# RANGE—QUERY PSEUDOCODE

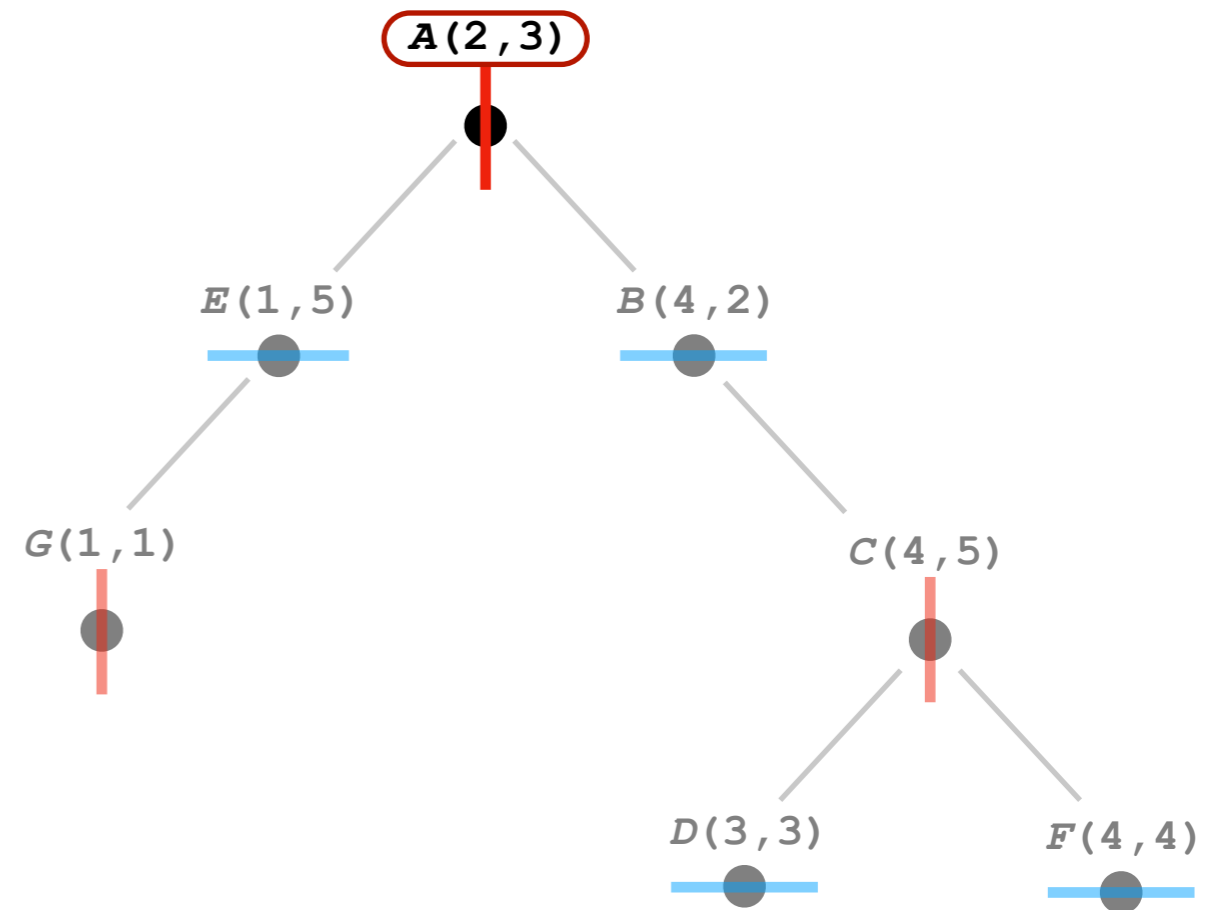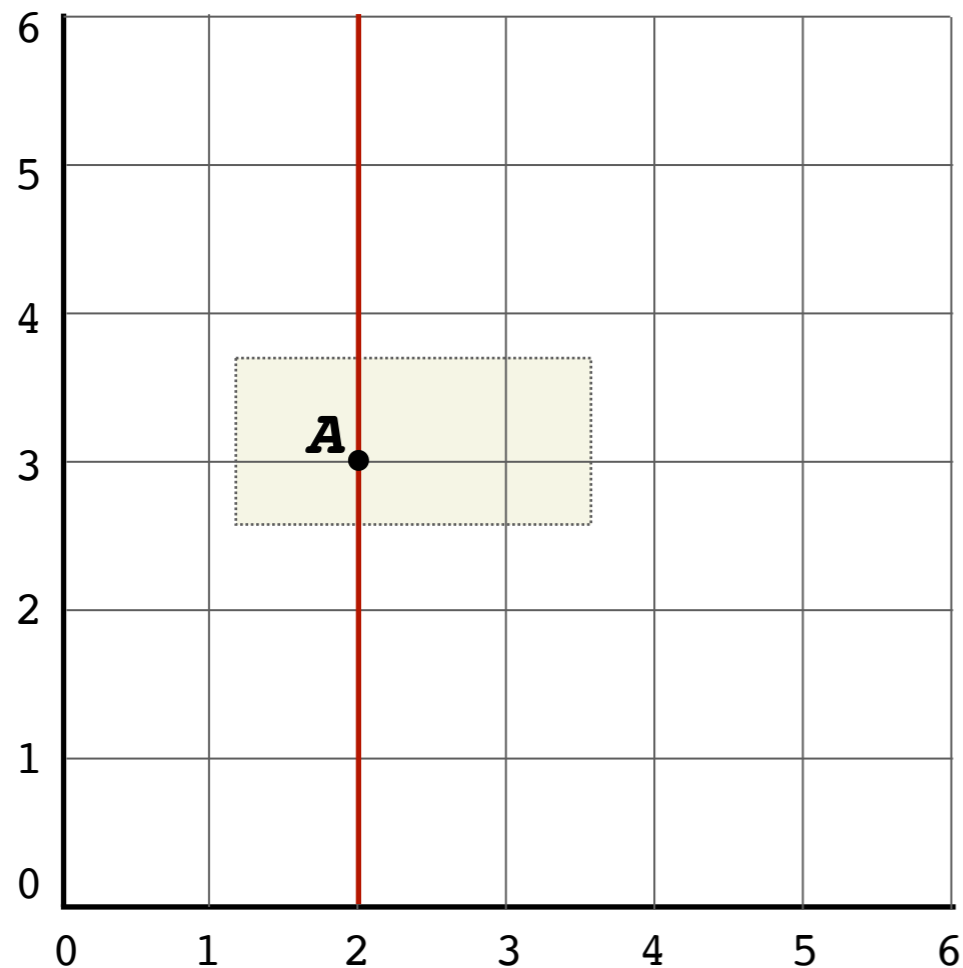**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
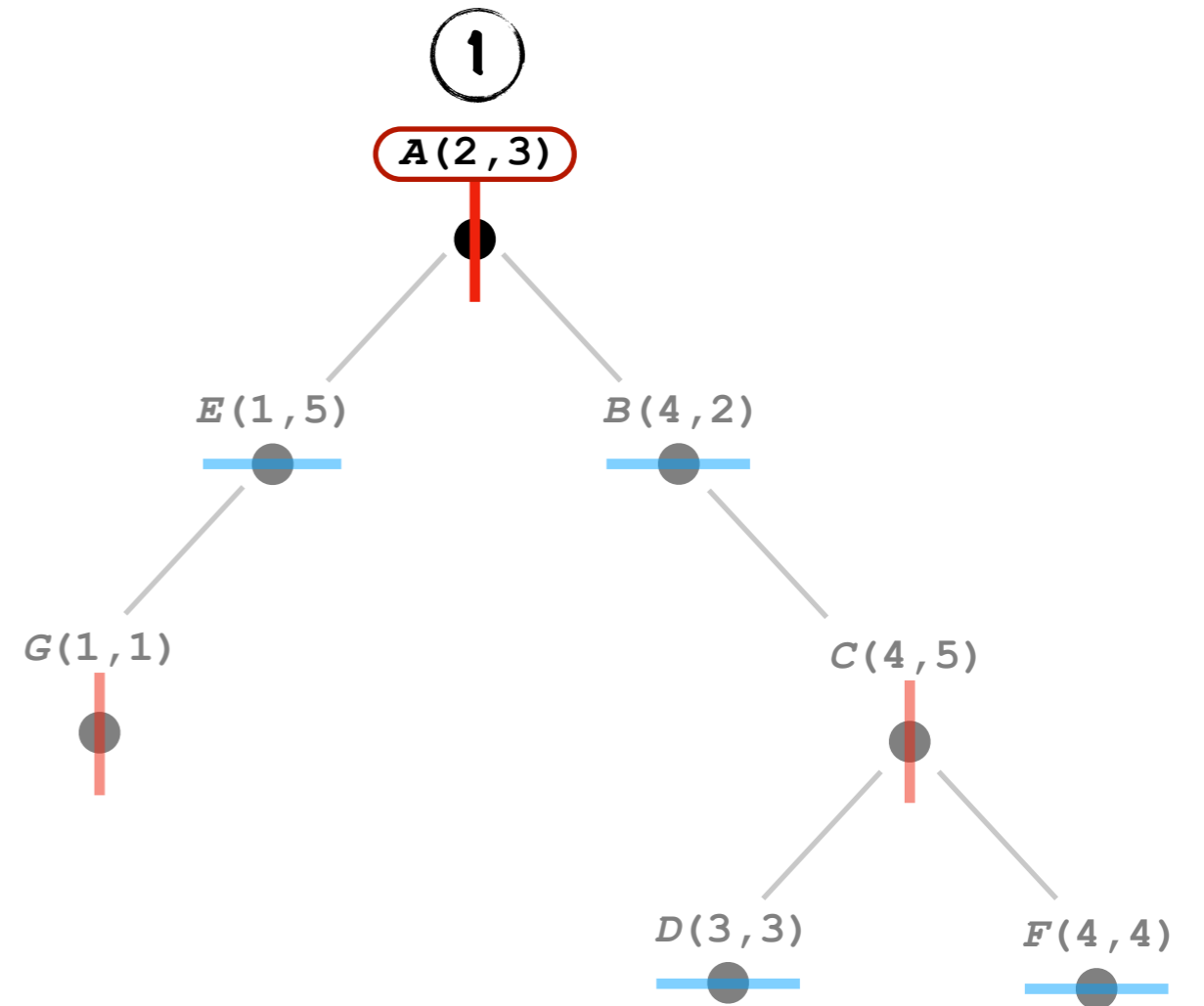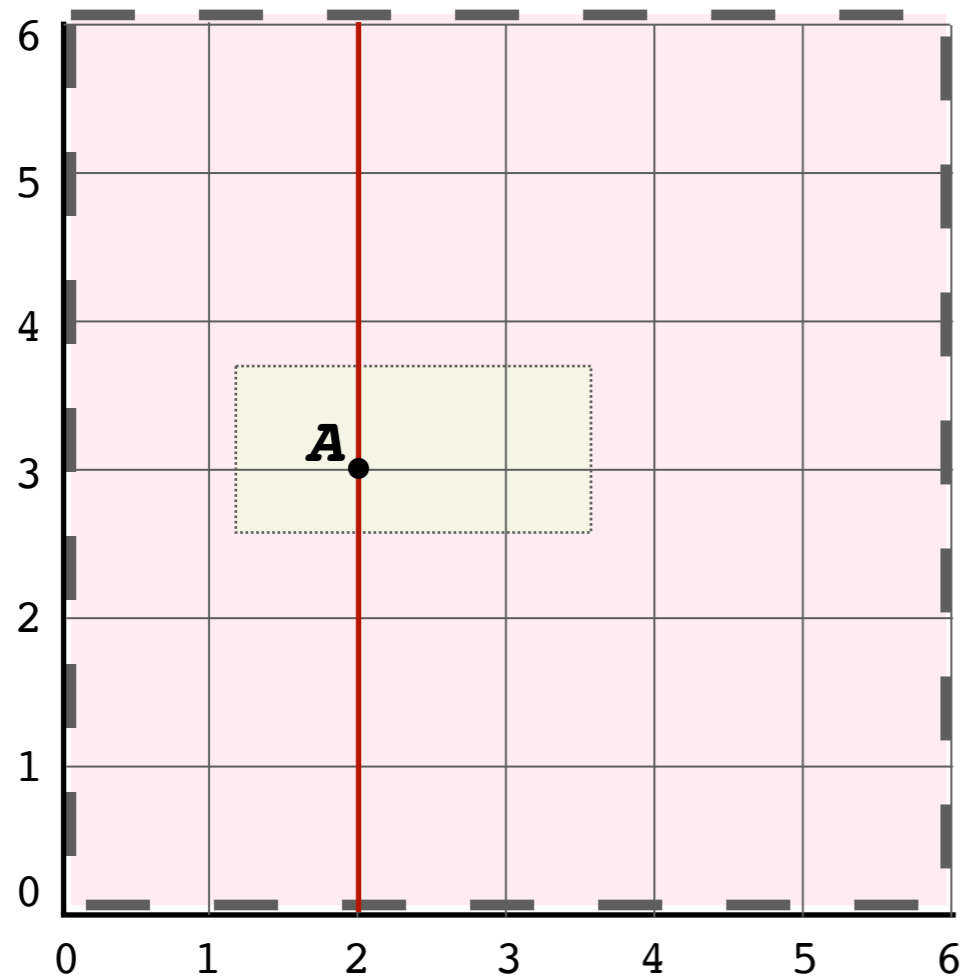Go **left.**
Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
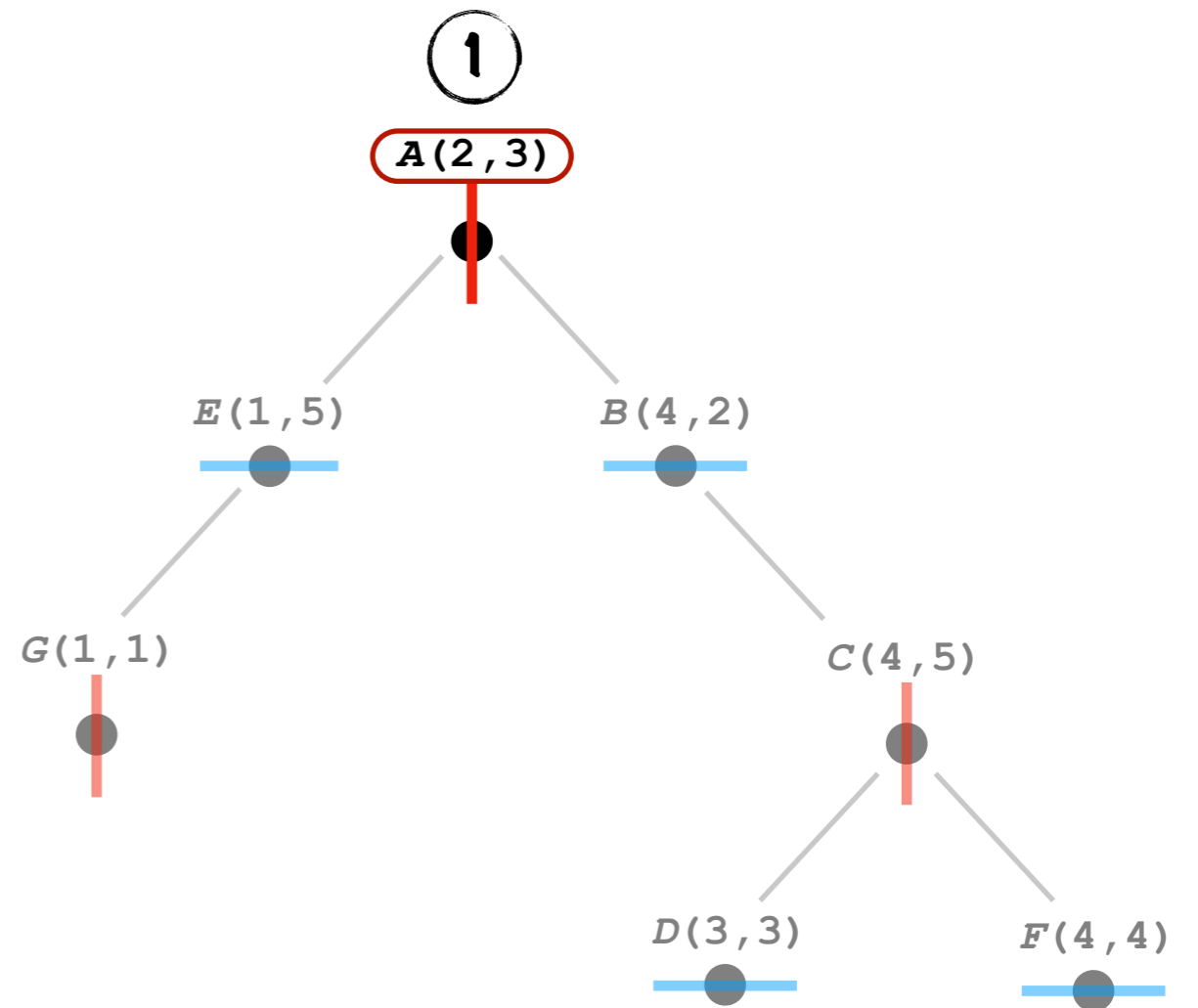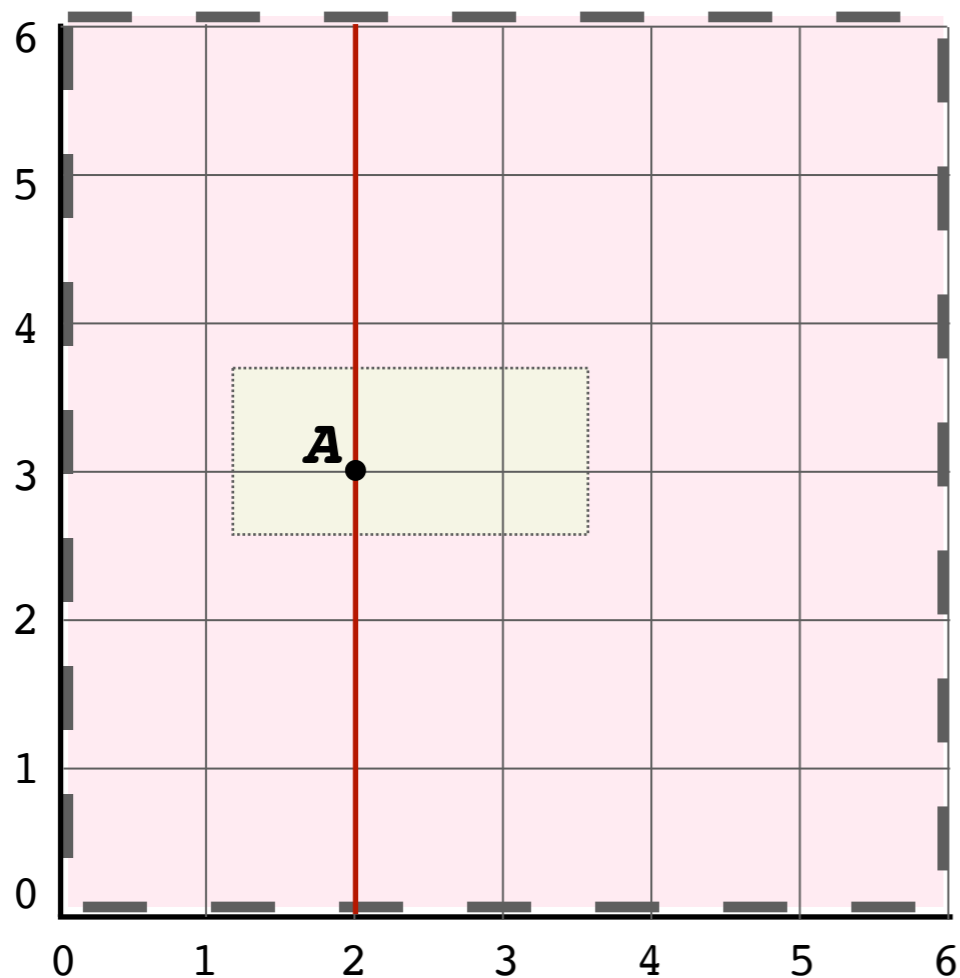Go **left.**
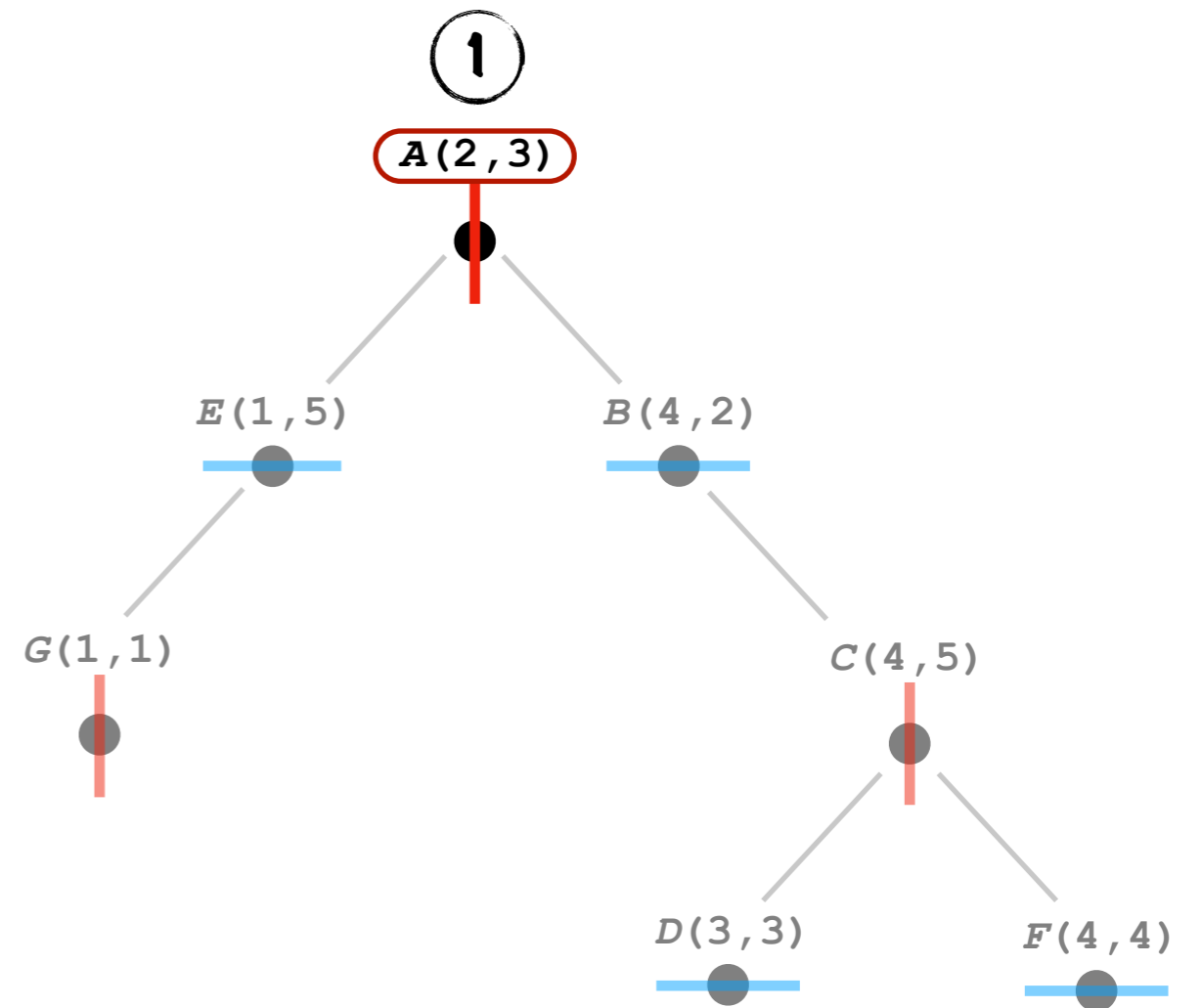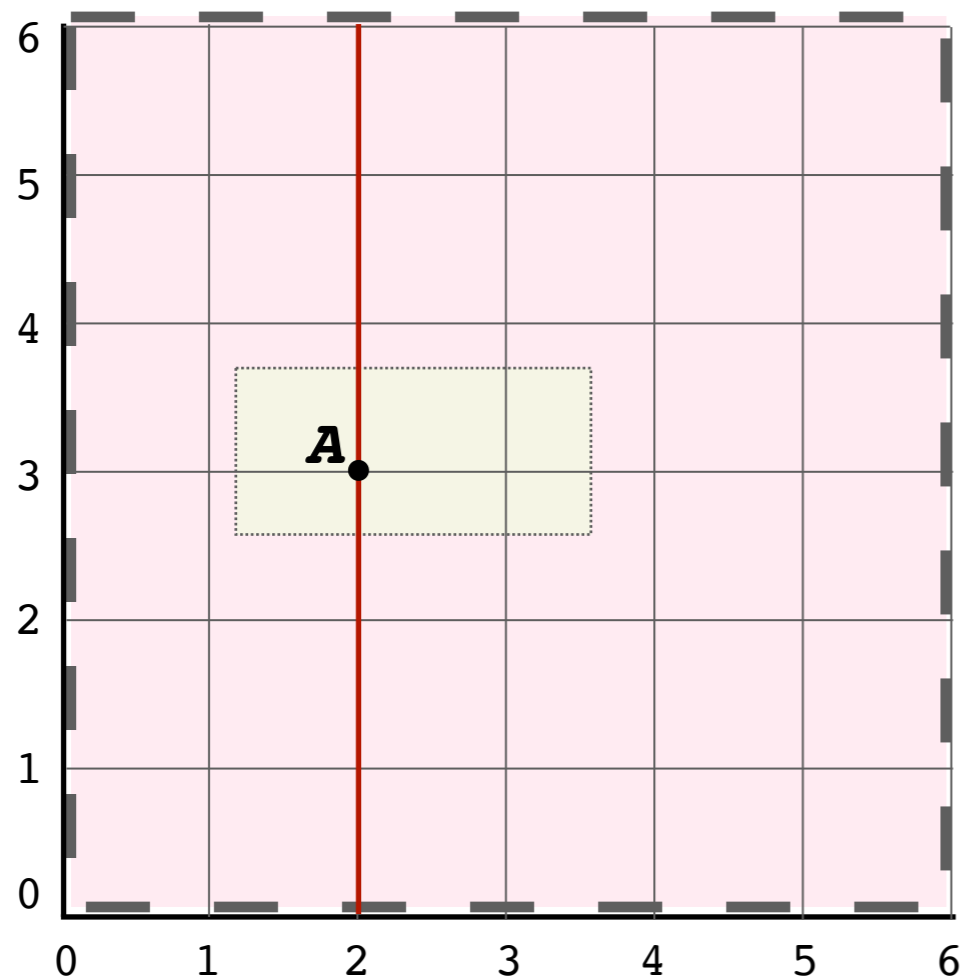Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**

Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
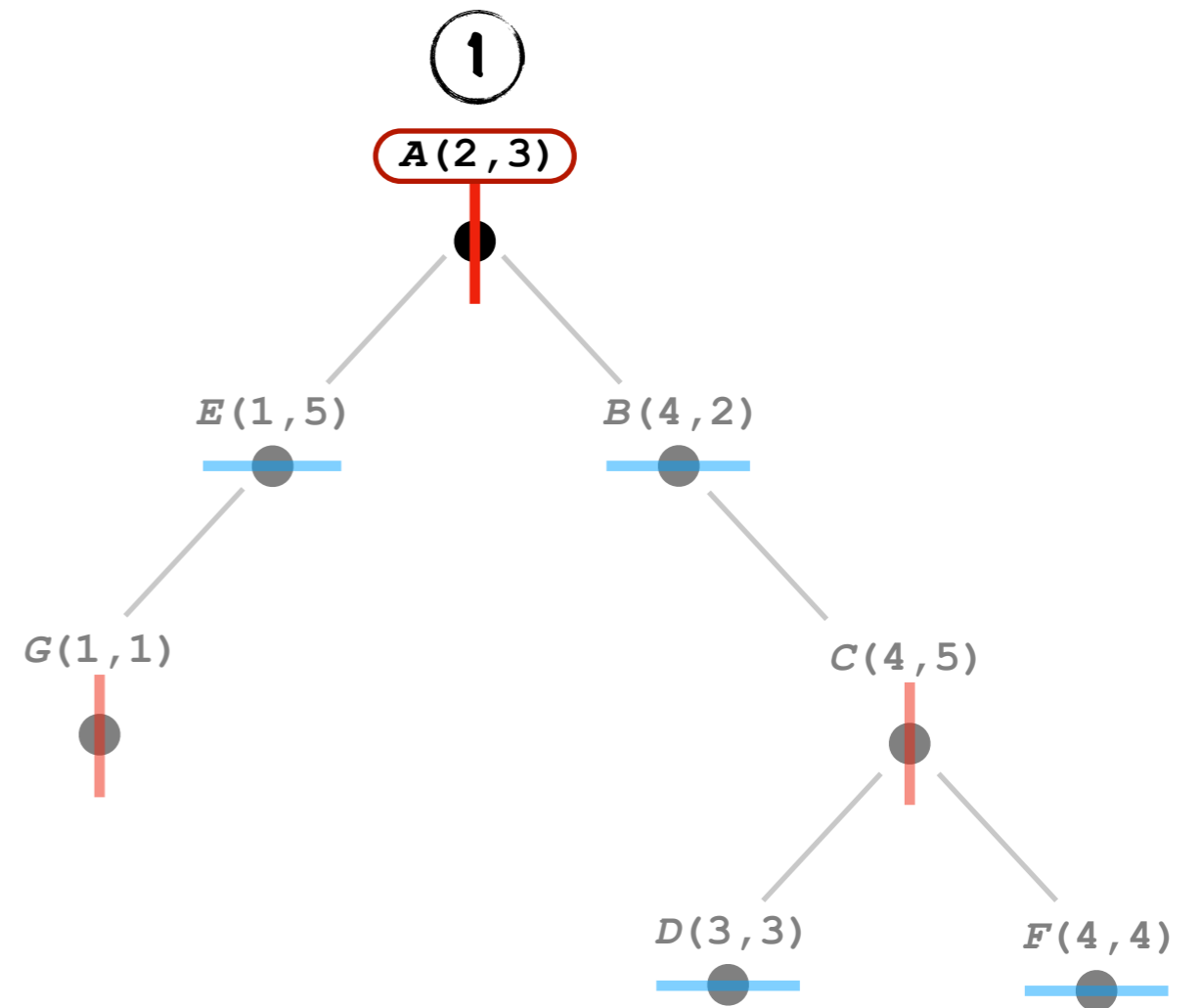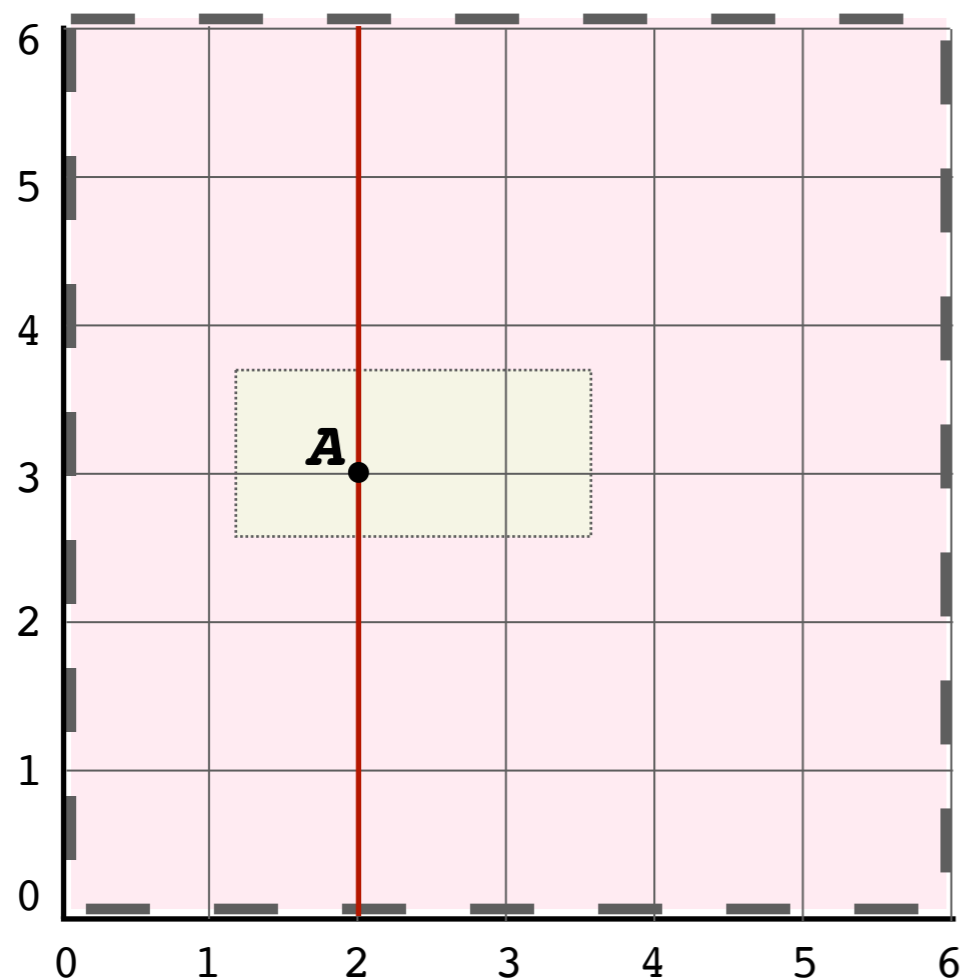Go **left.**
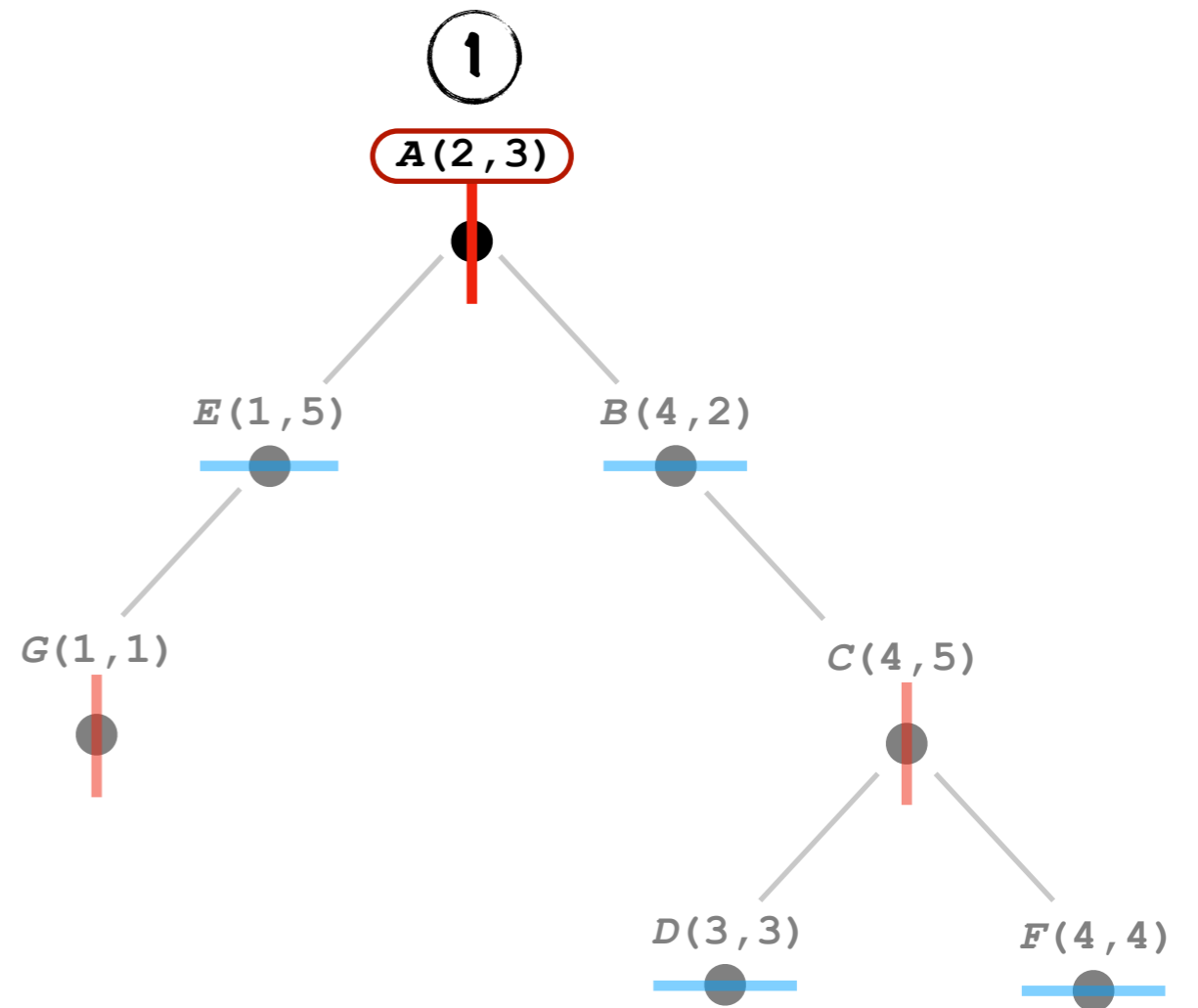Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle**.**
**Check if** the point **belongs** to the query rectangle**.**
Go **left.**
Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
