

*move a key to the right*

```

void MoveRight(Treenode *current, int pos)
{
    int c;
    Treenode *t;
    t = current->branch[pos];
    for (c = t->count; c > 0; c--) {
        /* Shift all keys in the right node one position. */
        t->entry[c + 1] = t->entry[c];
        t->branch[c + 1] = t->branch[c];
    }
    t->branch[1] = t->branch[0]; /* Move key from parent to right node. */
    t->count++;
    t->entry[1] = current->entry[pos];
    t = current->branch[pos - 1]; /* Move last key of left node into parent. */
    current->entry[pos] = t->entry[t->count];
    current->branch[pos] ->branch[0] = t->branch[t->count];
    t->count--;
}

```

*/\* MoveLeft: move a key to the left.*

**Pre:** current points to a node in a B-tree with entries in the branches pos and pos - 1, with too few in branch pos - 1.

**Post:** The leftmost entry from branch pos has moved into \*current, which has sent an entry into the branch pos - 1. \*/

*move a key to the left*

```

void MoveLeft(Treenode *current, int pos)
{
    int c;
    Treenode *t;
    t = current->branch[pos - 1]; /* Move key from parent into left node. */
    t->count++;
    t->entry[t->count] = current->entry[pos];
    t->branch[t->count] = current->branch[pos] ->branch[0];
    t = current->branch[pos]; /* Move key from right node into parent. */
    current->entry[pos] = t->entry[1];
    t->branch[0] = t->branch[1];
    t->count--;
    for (c = 1; c <= t->count; c++) {
        /* Shift all keys in right node one position leftward. */
        t->entry[c] = t->entry[c + 1];
        t->branch[c] = t->branch[c + 1];
    }
}

```



*/\* Combine: combine adjacent nodes.*

**Pre:** *current points to a node in a B-tree with entries in the branches pos and pos - 1, with too few to move entries.*

**Post:** *The nodes at branches pos - 1 and pos have been combined into one node, which also includes the entry formerly in \*current at index pos. \*/*

combine adjacent  
nodes

```
void Combine(Treenode *current, int pos)
{
    int c;
    Treenode *right;
    Treenode *left;
    right = current->branch[pos];
    left = current->branch[pos-1]; /* Work with the left node. */
    left->count++; /* Insert the key from the parent. */
    left->entry[left->count] = current->entry[pos];
    left->branch[left->count] = right->branch[0];
    for (c = 1; c <= right->count; c++) { /* Insert all keys from right node. */
        left->count++;
        left->entry[left->count] = right->entry[c];
        left->branch[left->count] = right->branch[c];
    }
    for (c = pos; c < current->count; c++) { /* Delete key from parent node. */
        current->entry[c] = current->entry[c + 1];
        current->branch[c] = current->branch[c + 1];
    }
    current->count--;
    free(right); /* Dispose of the empty right node. */
}
```

### Exercises 10.3 E1. Insert the six remaining letters of the alphabet in the order

z, v, o, q, w, y

into the final B-tree of Figure 10.7 (page 476).

E2. Insert the entries below, in the order stated, into an initially empty B-tree of order (a) 3, (b) 4, (c) 7.

a g f b k d h m j e s i r x c l n t u p

E3. What is the smallest number of entries that, when inserted in an appropriate order, will force a B-tree of order 5 to have height 2 (that is, 3 levels)?

E4. Draw all the B-trees of order 5 (between 2 and 4 keys per node) that can be constructed from the keys 1, 2, 3, 4, 5, 6, 7, and 8.

E5. If a key in a B-tree is not in a leaf, prove that both its immediate predecessor and immediate successor (under the natural order) are in leaves.