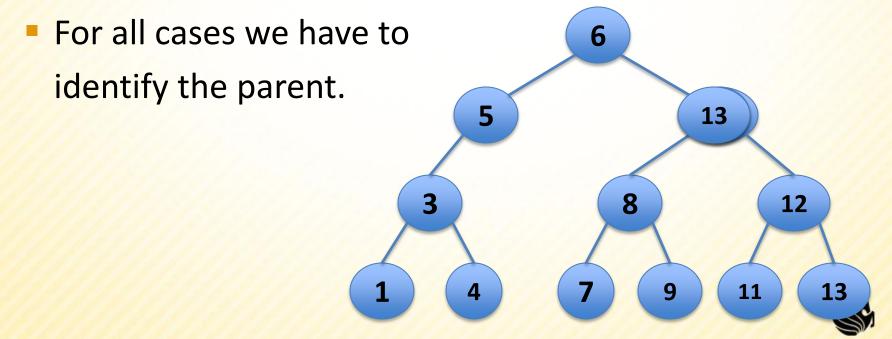


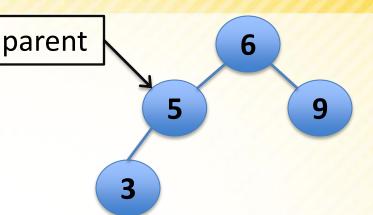
# BINARY SEARCH TREES DELETION

**COP 3502** 

- Let's consider several cases for Deletion:
  - Deleting a Leaf node
  - Deleting a node with 1 child
  - 3) Deleting a node with 2 children



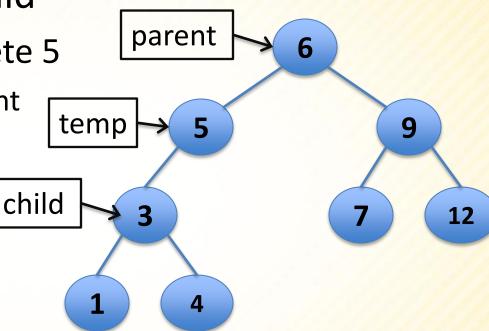
- Deleting a leaf node
  - Let's say we want to delete 3
    - Find the parent of 3
      - which is 5
    - Then what?
    - >free(parent->left);
    - >parent->left = NULL;
    - >or if it's a right leaf node:
    - >free(parent->right);
    - parent->right= NULL;





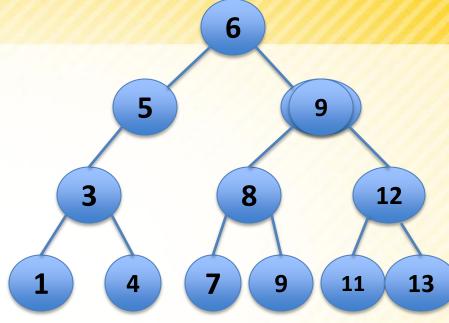
- Deleting node with 1 child
  - Let's say we want to delete 5
    - We need to find the parent
    - >AND the sole child
    - Then connect them

- >temp = parent->left;
- child = temp->left;
- >parent->left = child;
- >free(temp);





- Deleting a node with 2 children:
  - In order to maintain the BST property, we can replace the deleted node with either:
    - Max in the left subtree
    - ➤OR Min in the right subtree





- In aiding in Deletion, we will want several auxiliary functions:
  - 1) node\* parent(node\* root)
    - Finds the parent of a given node in a binary tree.
  - 2) node\* minVal(node\* root), node\* maxVal(node\* root)
    - Finds the minimum (or maximum) value in a given binary tree.
  - 3) int isLeaf(node\* root)
    - Determines if a node is a leaf node or not.
  - 4) int hasOnlyLeftChild(node\* root), int hasOnlyRightChild(node\* root)
    - Determines if a node ONLY has a left (or right) child or not.
  - 5) node\* findNode(node\* root)
    - Returns a pointer to a node in a given tree that stores a particular value.

```
node* delete(node* root, int value) {
  node *delnode, *parent;
  // Get a pointer to the node to delete.
 delnode = findNode(root, value);
  // Get the parent of this node.
 parent = parent(root, delnode);
  // Case 1: the node to delete is a leaf node.
  if (isLeaf(delnode)) { ... }
  // Case 2: node to be deleted only has a left child.
  if (hasOnlyLeftChild(delnode)) { ... }
  // Case 3: node to be deleted only has a right child.
  if (hasOnlyRightChild(delnode)) {...}
  // Case 4: the node has 2 children
 else {...}
```

Fill in the code together in class for the Delete function.

