



### EXPERIMENT :5(B)

#### Aim:

Beginning with an empty binary search tree, Construct binary searchtree by inserting the values in the order given. After constructing a binary tree –

- i. Insert new node
- ii. Find number of nodes in longest path
- iii. Minimum data value found in the tree
- iv. Change a tree so that the roles of the left and right pointers are swapped at every node
- v. Search a value

#### Theory –

**Tree** represents the nodes connected by edges. **Binary Tree** is a special data structure used for data storage purposes. A binary tree has a special condition that each node can have a maximum of two children. A binary tree has the benefits of both an ordered array and a linked list as search is as quick as in a sorted array and insertion or deletion operation are as fast as in linked list.

#### **Binary Search Tree Representation**

Binary Search tree exhibits a special behavior. A node's left child must have a value less than its parent's value and the node's right child must have a value greater than its parent value.

**A Binary Search Tree (BST)** is a tree in which all the nodes follow the below-mentioned properties –

- The left sub-tree of a node has a key less than or equal to its parent node's key.
- The right sub-tree of a node has a key greater than or equal to its parent node's key.

Thus, BST divides all its sub-trees into two segments; the left sub-tree and the right sub-tree and can be defined as –

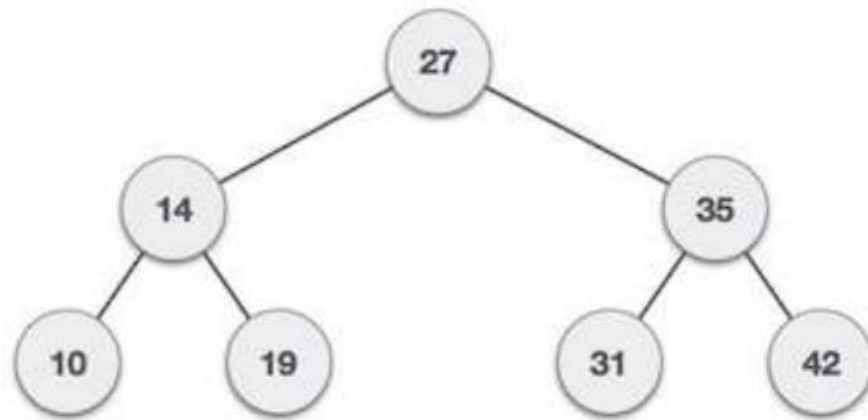
$$\text{left\_subtree (keys)} \leq \text{node (key)} \leq \text{right\_subtree (keys)}$$



### Tree Node

Following Structure is used for Node creation

```
Struct node {  
    Int data ;  
    Struct node *leftChild;  
    Struct node *rightChild;  
};
```



**Fig: Binary Search TreeBST Basic**

### Operations

The basic operations that can be performed on a binary search tree data structure, are the following –

- **Insert**– Inserts an element in a tree/create a tree.
- **Search**– Searches an element in a tree.
- **Traversal**– A traversal is a systematic way to visit all nodes of T -Inorder, Preprder, Postorder,
  - a. pre-order: Root, Left, Right  
Parent comes before children; overall root first
  - B.post-order: Left, Right, Root  
Parent comes after children; overall root last
  - c. In Order: In-order: Left, Root, Right,

### Insert Operation: Algorithm



```
If root is NULL
    then create root node
return

If root exists then
    compare the data with node.data

    while until insertion position is located

        If data is greater than node.data
            goto right subtree
        else
            goto left subtree
```

### Search Operation:

#### Algorithm

```
If root.data is equal to search.data
    return root
else
    while data not found

        If data is greater than node.data
            goto right subtree
        else
            goto left subtree

    If data found
        return node

endwhile
```

### Tree Traversal

In order traversal algorithm

Until all nodes are traversed -

Step 1 - Recursively traverse left subtree.

Step 2 - Visit root node.

Step 3 - Recursively traverse right subtree.



### Pre order traversal Algorithm

Until all nodes are traversed -

Step 1 - Visit root node.

Step 2 - Recursively traverse left subtree.

Step 3 - Recursively traverse right subtree.

### Post order traversal Algorithm

Until all nodes are traversed -

Step 1 - Recursively traverse left subtree.

Step 2 - Recursively traverse right subtree.

Step 3 - Visit root node.

### Deleting in a BST

case 1: delete a node with zero child-

if x is left of its parent, set

parent(x).left = null else set

parent(x).right = null

case 2: delete a node with one child

link parent(x)

to the child of x

case 3: delete a node with

2 children

Replace inorder successor to deleted node position

### C++ CODE :-

**Conclusion:** we have implemented binary search tree by inserting the values in the order given