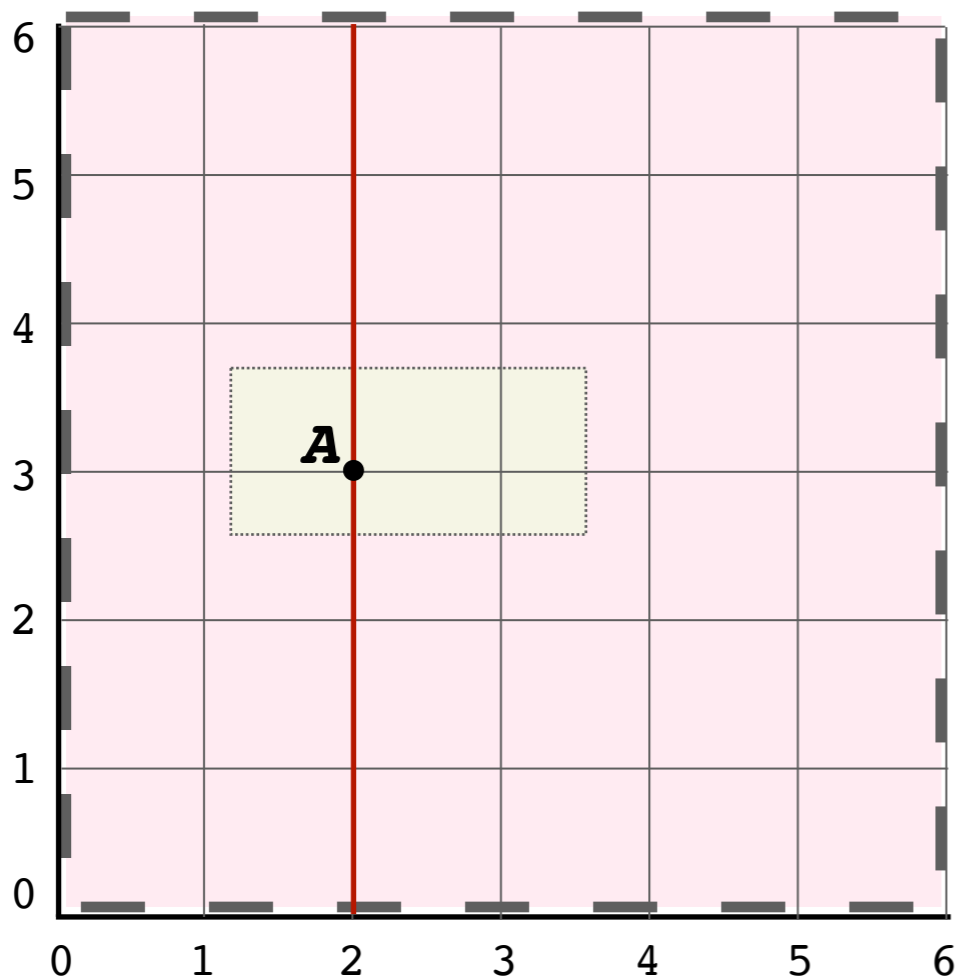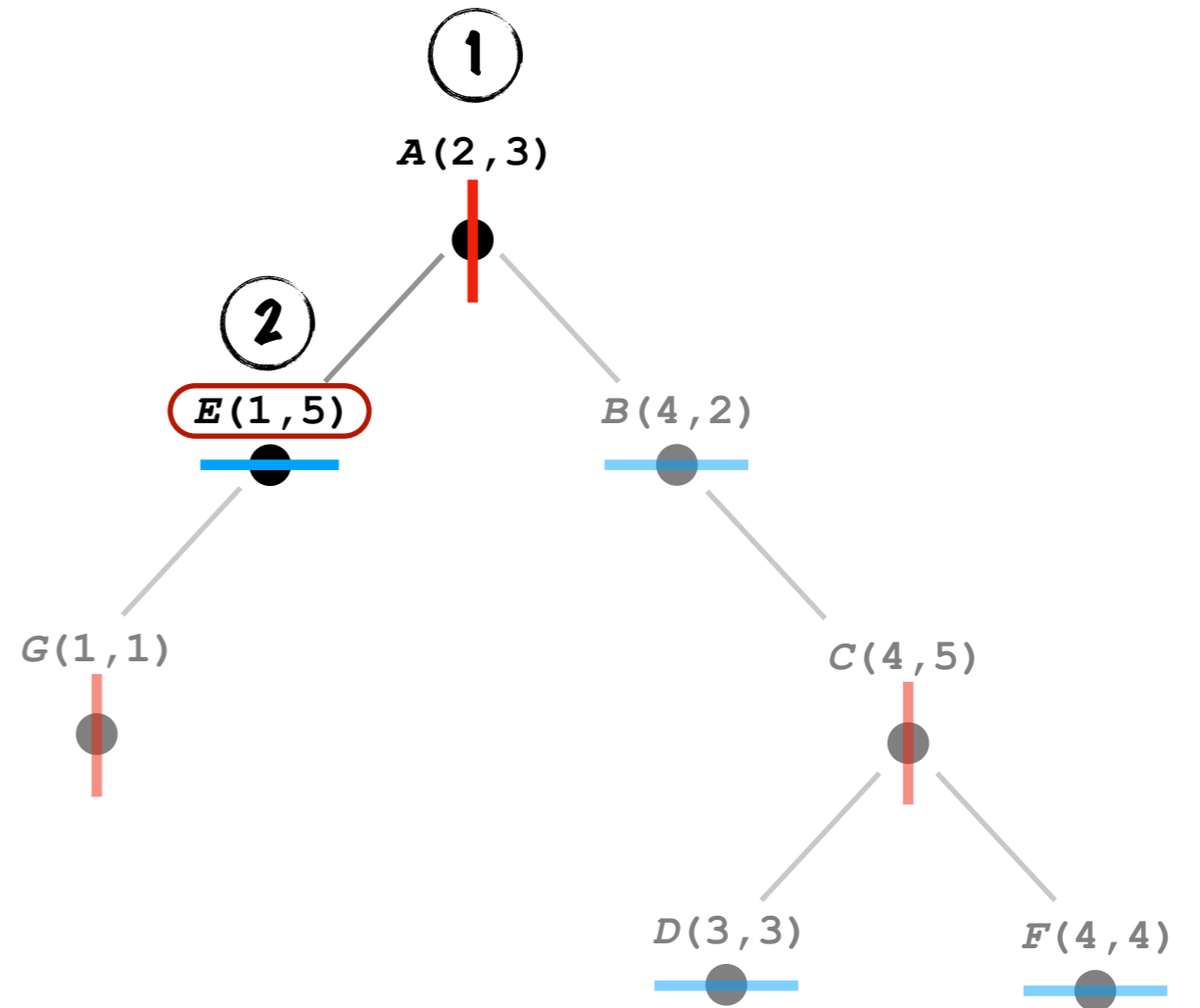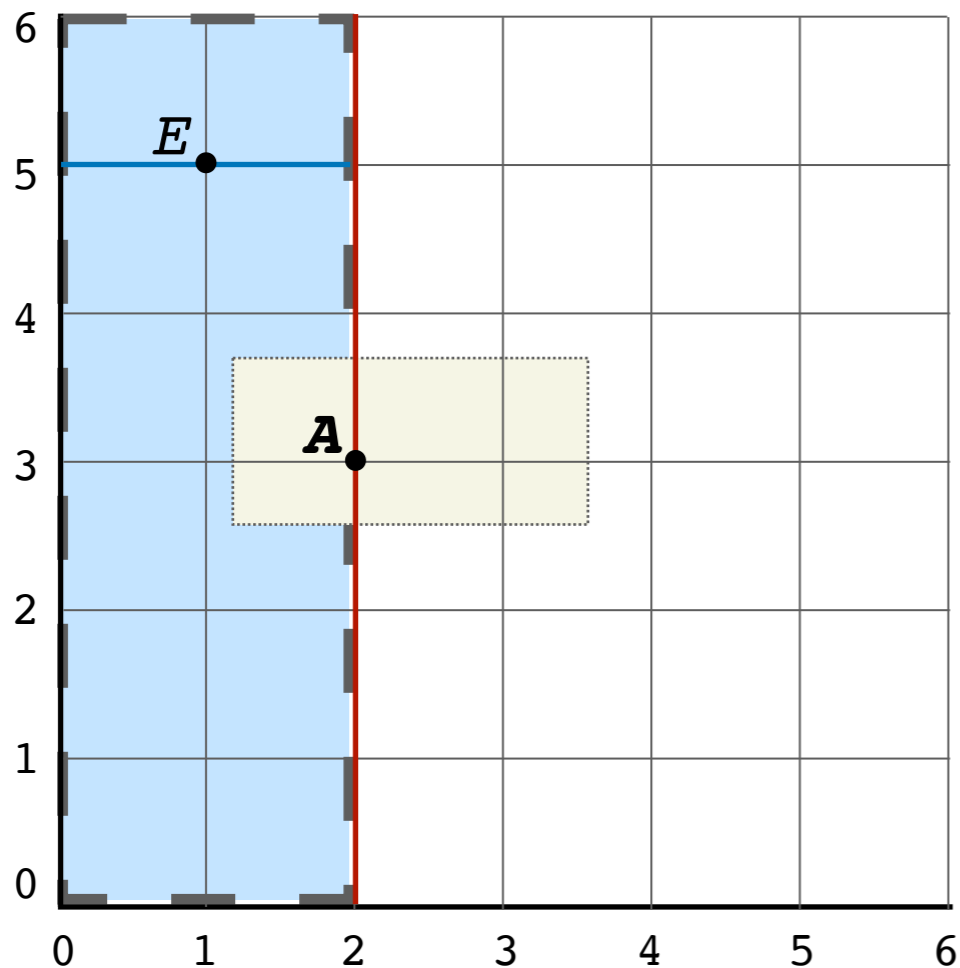Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
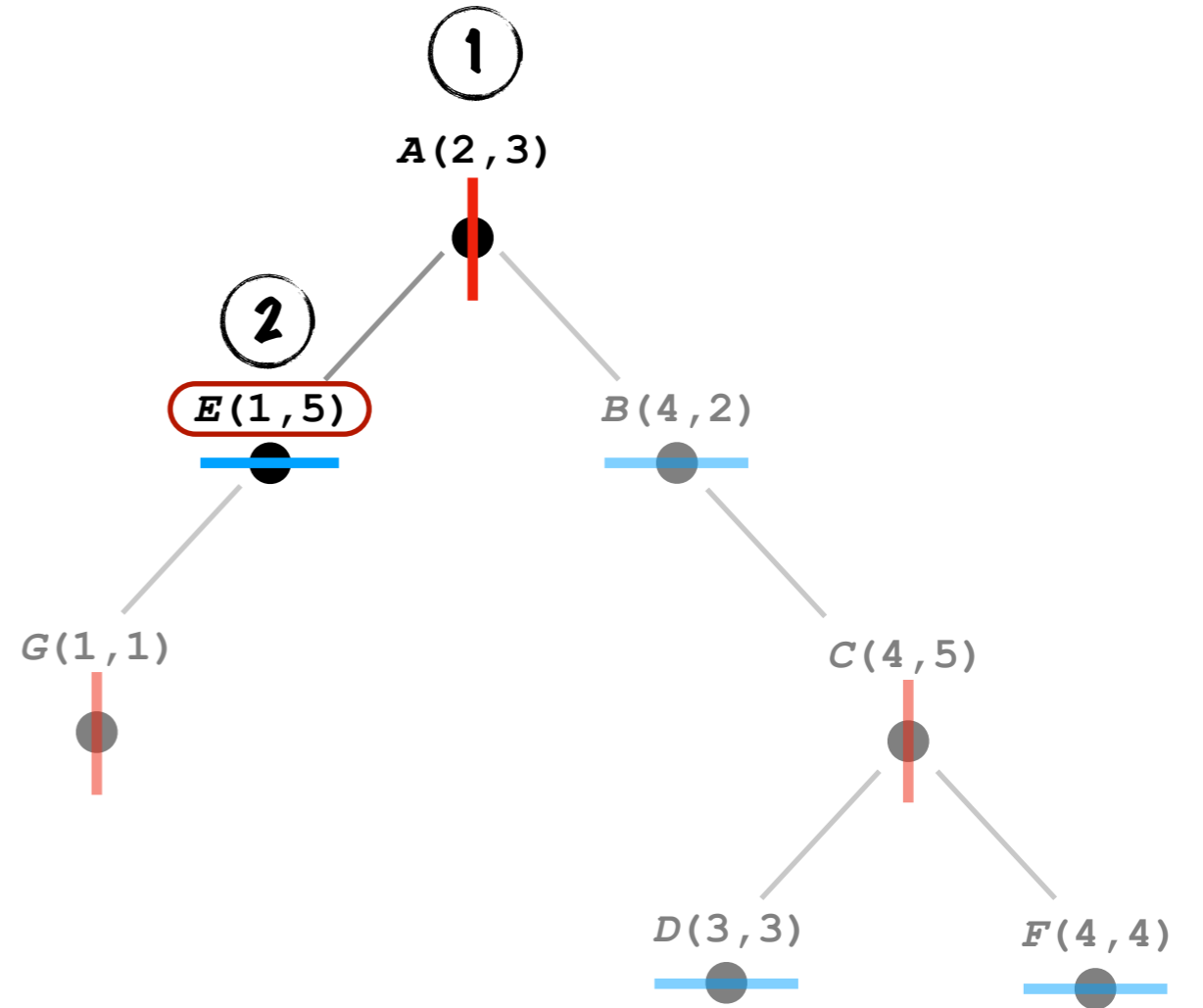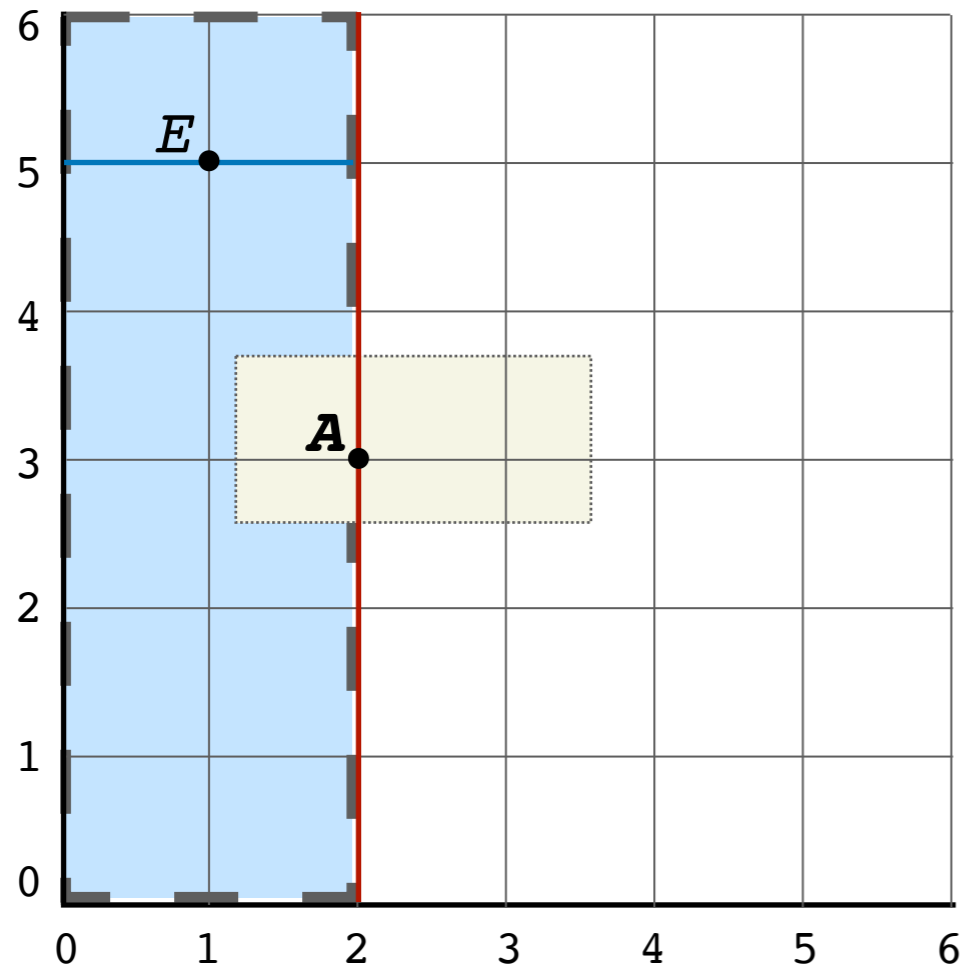Go **left.**
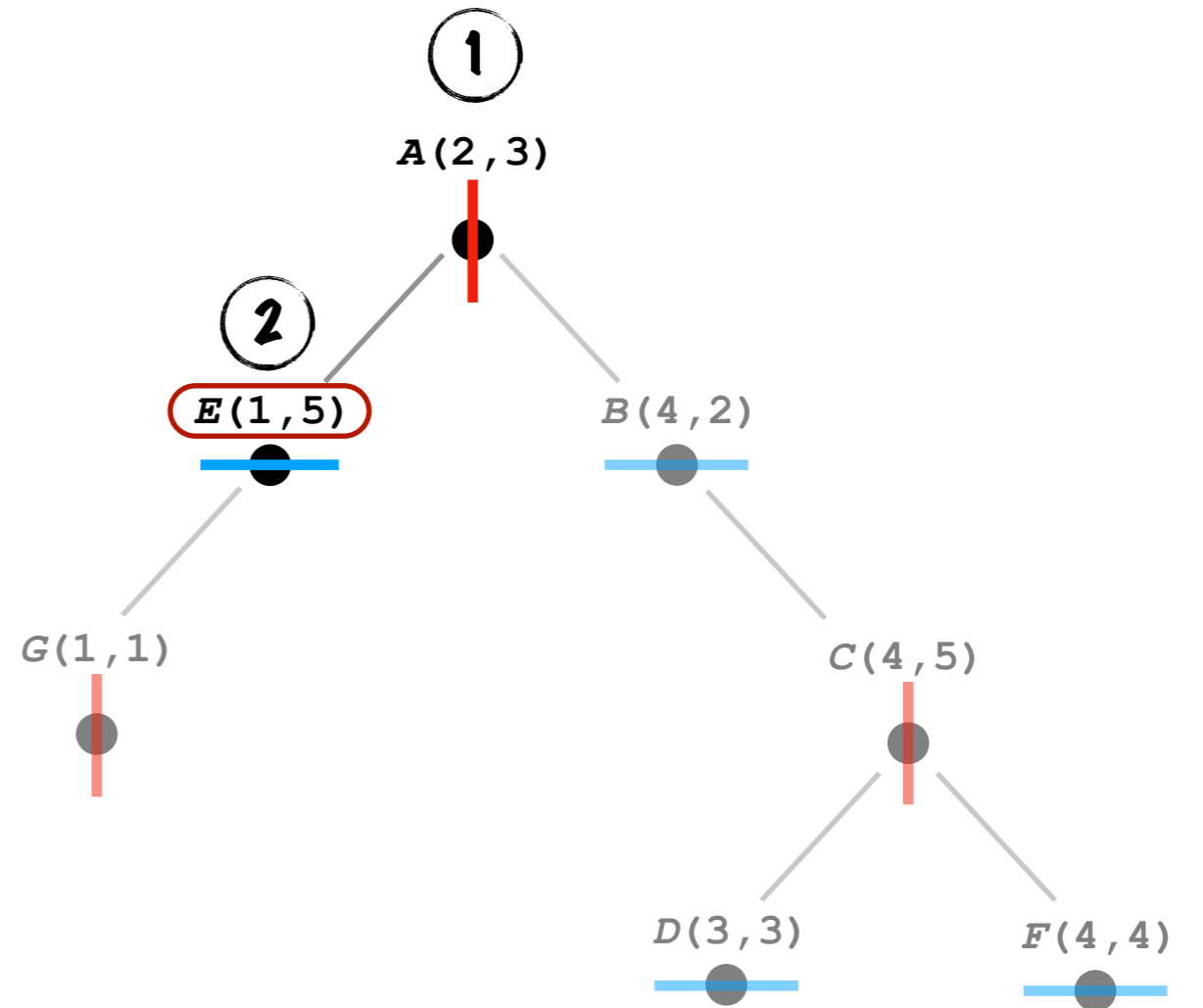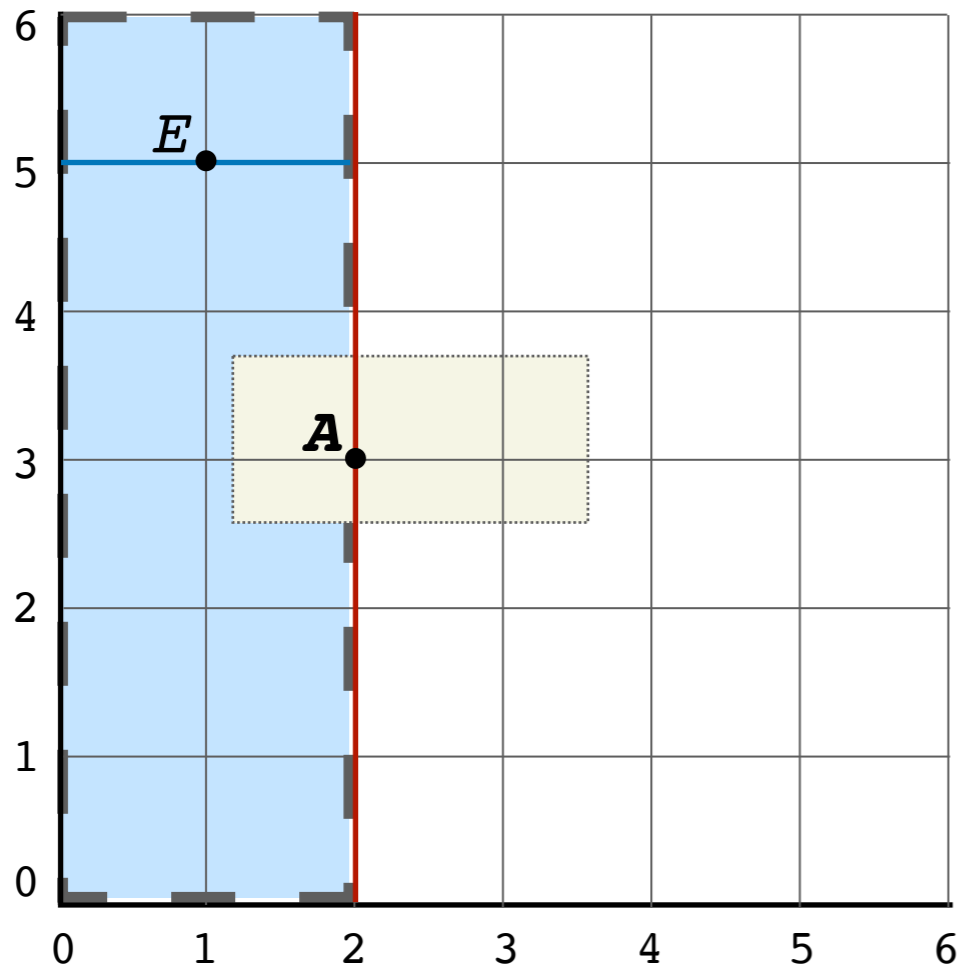Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**

Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
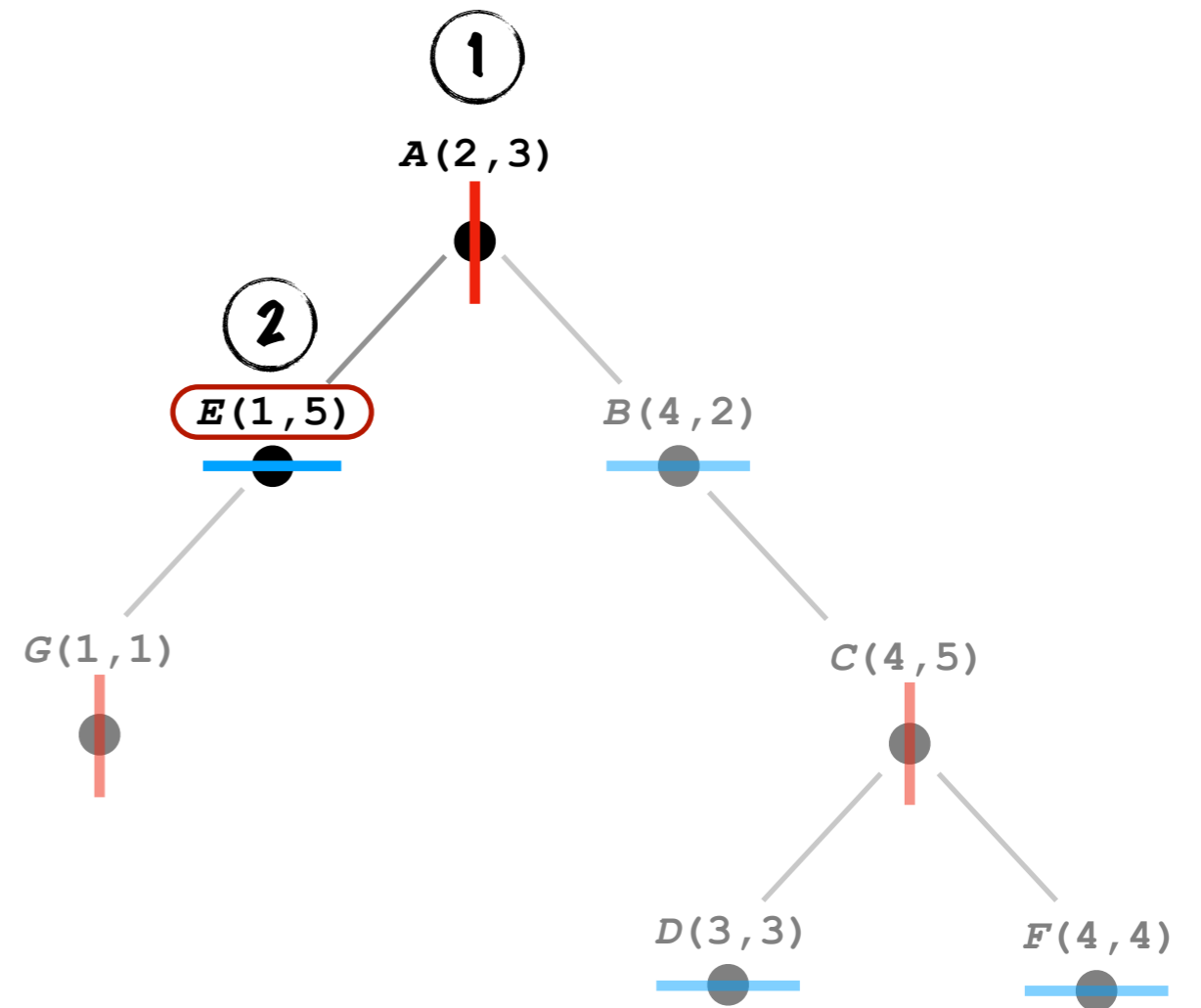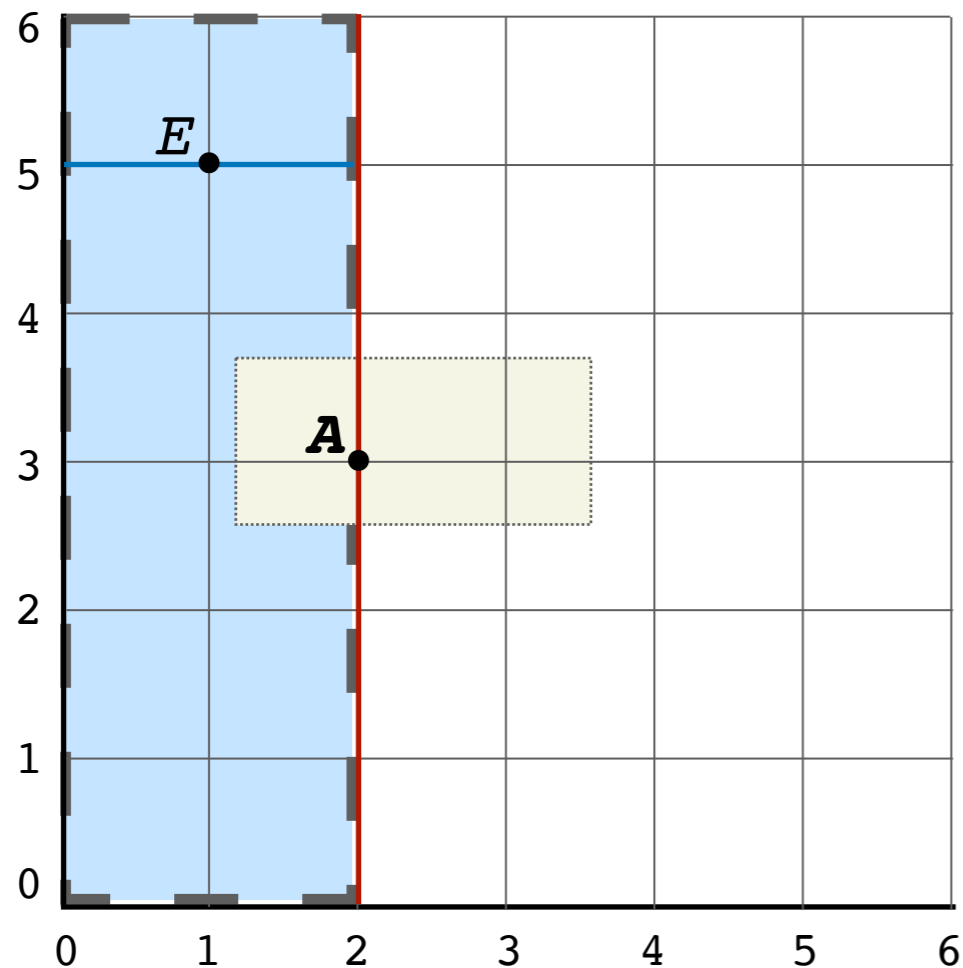Go **left.**
Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
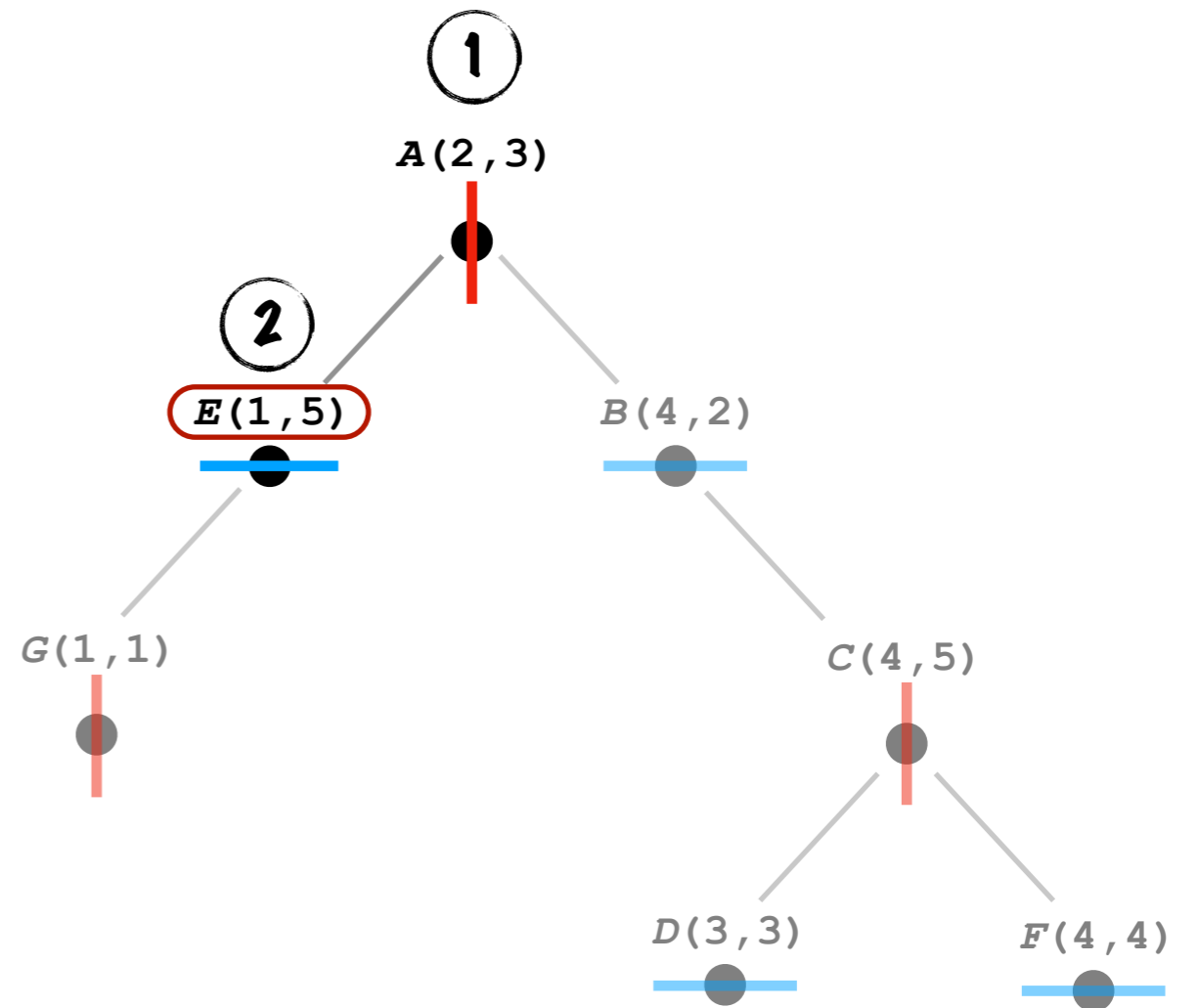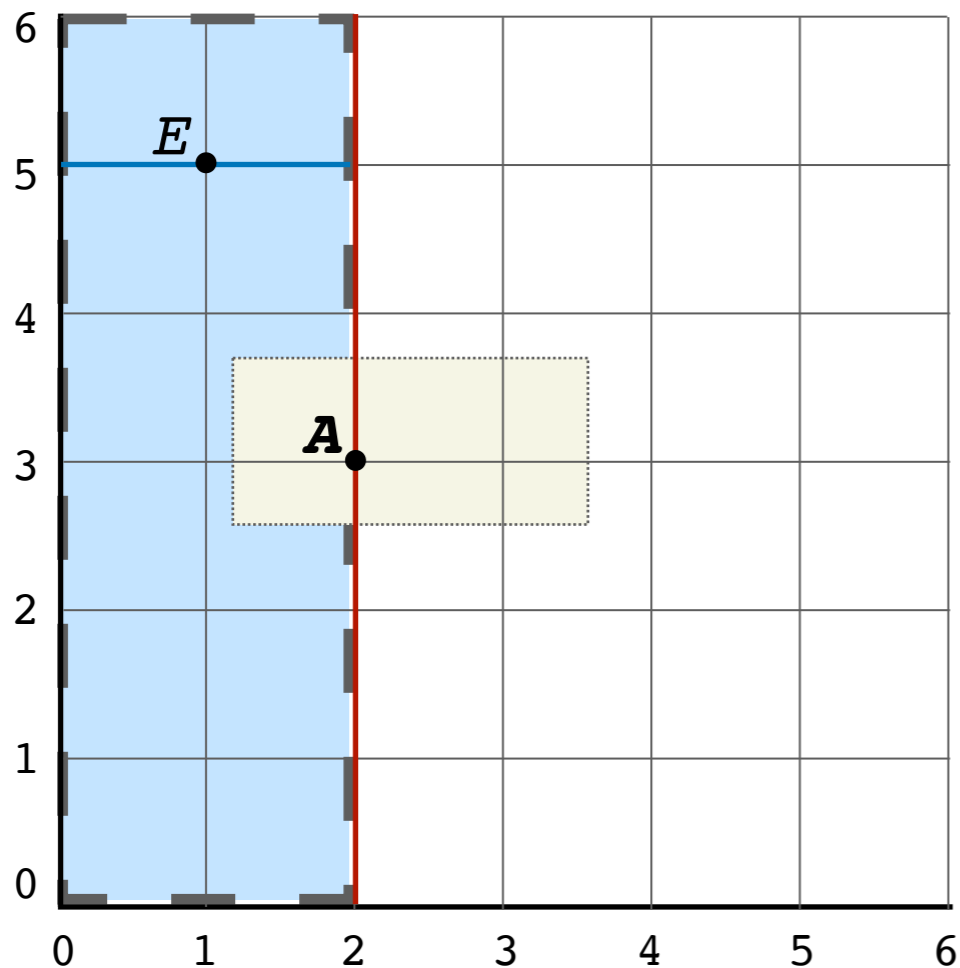Go **left.**
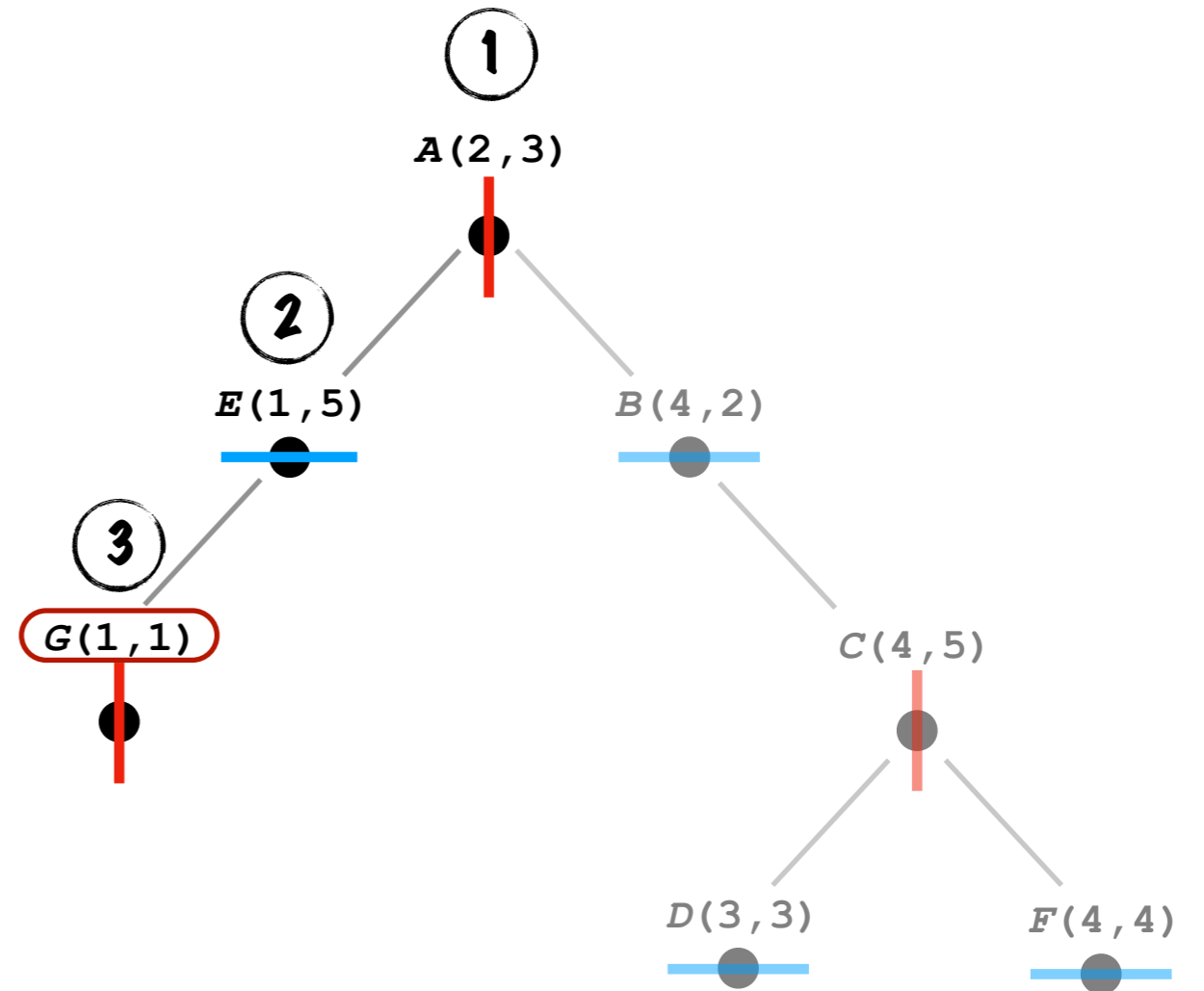Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
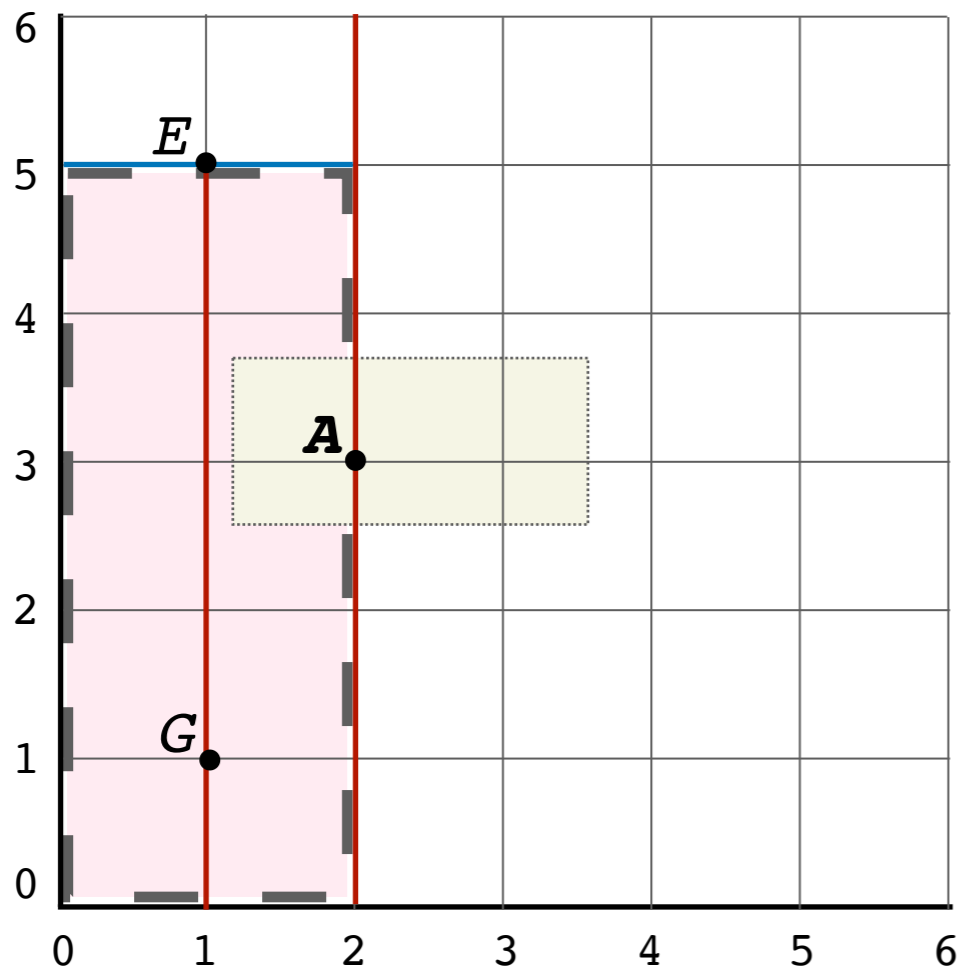Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
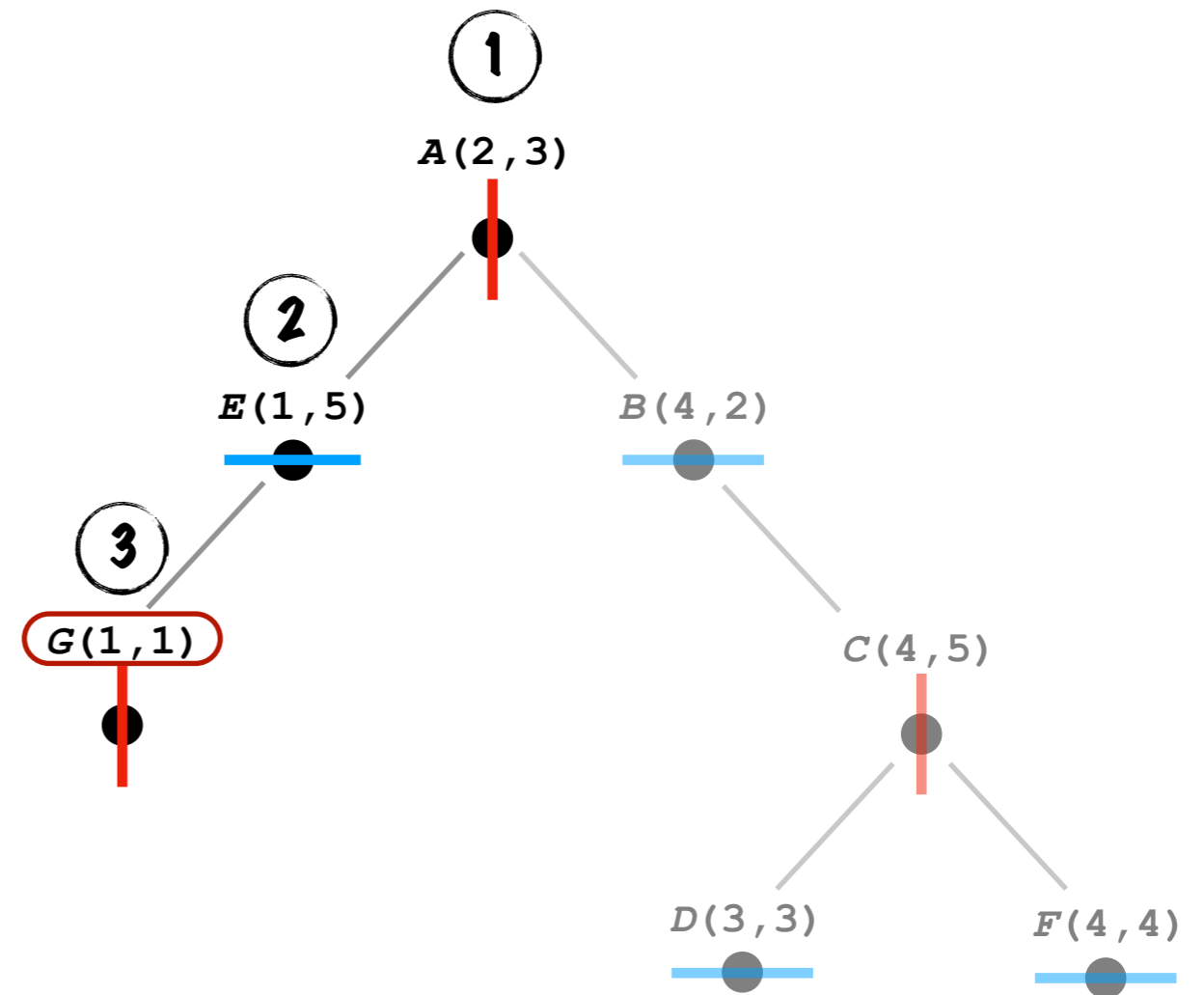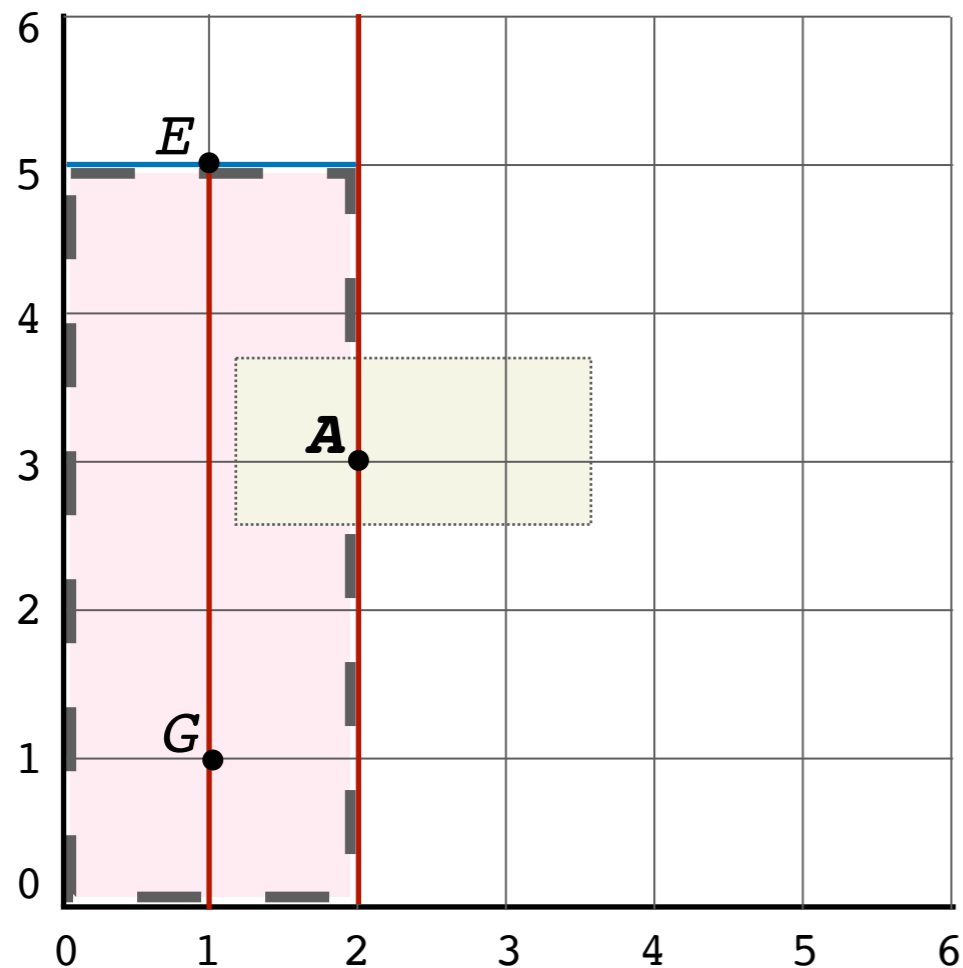Go **left.**
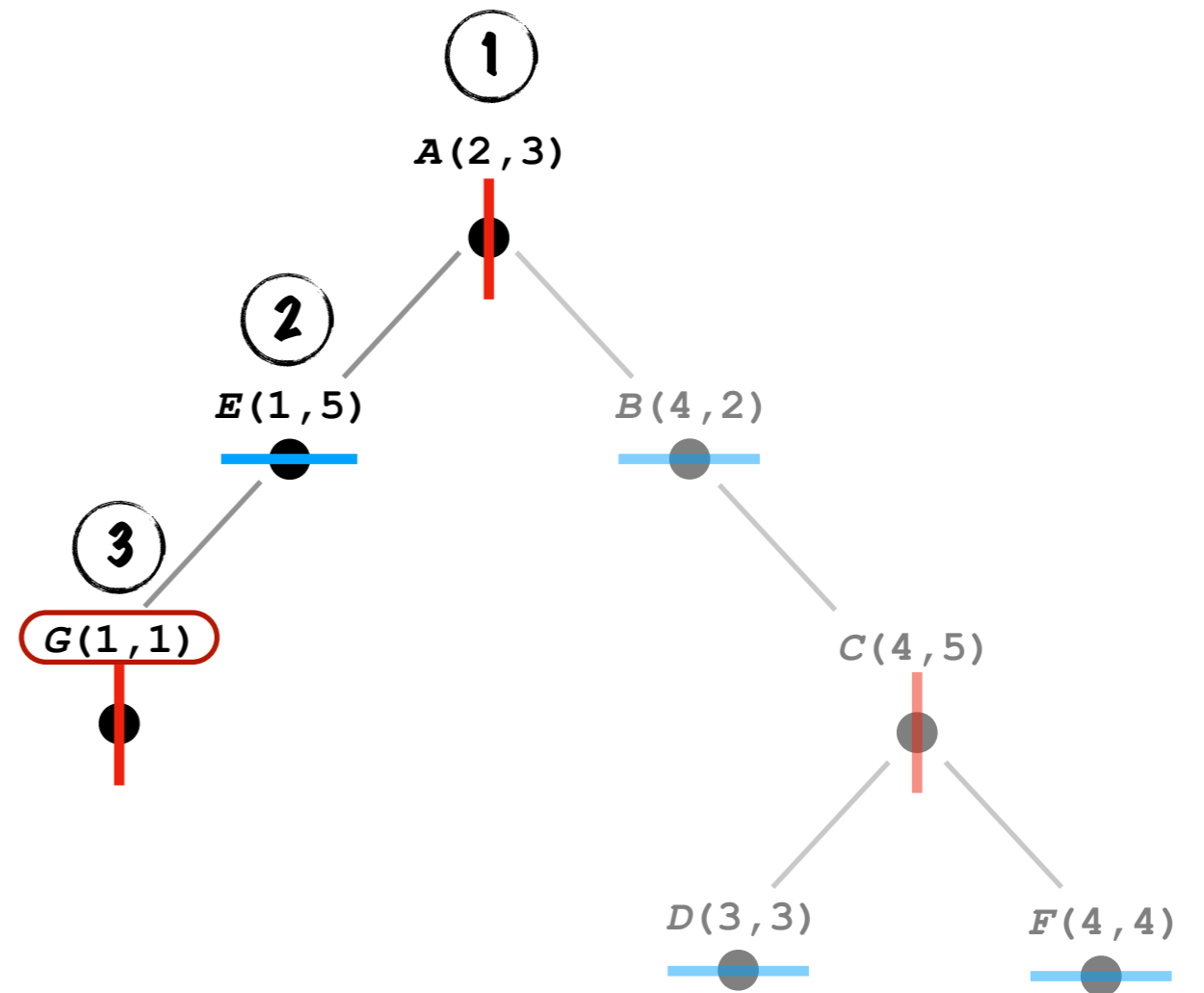Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**
