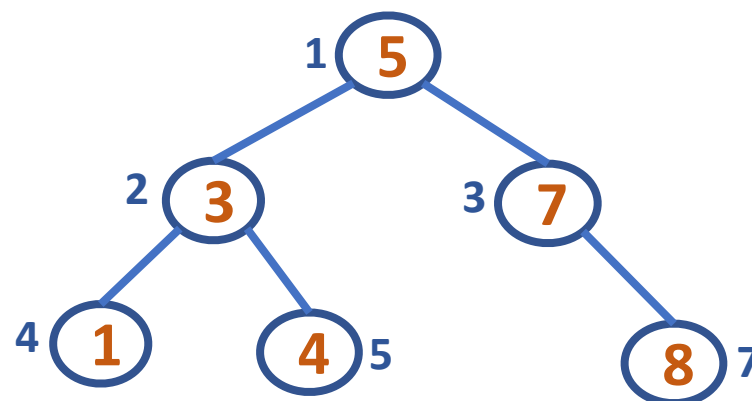
Root Position: $i = 1$

Left Child Position: $2i$

Right Child Position: $2i + 1$

info		5	3	7	1	4		8
used	0	1	1	1	1	1	0	1

Position: i 0 1 2 3 4 5 6 7





THANK YOU

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