Binary Search Tree

Insertion:

- ➤ To insert the element X into the tree T, proceed the find function.
- ➤ If X is found, do nothing. Otherwise insert X at the last spot on the path traversal.

Example

To insert 8, 4, 1, 6, 5, 7, 10

First element 8 is considered as root

4<8, traverse towards left

1<8 traverse towards left

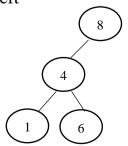
1<4 traverse towards left

OBSZRVE OPTIMIZE OUTSPREAD

KANYAKUMA

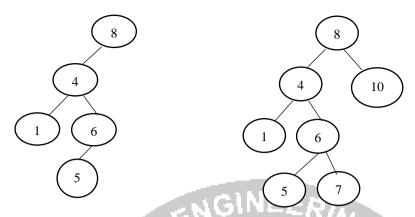
To insert element 6,

6<8. Traverse towards left



6>4, place it as right child of 4

Similarly the rest of the elements are placed



```
Routine
SearchTree Insert(ElementType X, SearchTree T)
{
if(T==NULL)
T=malloc(sizeof(struct TreeNode));
if(T=+NULL)
FatalError("Out of space!!");
else
T \rightarrow Element = X;
T→Left=NULL;
                                 PALKULAM, KANYAKUND
T→Right=NULL;
}
else
                            OBSERVE OPTIMIZE OUTSPREAD
if(X > T \rightarrow Element);
T \rightarrow Right = Insert(x, T \rightarrow Right);
if(X < T \rightarrow Element);
T \rightarrow Left = Insert(x, T \rightarrow Leftt);
return T;
}
```