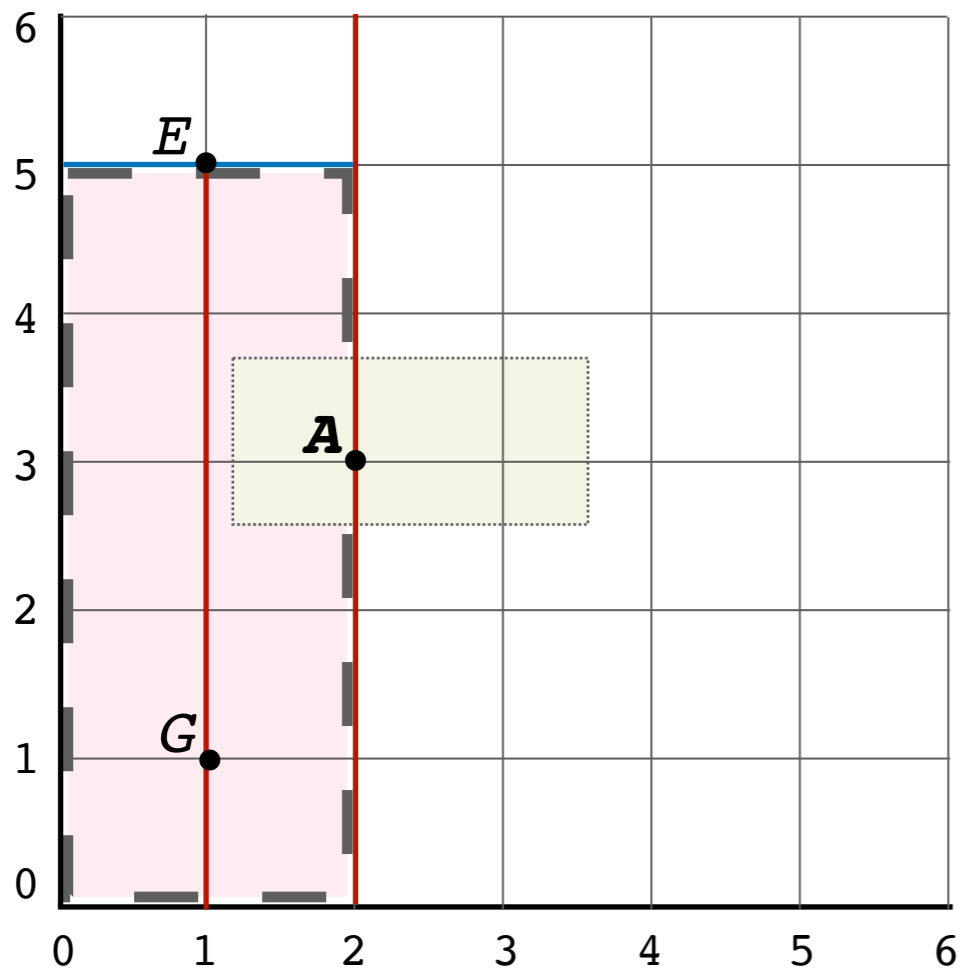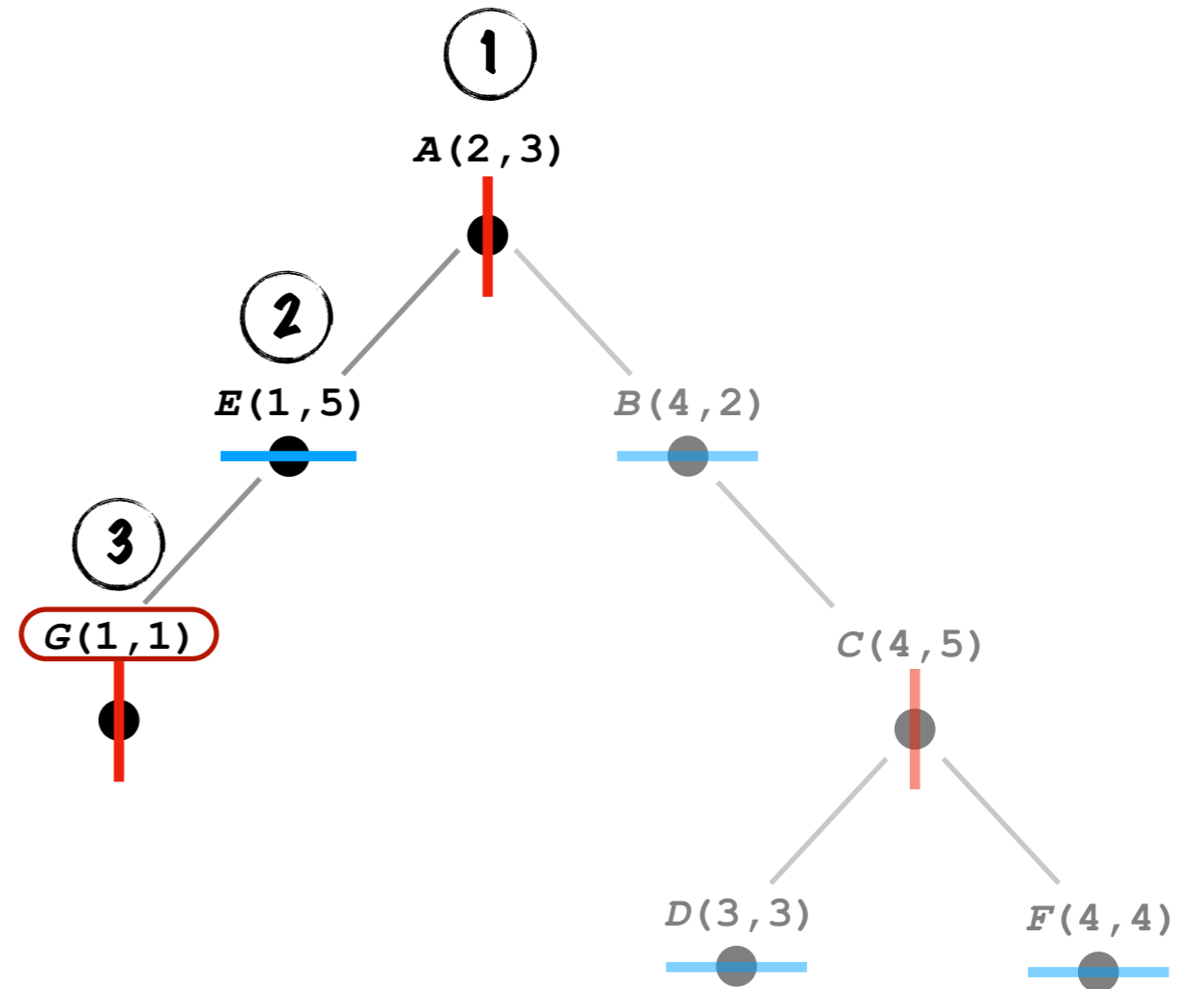
Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
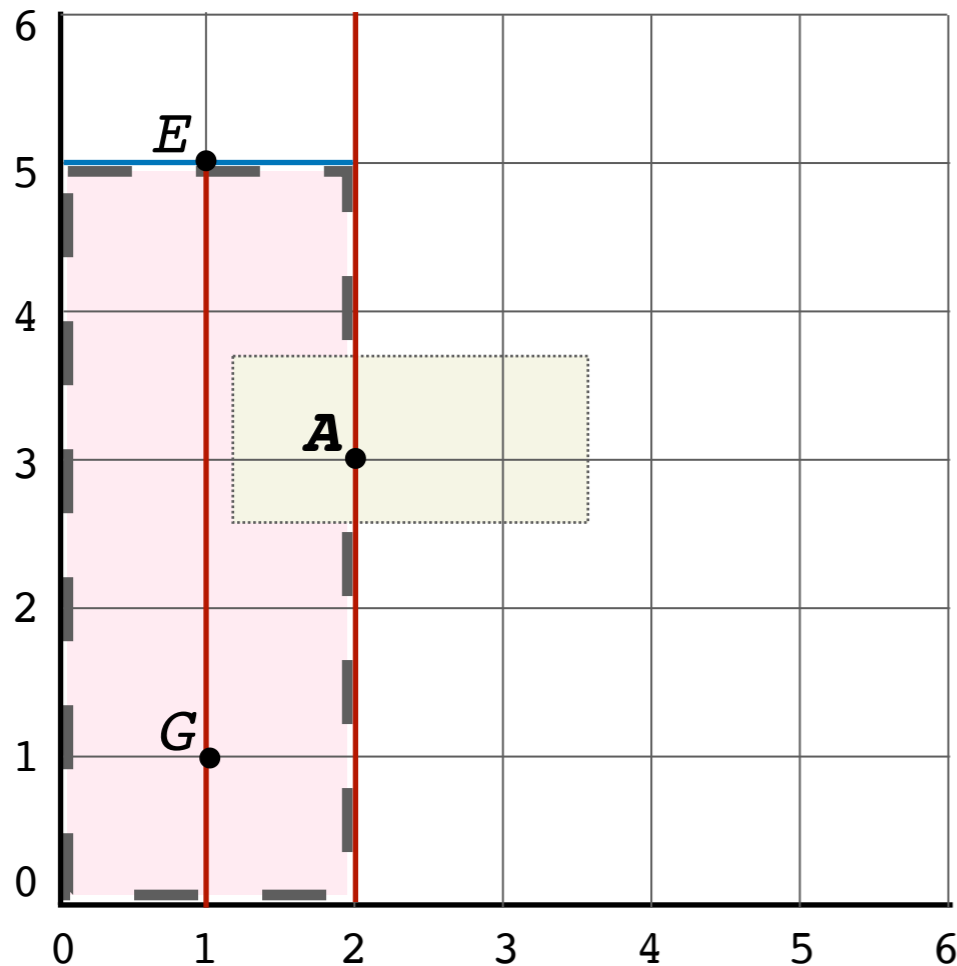Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
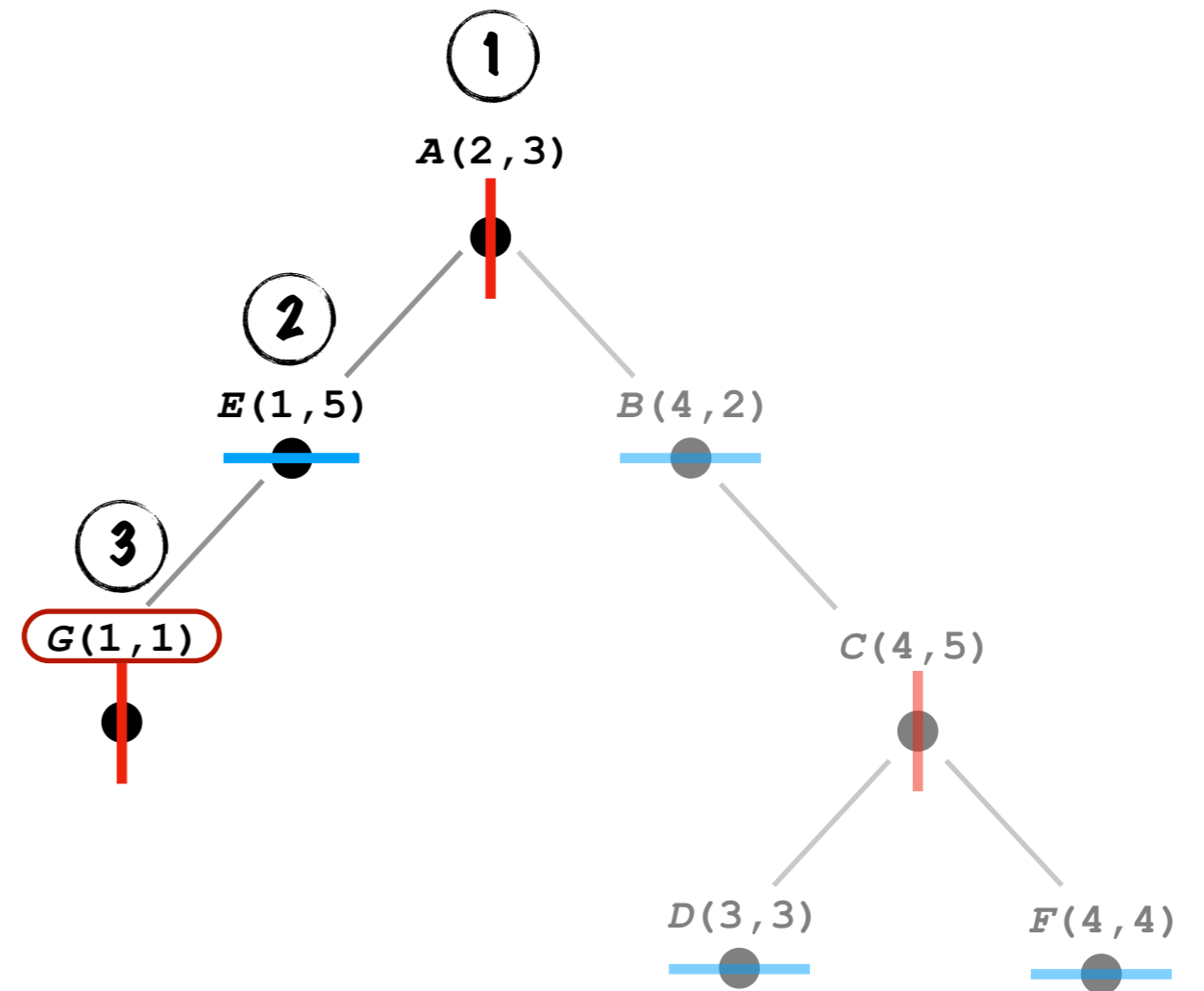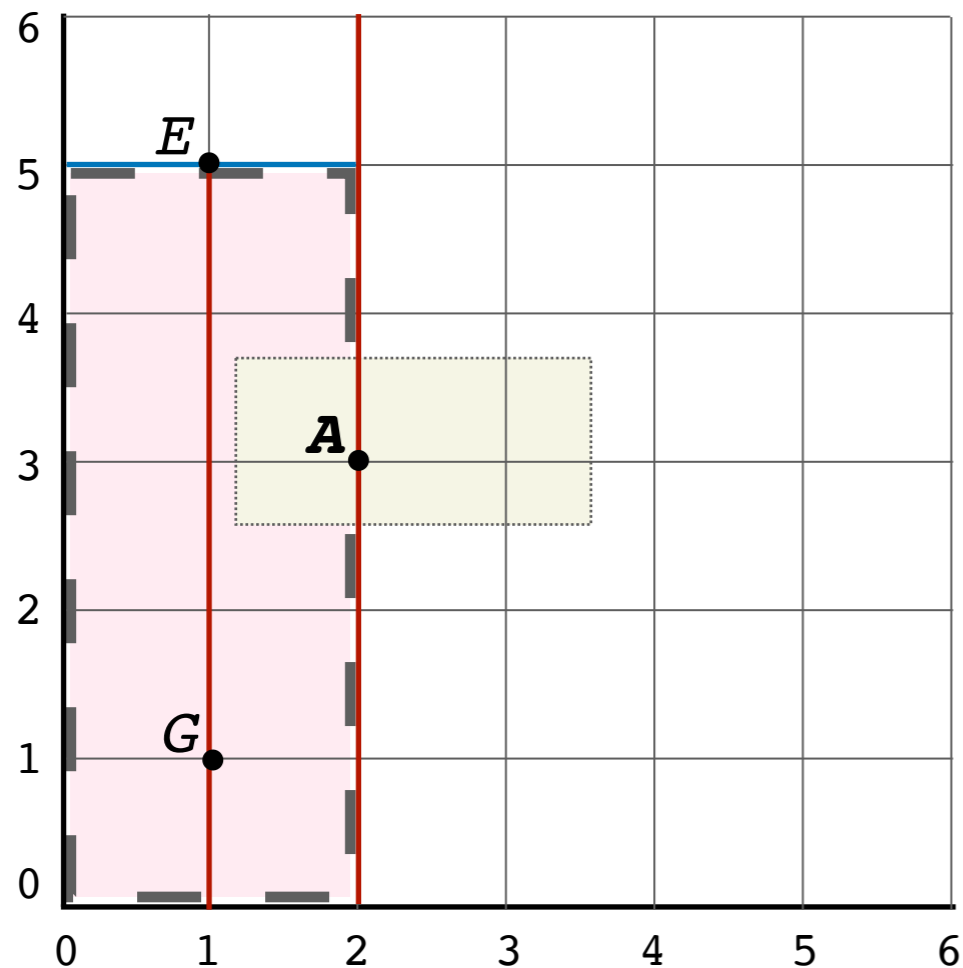Go **left.**
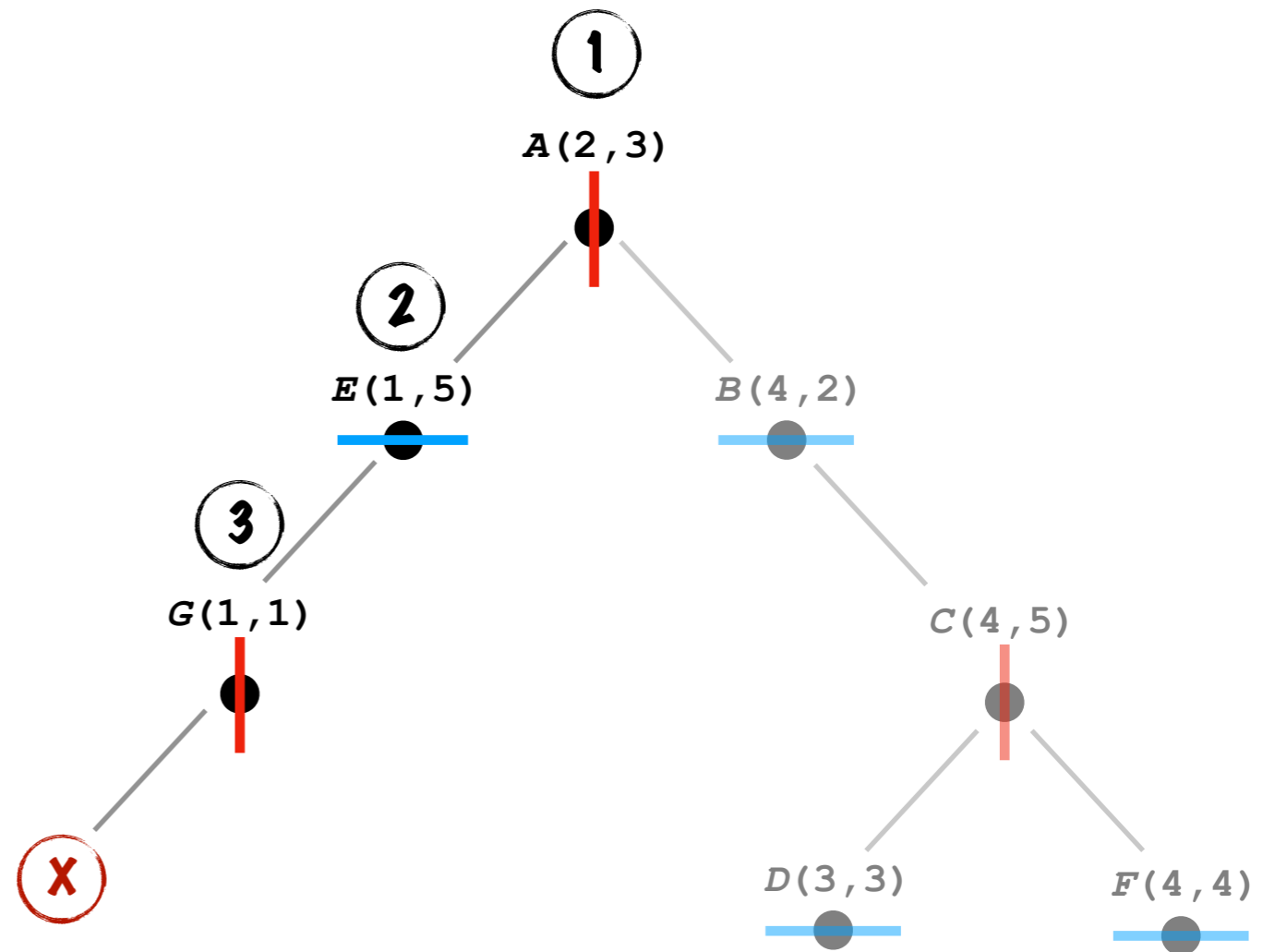Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
Go **right.**

