## **Experiment B6**

```
#include <iostream>
using namespace std;
struct node
  int key;
  struct node *left,*right;
};
struct node *insert(struct node *root,int value)
  if(root==NULL)
  {
     root=new node;
     root->key=value;
     root->left=NULL;
     root->right=NULL;
     return root;
  }
  else if (value == root->key)
     return root;
  }
  else
  {
     if(root->key < value)
       root->right=insert(root->right,value);
     else
       if(root->key > value)
          root->left=insert(root->left,value);
     }
  }
  return root;
}
void inorder(struct node *root)
  if(root != NULL)
     inorder(root->left);
     cout<<"\t"<<root->key;
```

```
inorder(root->right);
  }
  return;
}
void postorder(struct node *root)
  if(root != NULL)
     postorder(root->left);
     postorder(root->right);
     cout<<"\t"<<root->key;
  }
  return;
}
void preorder(struct node *root)
  if(root != NULL)
     cout<<"\t"<<root->key;
     preorder(root->left);
     preorder(root->right);
  }
  return;
struct node *search(struct node *root,int value)
  if (root == NULL || root->key == value)
    return root;
  if (root->key < value)
    return search(root->right, value);
  return search(root->left, value);
}
struct node *minimumval(struct node *root)
  struct node *current=root;
  while(current->left !=NULL)
     current=current->left;
  return current;
}
struct node *maximumval(struct node *root)
  struct node *current=root;
```

```
while(current->right !=NULL)
     current=current->right;
  return current;
}
struct node *swapnodes(struct node *root)
{
  node *temp;
  if(root == NULL)
     return NULL;
  temp = root->left;
  root->left = root->right;
  root->right = temp;
  swapnodes(root->left);
  swapnodes(root->right);
  return root;
}
int longestpath( node *root)
if (root==NULL){
return 0;
}
int leftlong=longestpath(root->left);
int rightlong=longestpath(root->right);
return max(leftlong,rightlong)+1;
}
int main()
{
     int choice=0,value=0,value1=0,d;
     struct node *root=NULL,*searchh=NULL,*position=NULL;
  do
  {
     cout<<"\n\n";
     cout<<"\n -----";
     cout<<"\n [1] Insertion ";
     cout<<"\n [2] Search ";
     cout<<"\n [3] Traversals ";
     cout<<"\n [4] Minimum Value ";
     cout<<"\n [5] Maximum Value";
     cout<<"\n [6] Number of nodes in longest path:";
     cout<<"\n [7] Swap nodes:";
     cout<<"\n [0] Exit ";
```

```
cout<<"\n Enter the choice: ";
cin>>choice:
switch(choice)
  case 1:
       cout<<"\n Insertion..!";
       cout<<"\n Enter the element to be inserted: ";
       cin>>value;
       root=insert(root,value);
       break:
  case 2:
       cout<<"\n Search..!";
       cout<<"\n Enter the element to be searched: ";
       cin>>value;
       searchh=search(root,value);
       if(searchh == NULL)
          cout<<"\n Key not found!";
       else
          cout<<"\n"<<" Key "<<searchh->key<<" Found!";
       break;
  case 3:
       cout<<"\n Traversals..!";
       cout<<"\n Inorder: ";
       inorder(root);
       cout<<"\n Preorder: ";
       preorder(root);
       cout<<"\n Postorder: ";
       postorder(root);
       break;
  case 4:
       cout<<"\n Minimum Value..!";
       if(root == NULL)
          cout<<"\n No minimum values in empty tree";
       else
          value=minimumval(root)->key;
          cout<<"\n Smallest value in the tree: "<<value;
      }
       break;
  case 5:
       cout<<"\n Maximum Value..!";
       if(root == NULL)
          cout<<"\n No maximum values in empty tree";
```

```
else
            value=maximumval(root)->key;
            cout<<"\n Largest value in the tree: "<<value;
          }
          break;
     case 6:
        d=longestpath(root);
        cout<<"The no. of nodes in the longest path are:"<<d<endl;
        break;
     case 7:
       swapnodes(root);
       break;
     case 0:
          cout<<"\n Exiting..!";
          break;
     default:
          cout<<"\n Invalid Choice!";
          break;
  }
}while(choice!=0);
return 0;
```