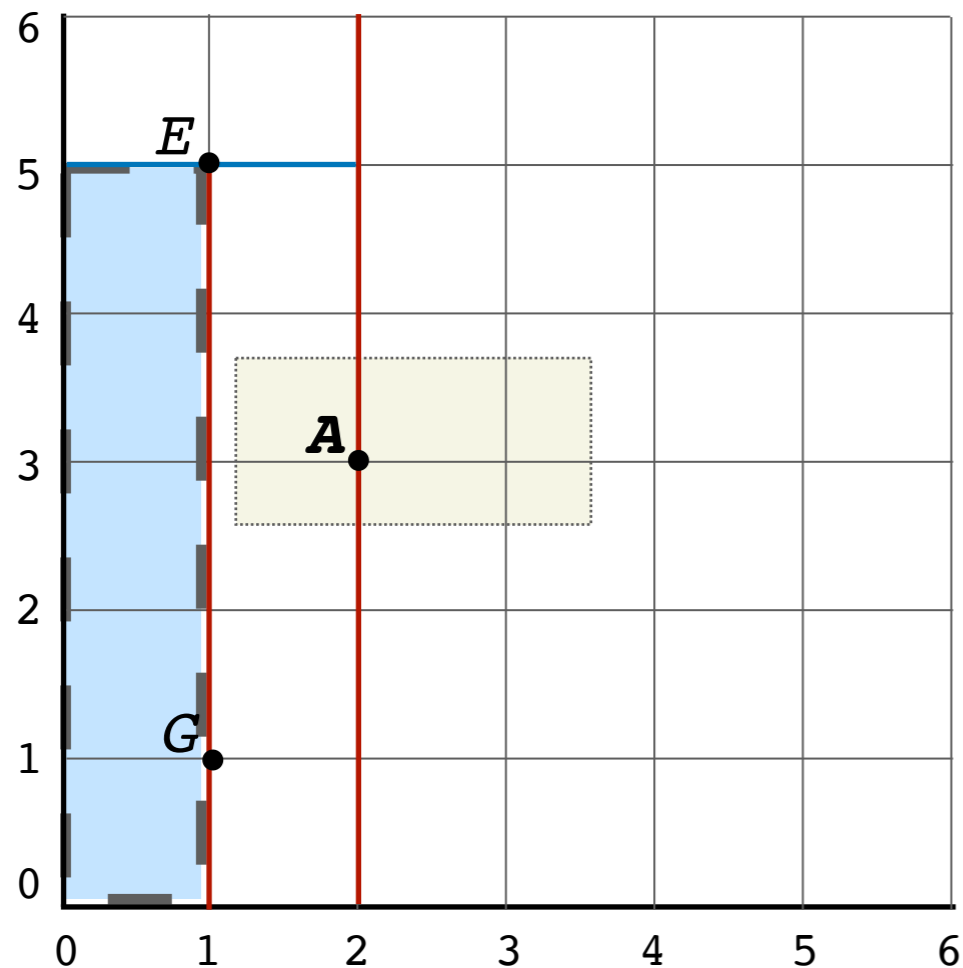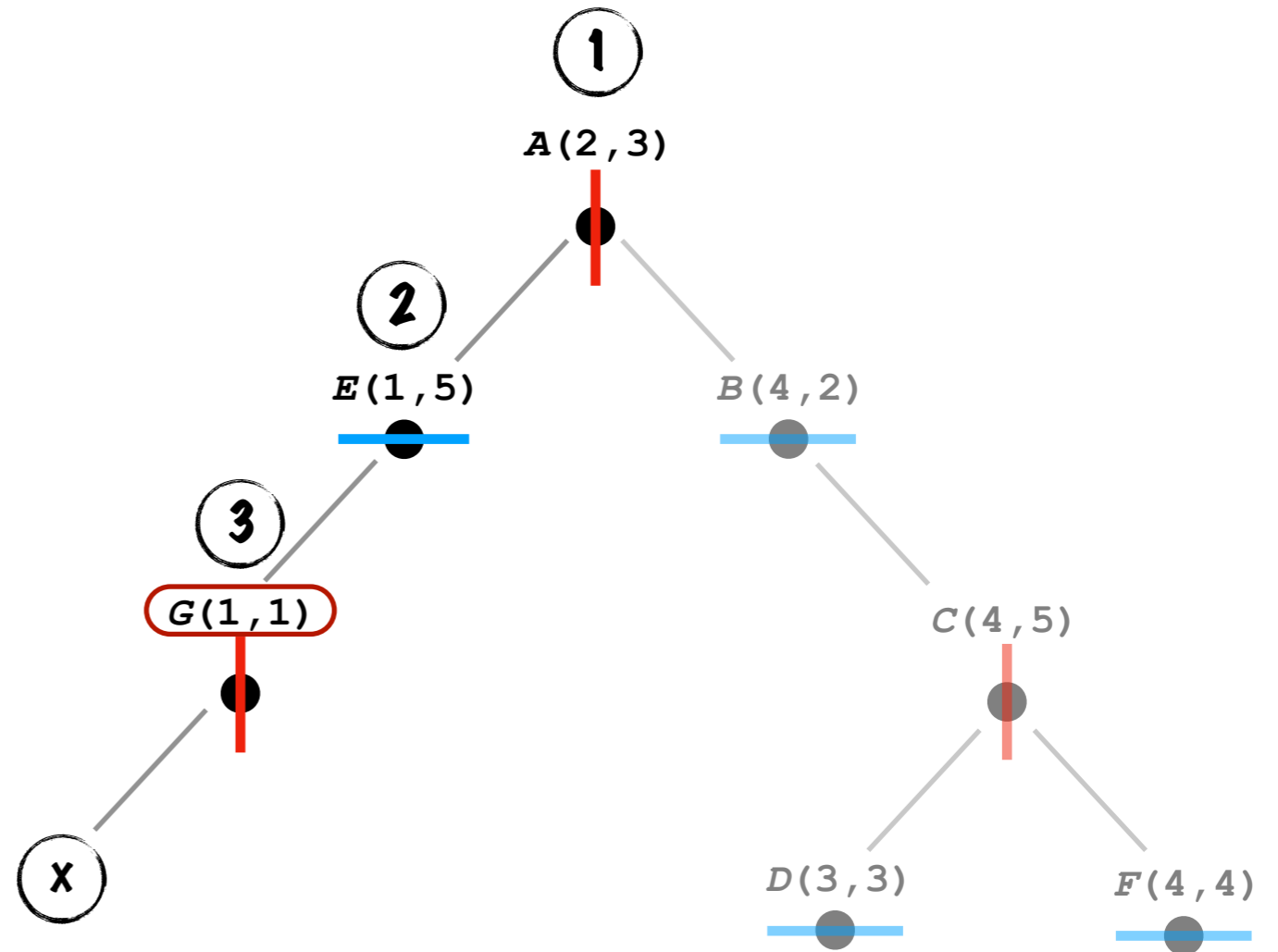# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
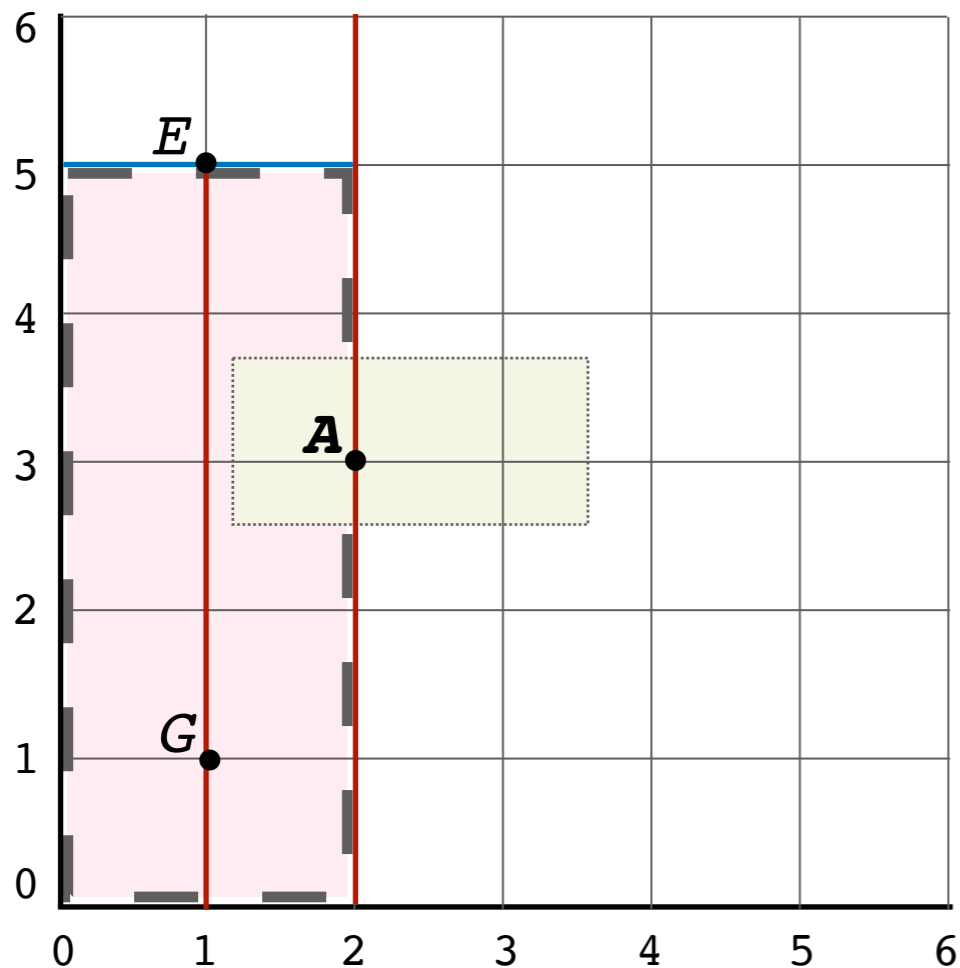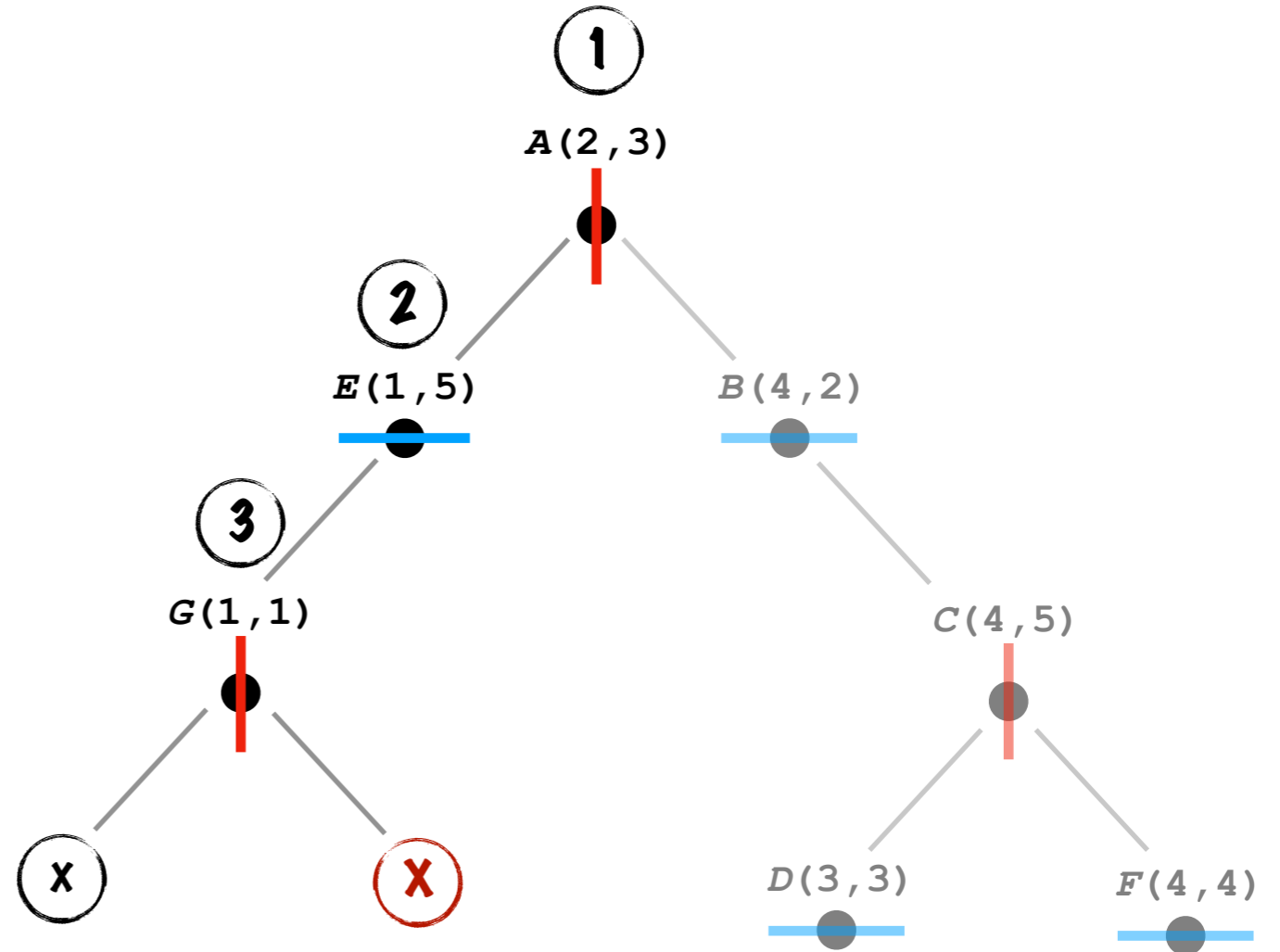Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**

Go **right.**

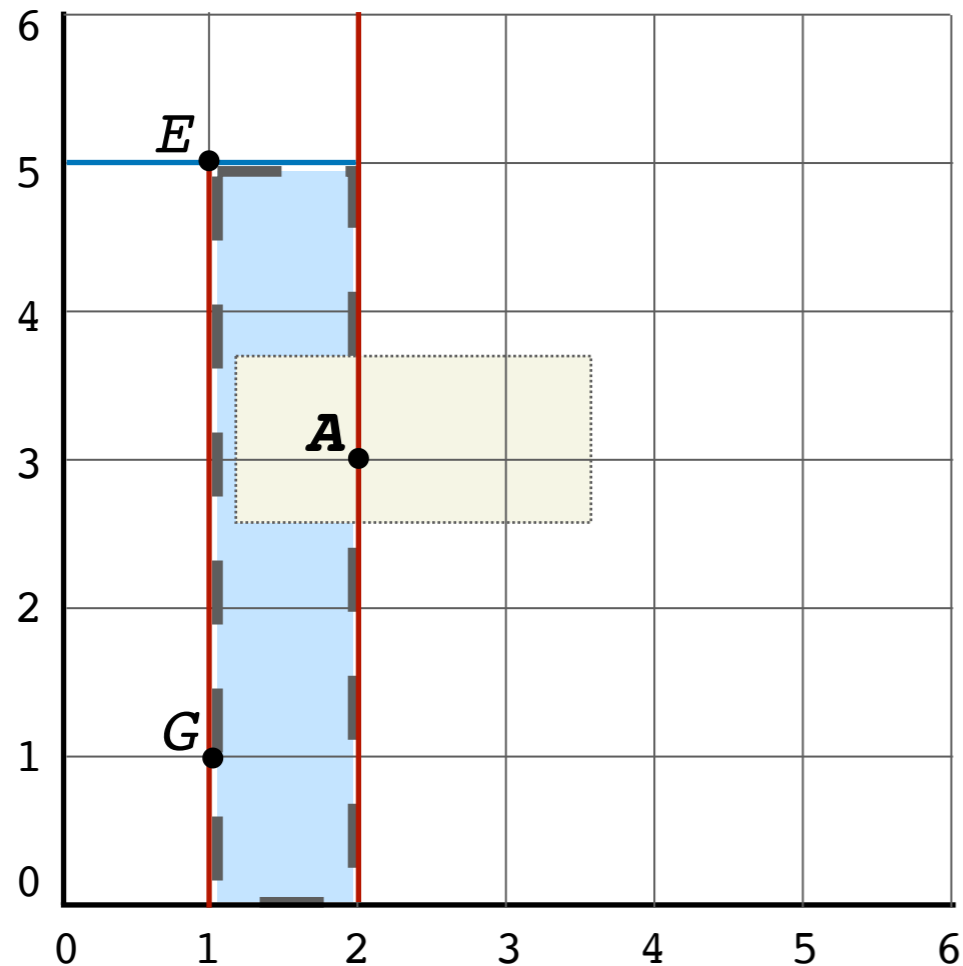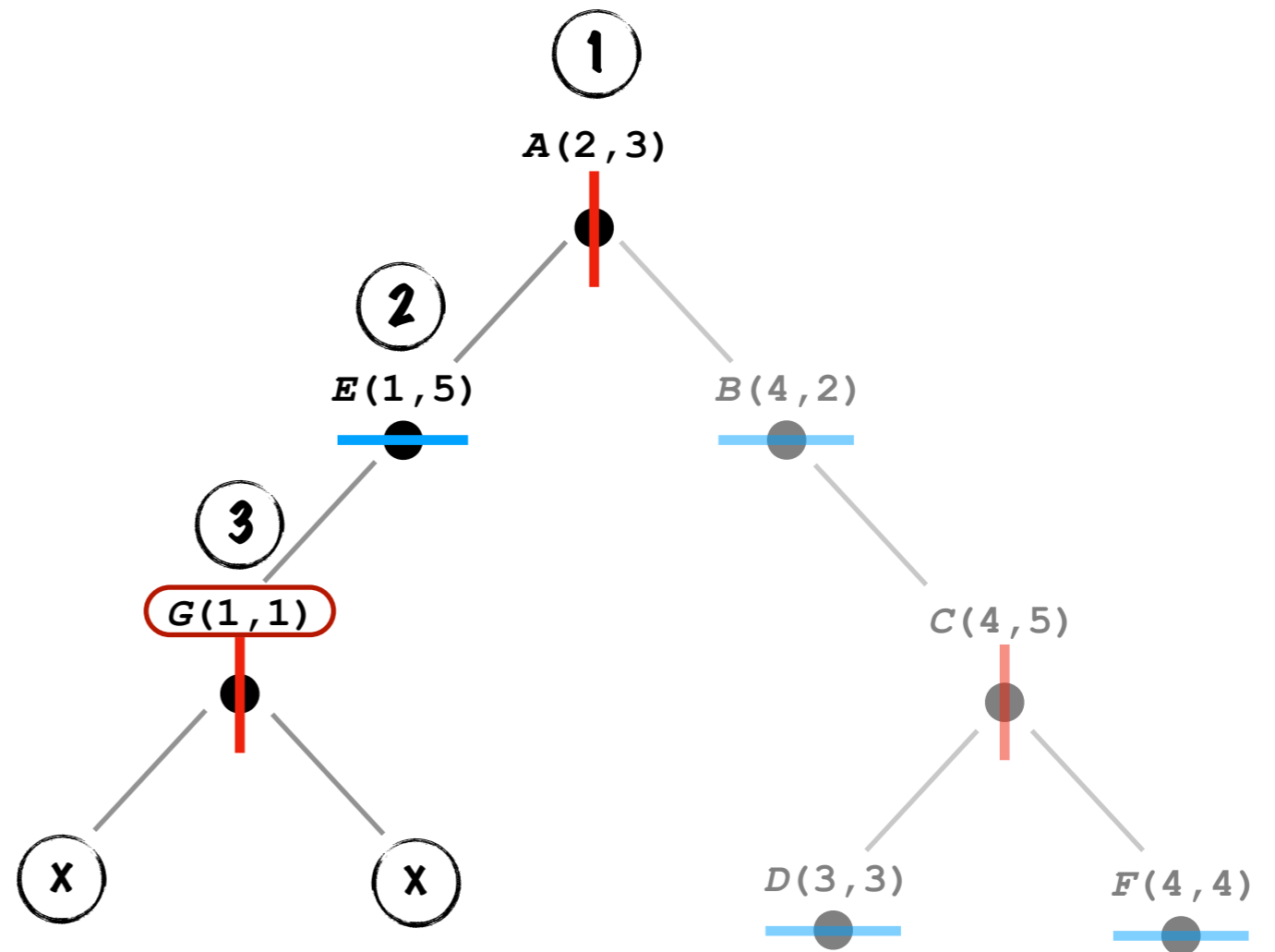# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
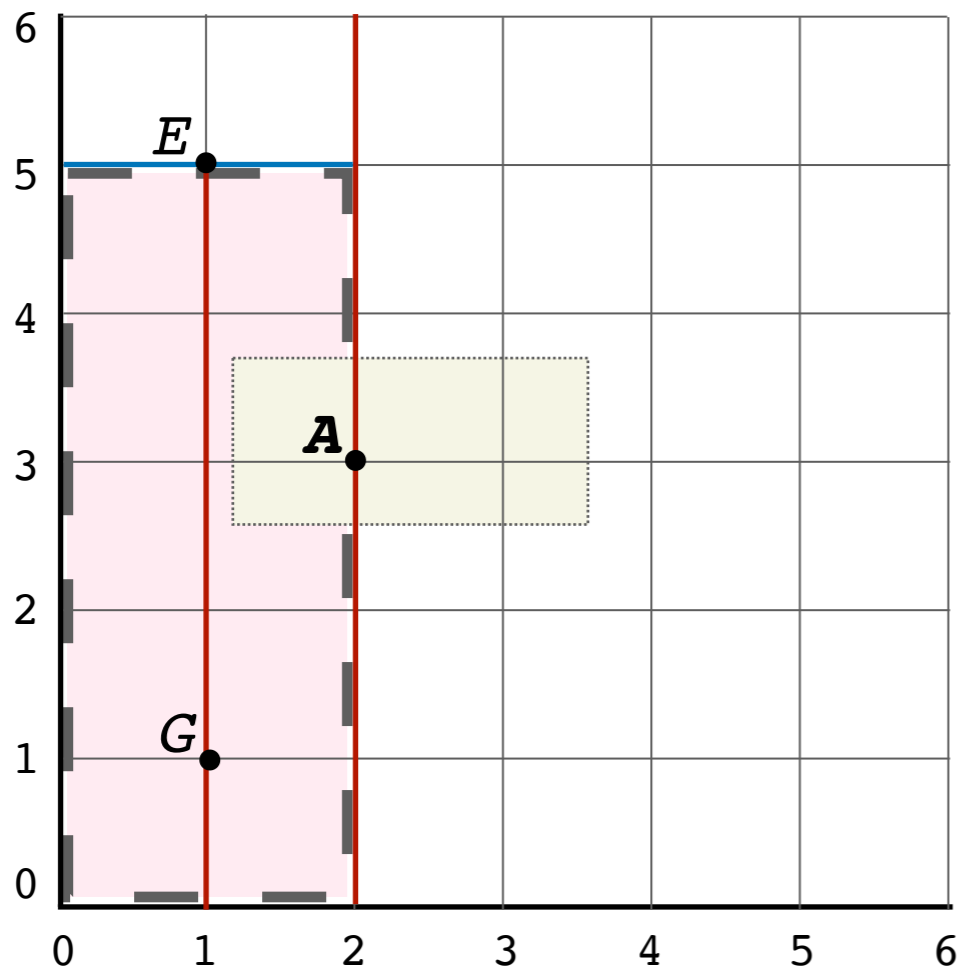Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
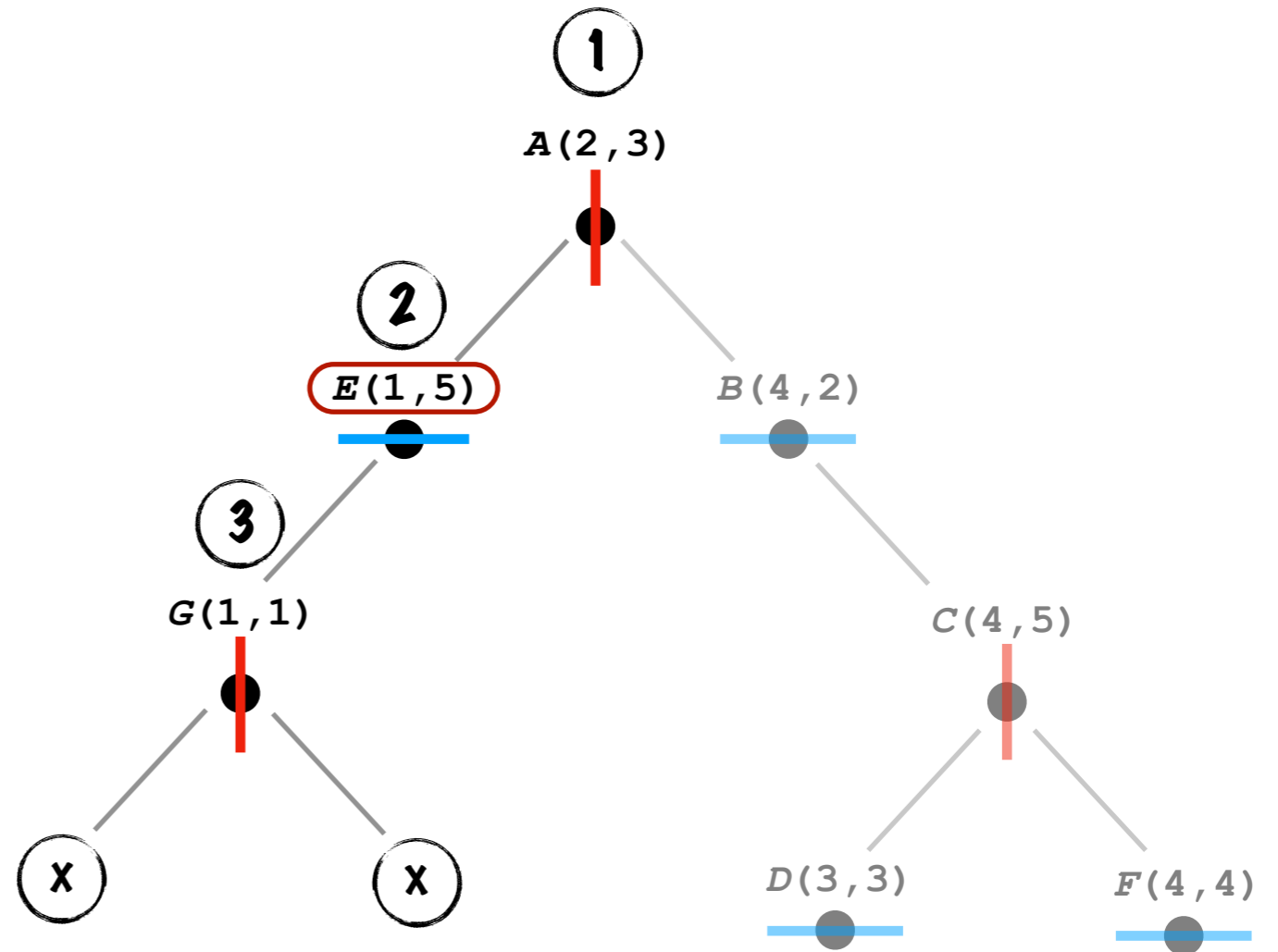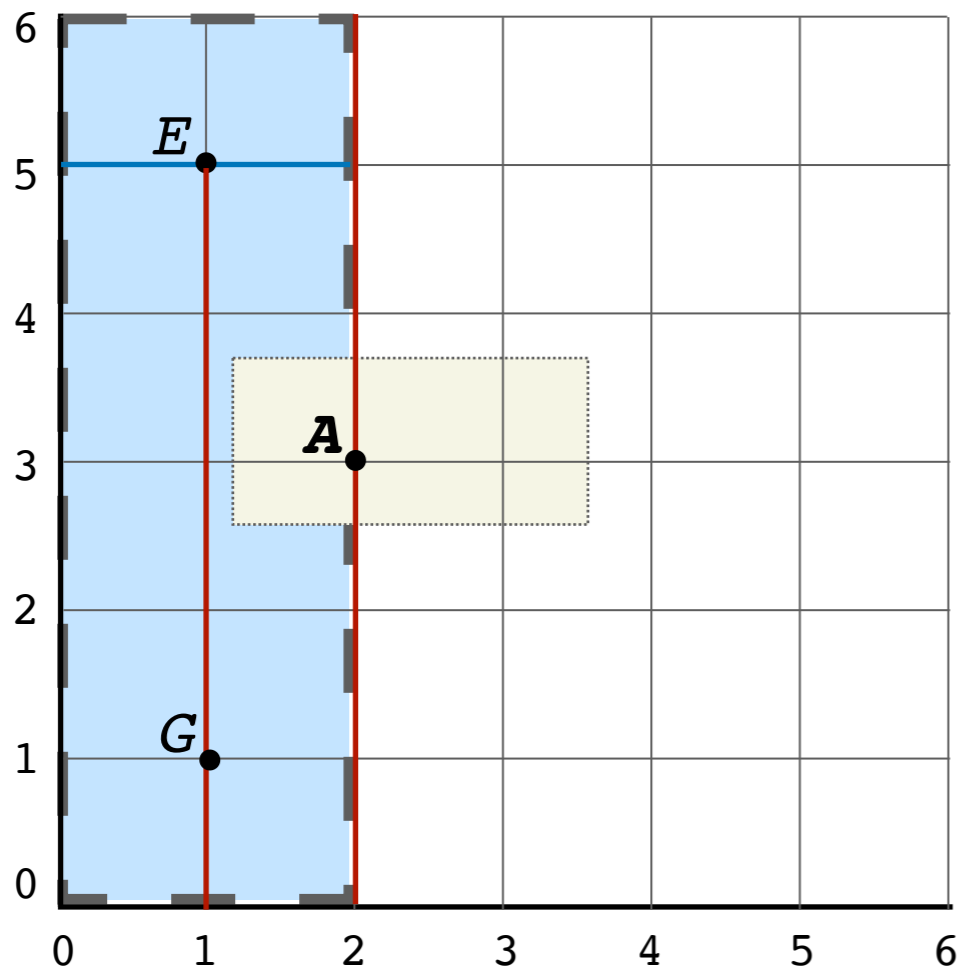Go **left.**
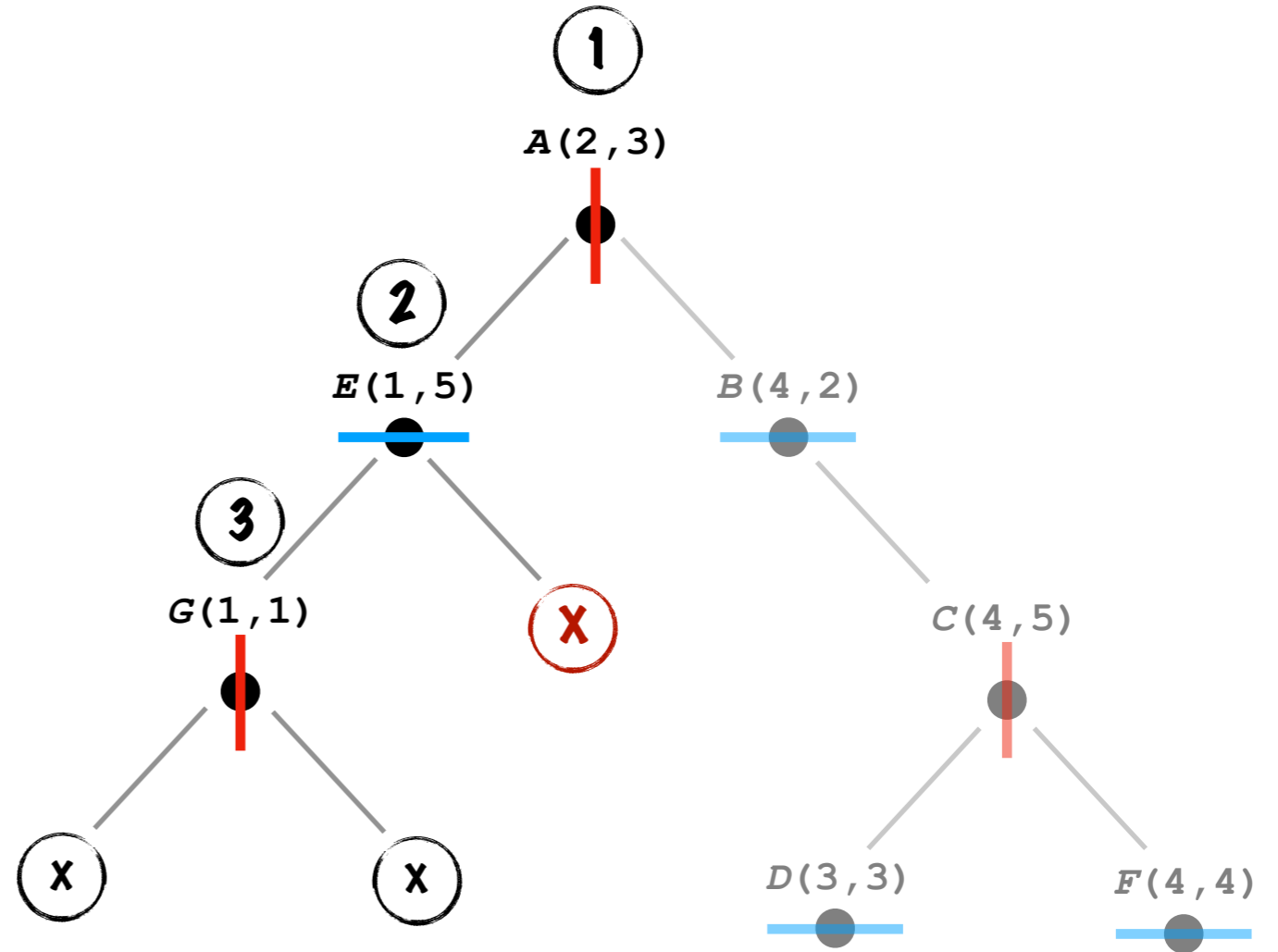Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**

Go **right.**

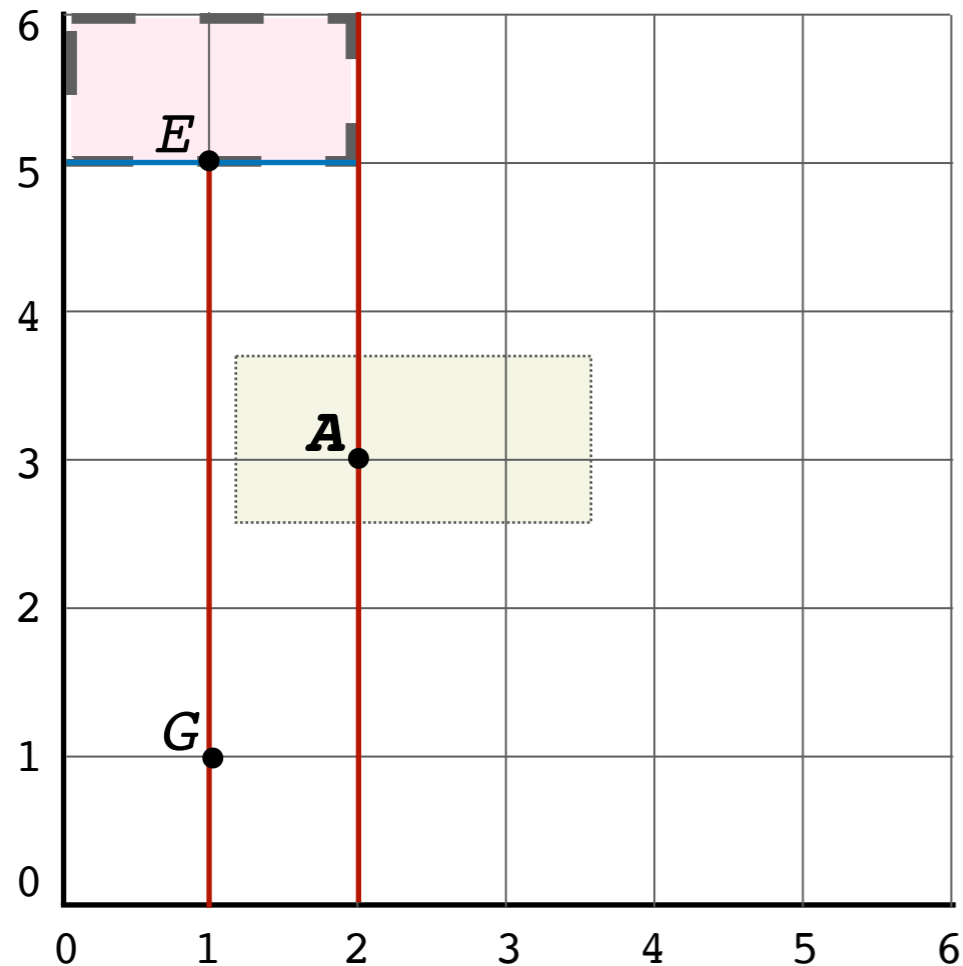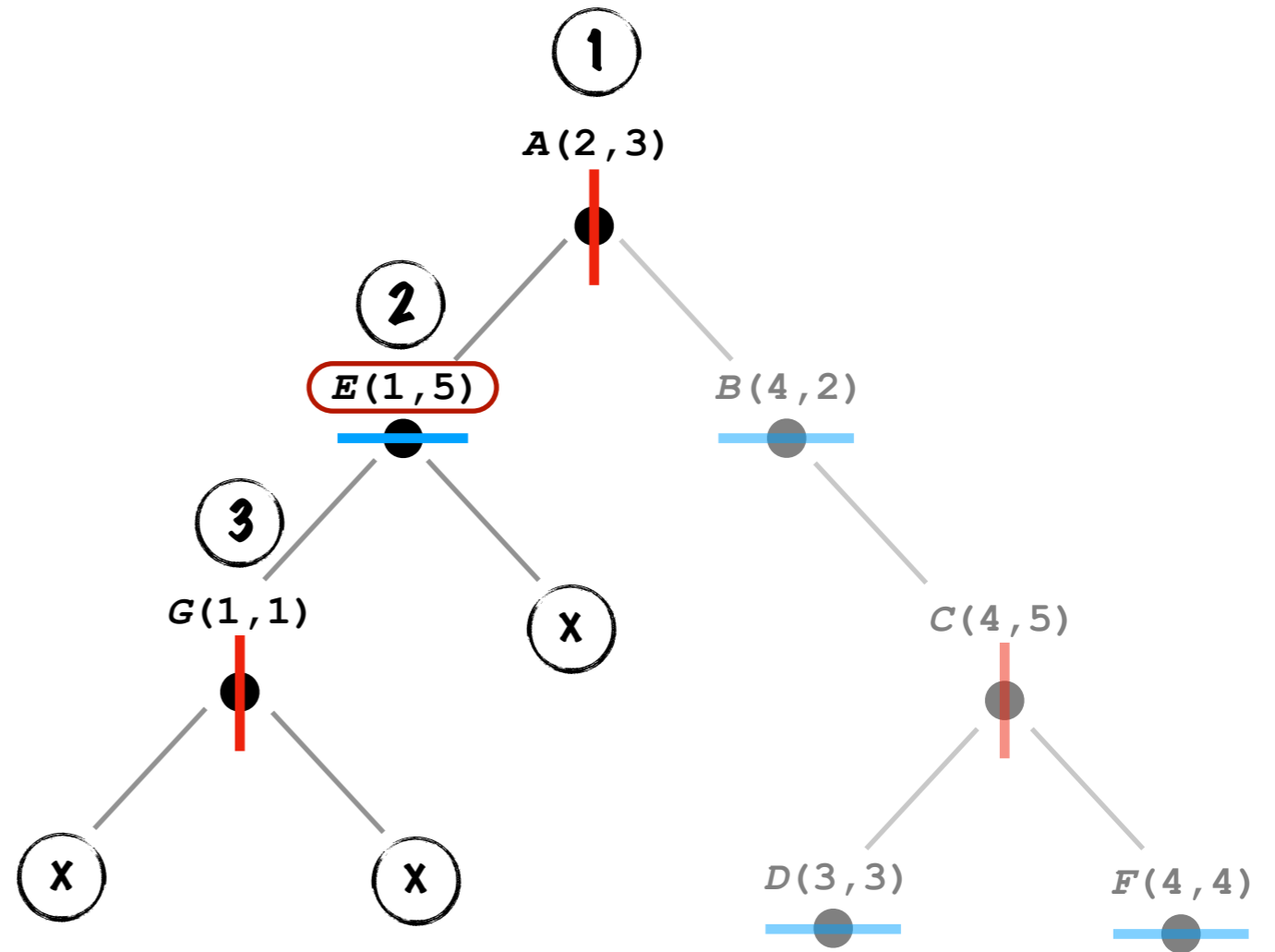# RANGE—QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
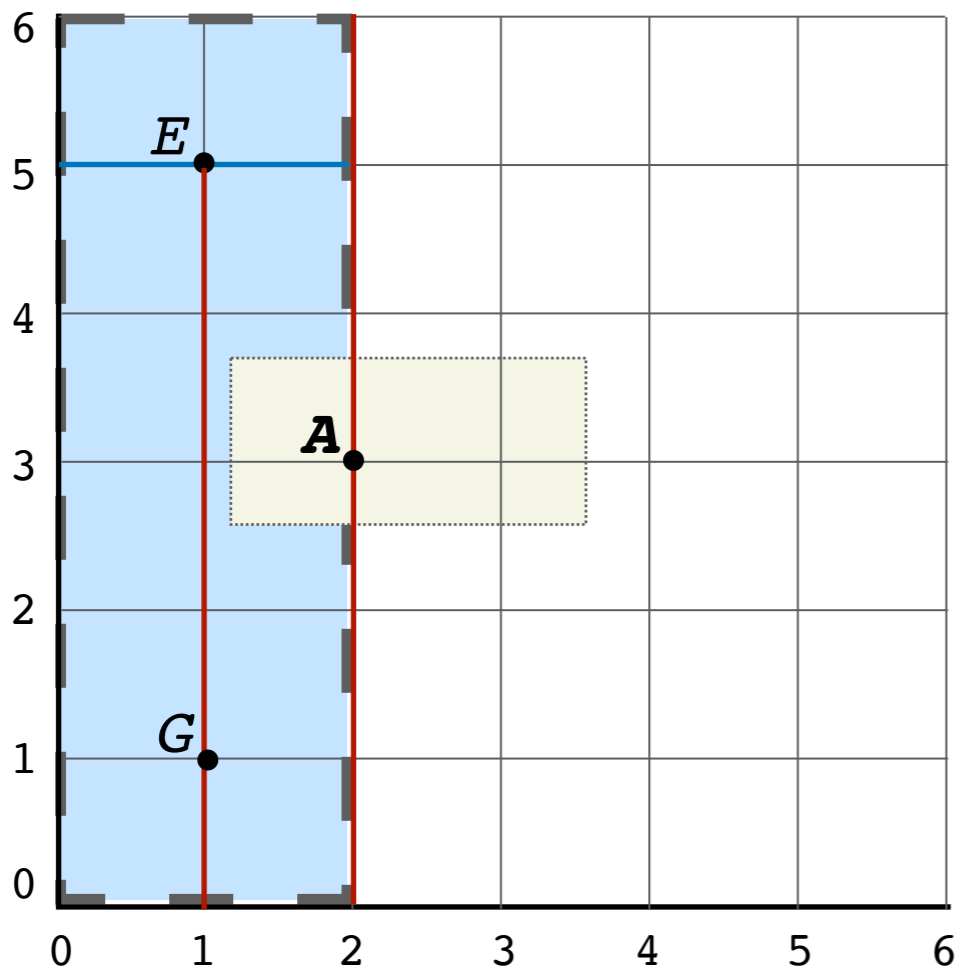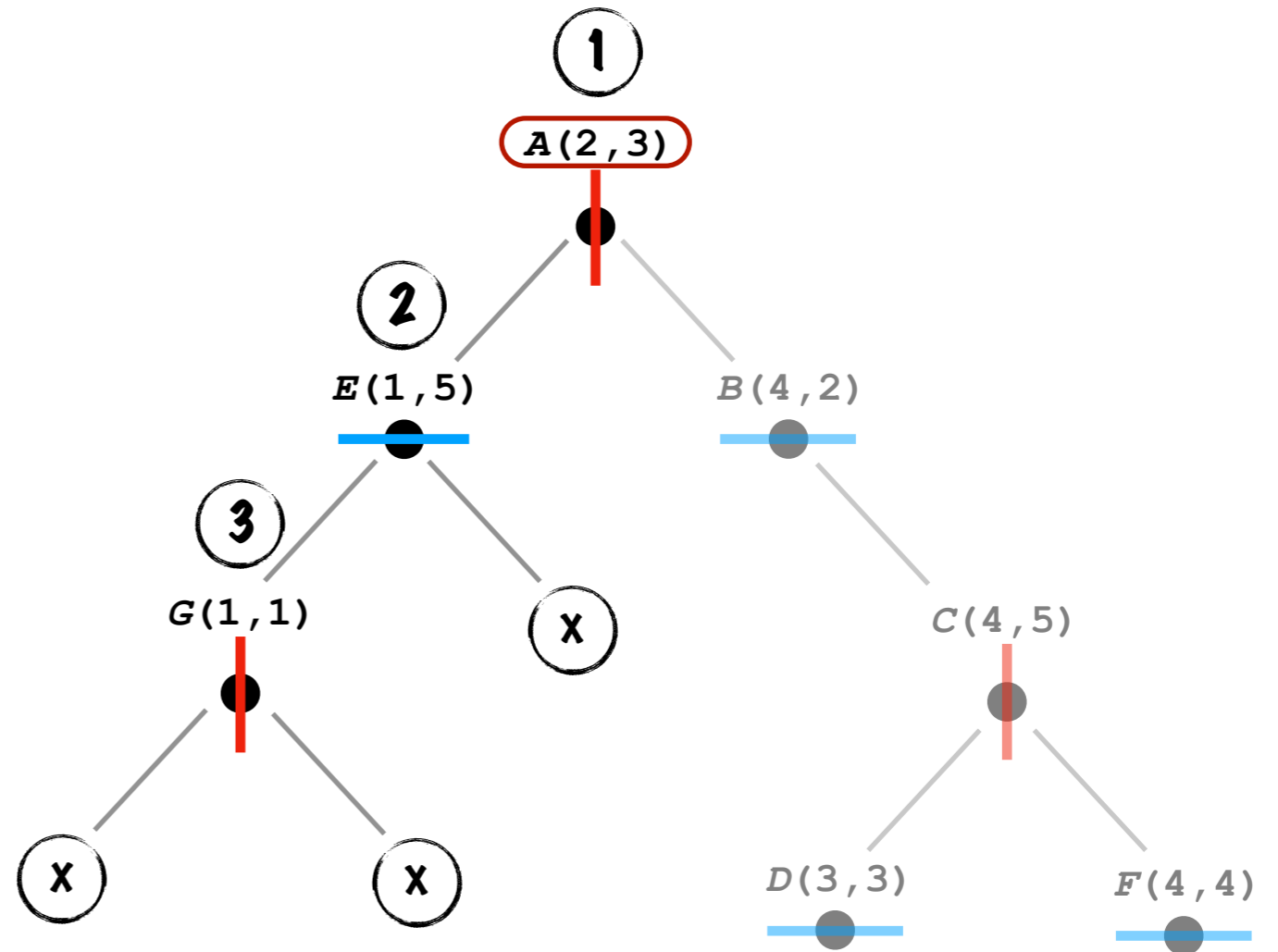Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
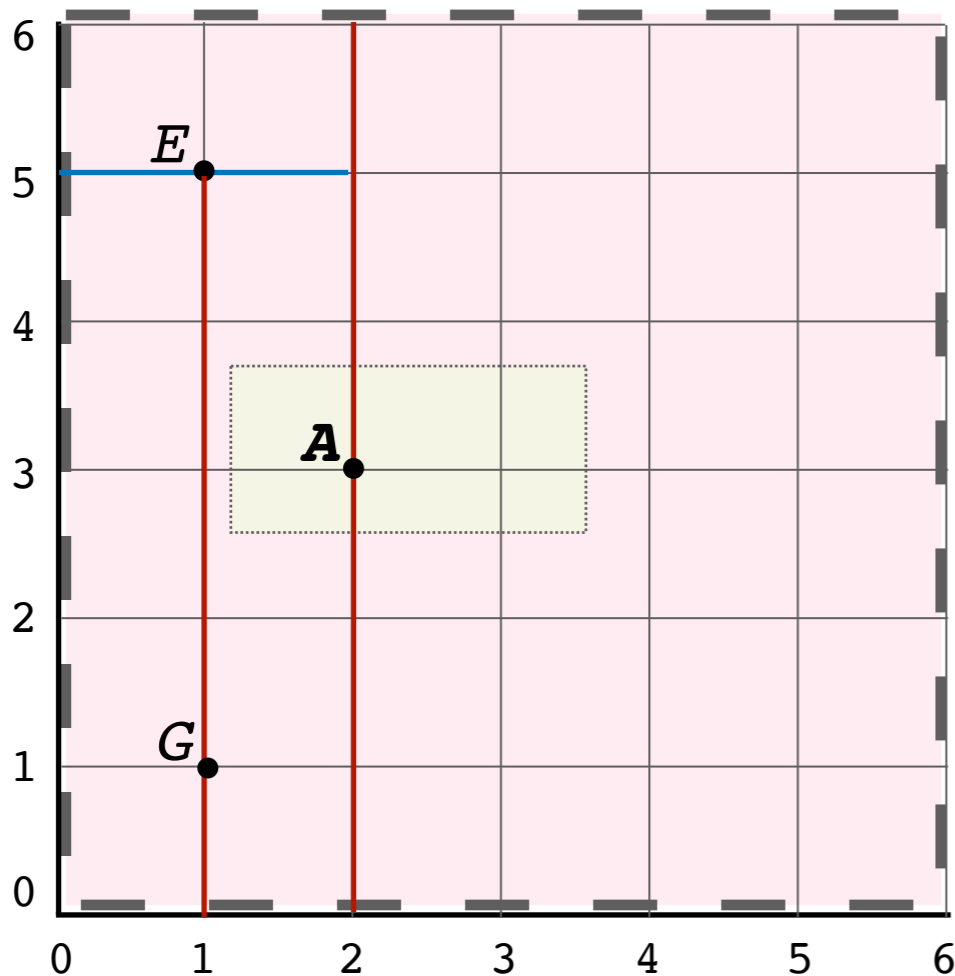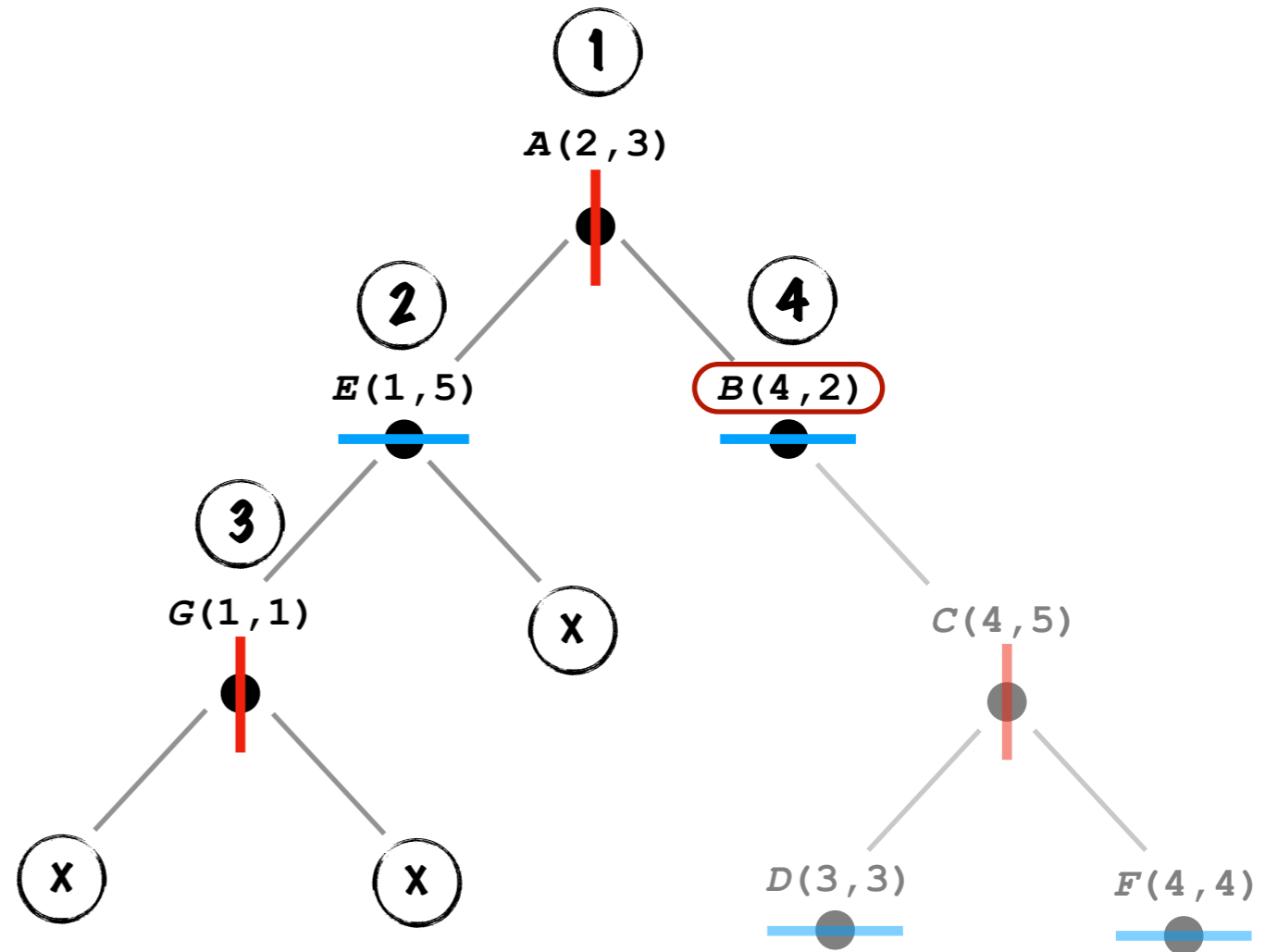Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
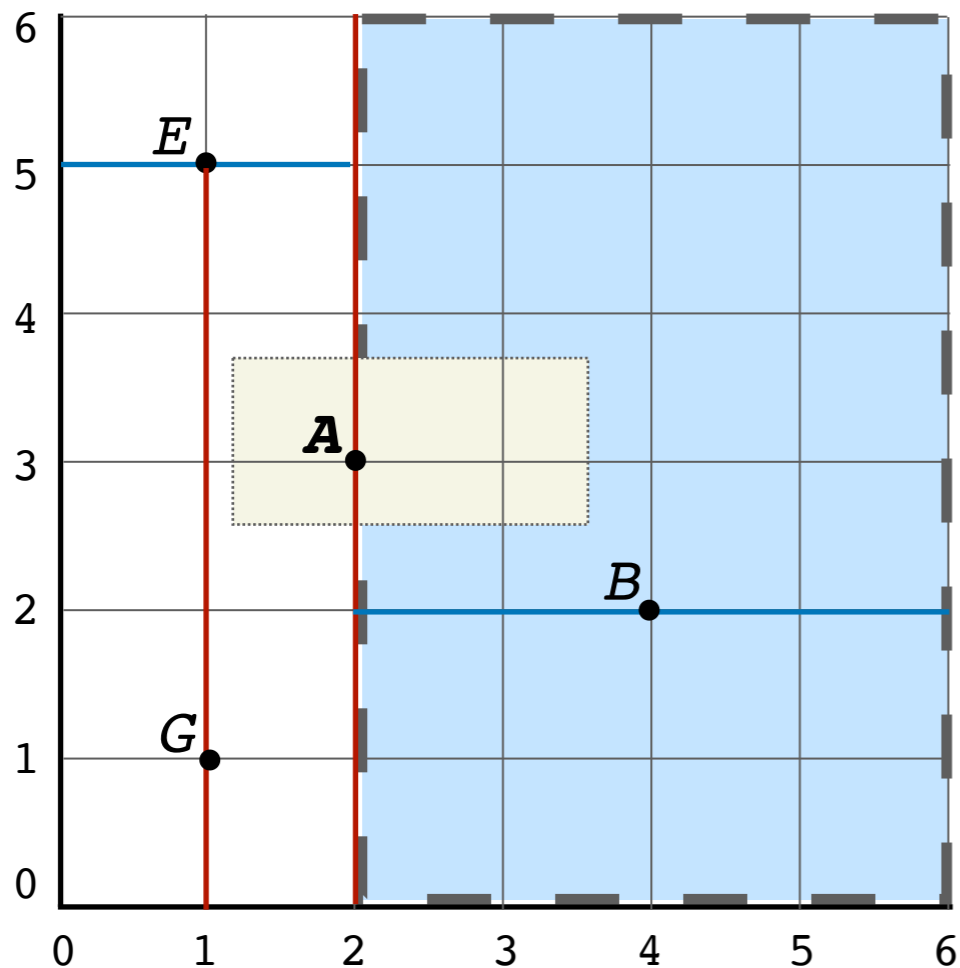Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
Go **right.**

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**

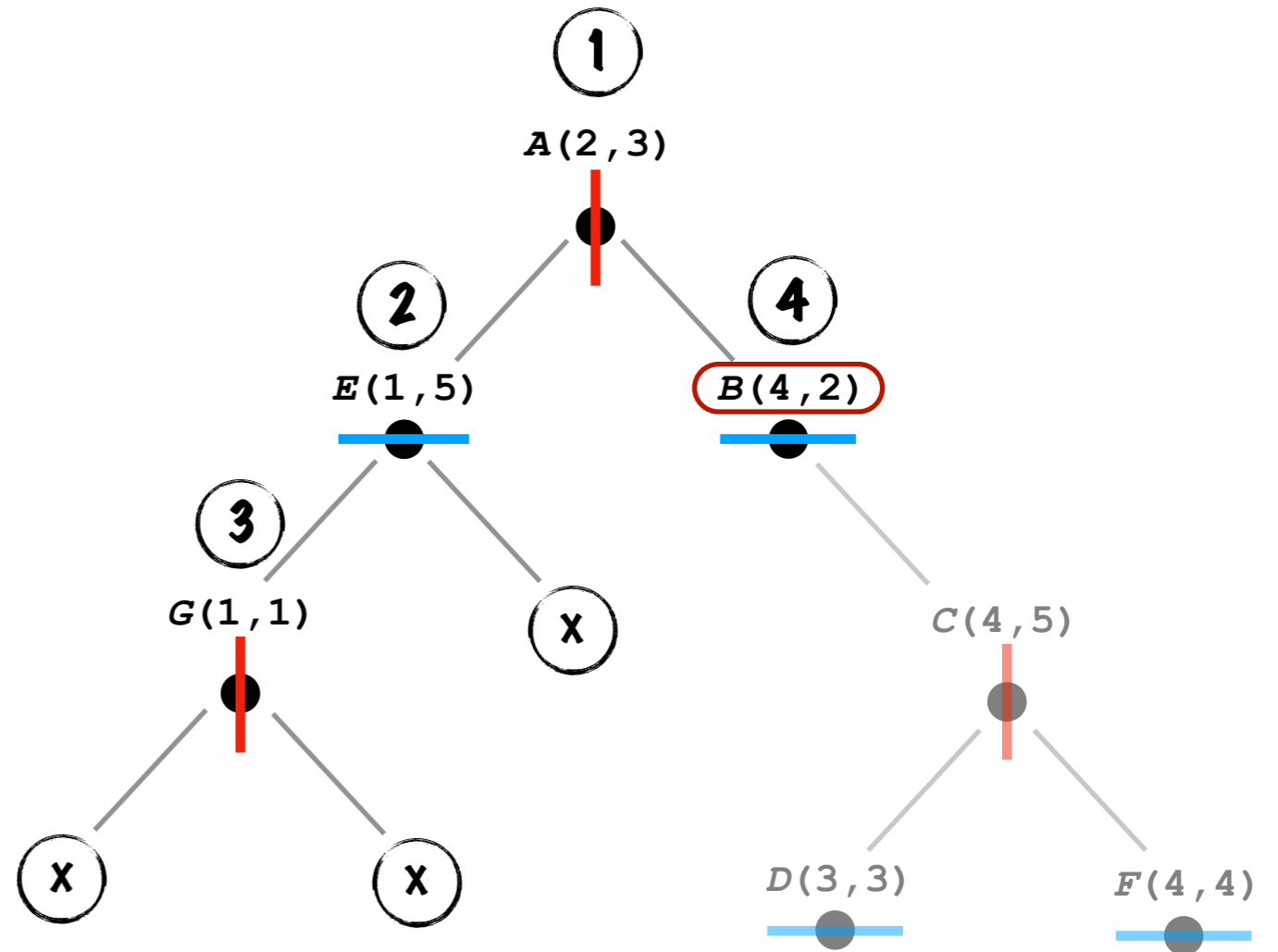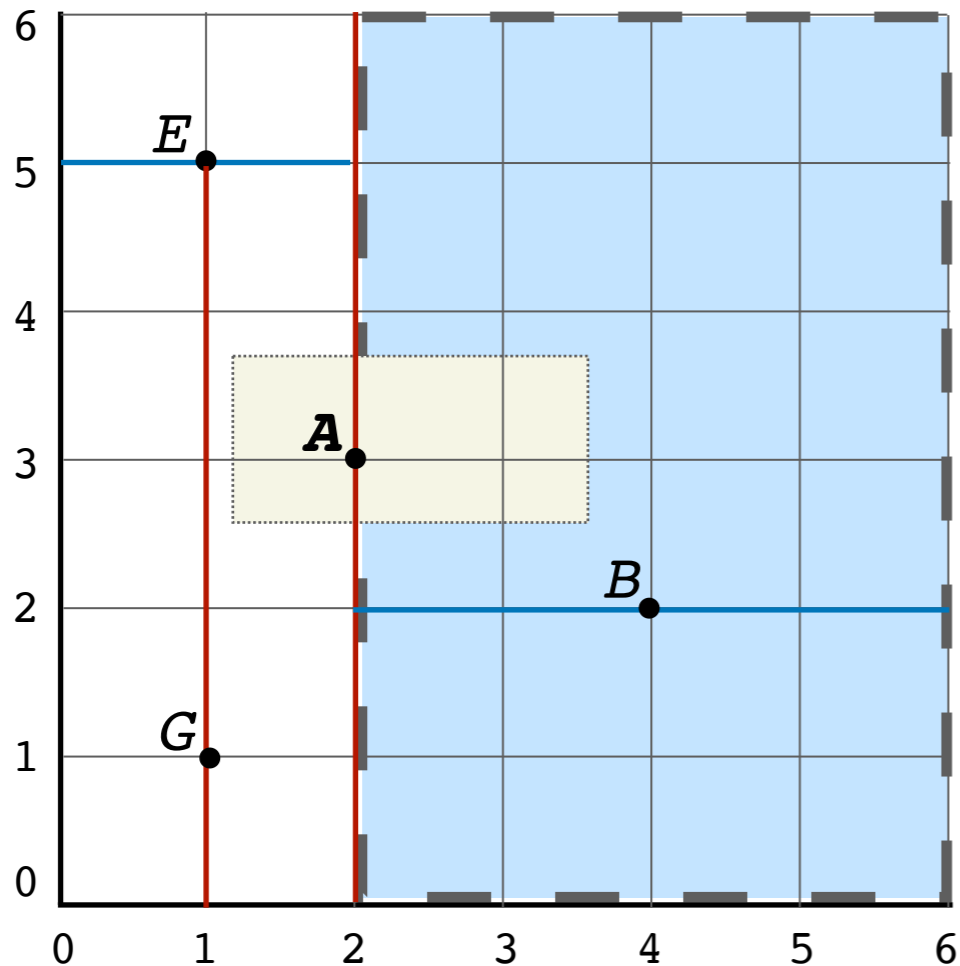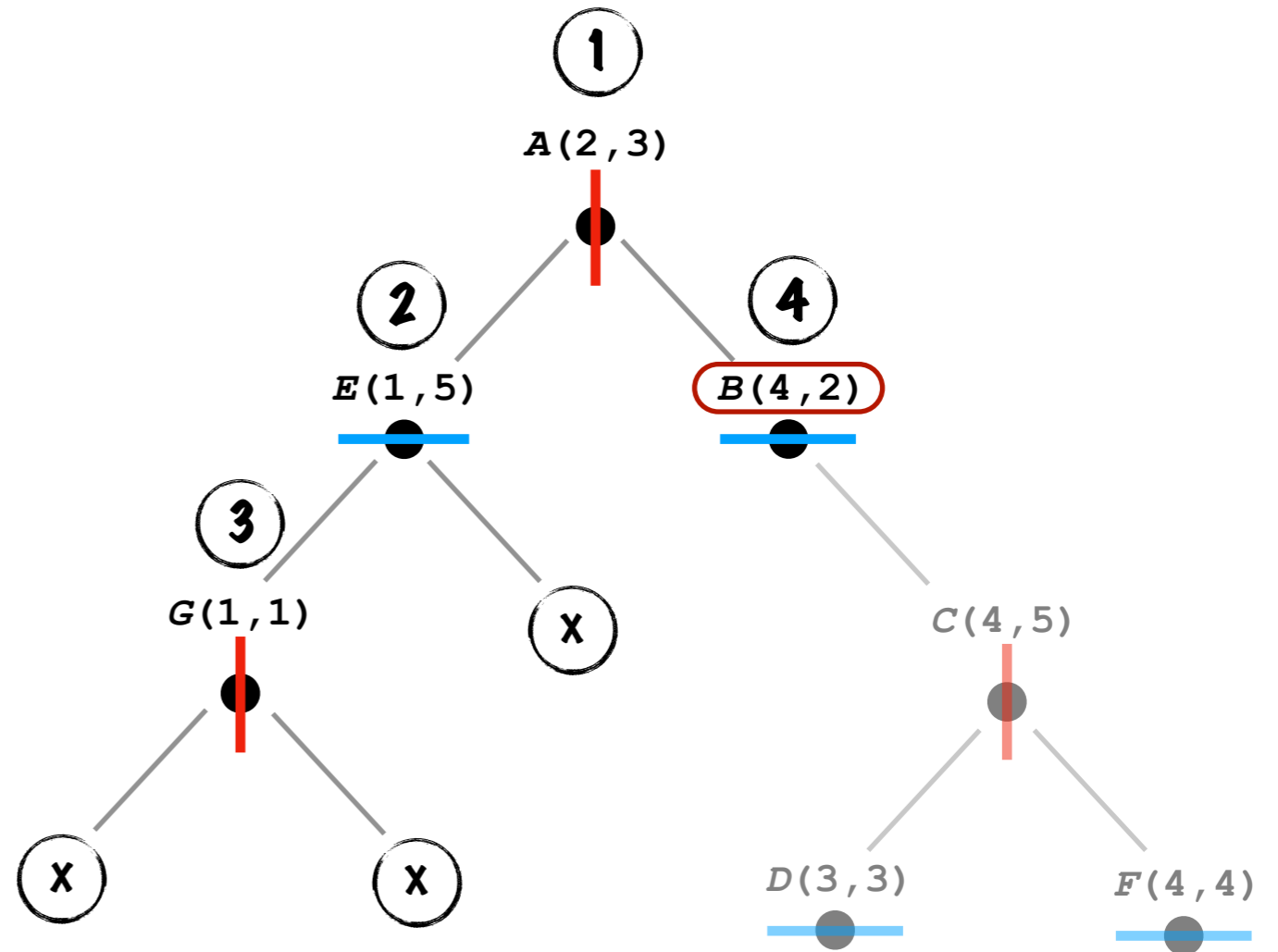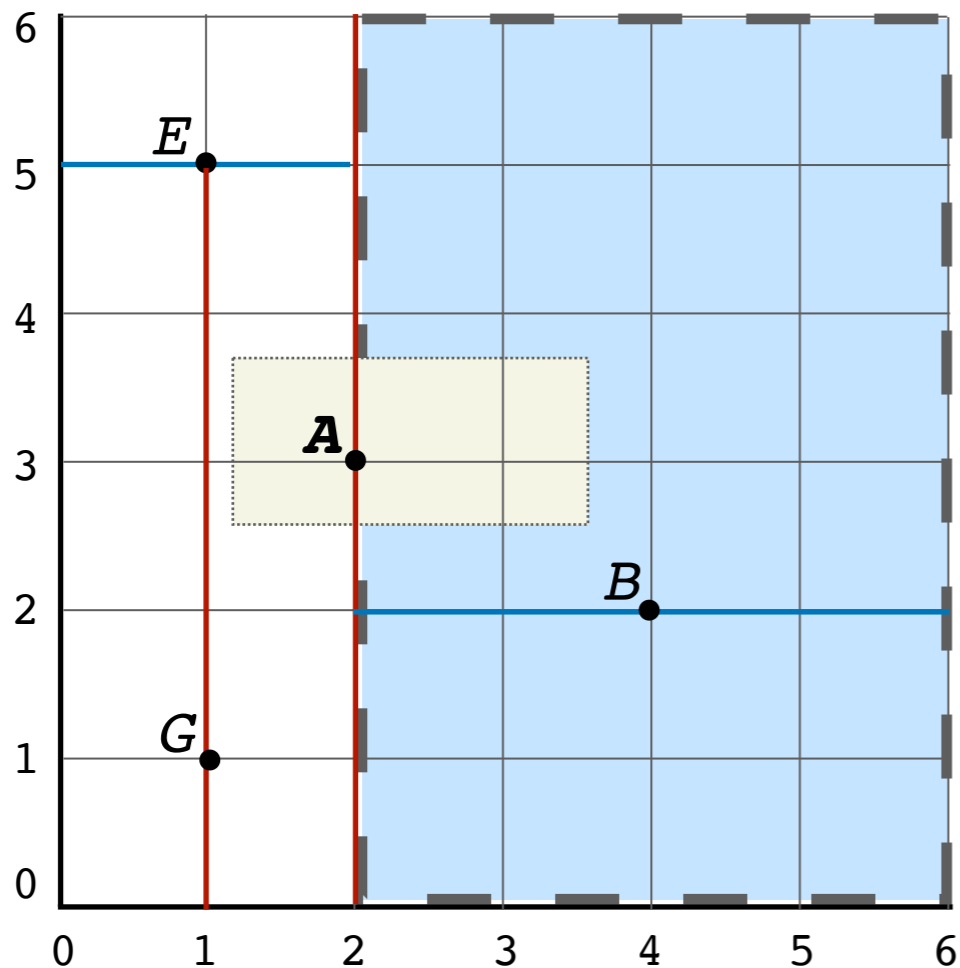Go **right.**

## RANGE—QUERY PSEUDOCODE
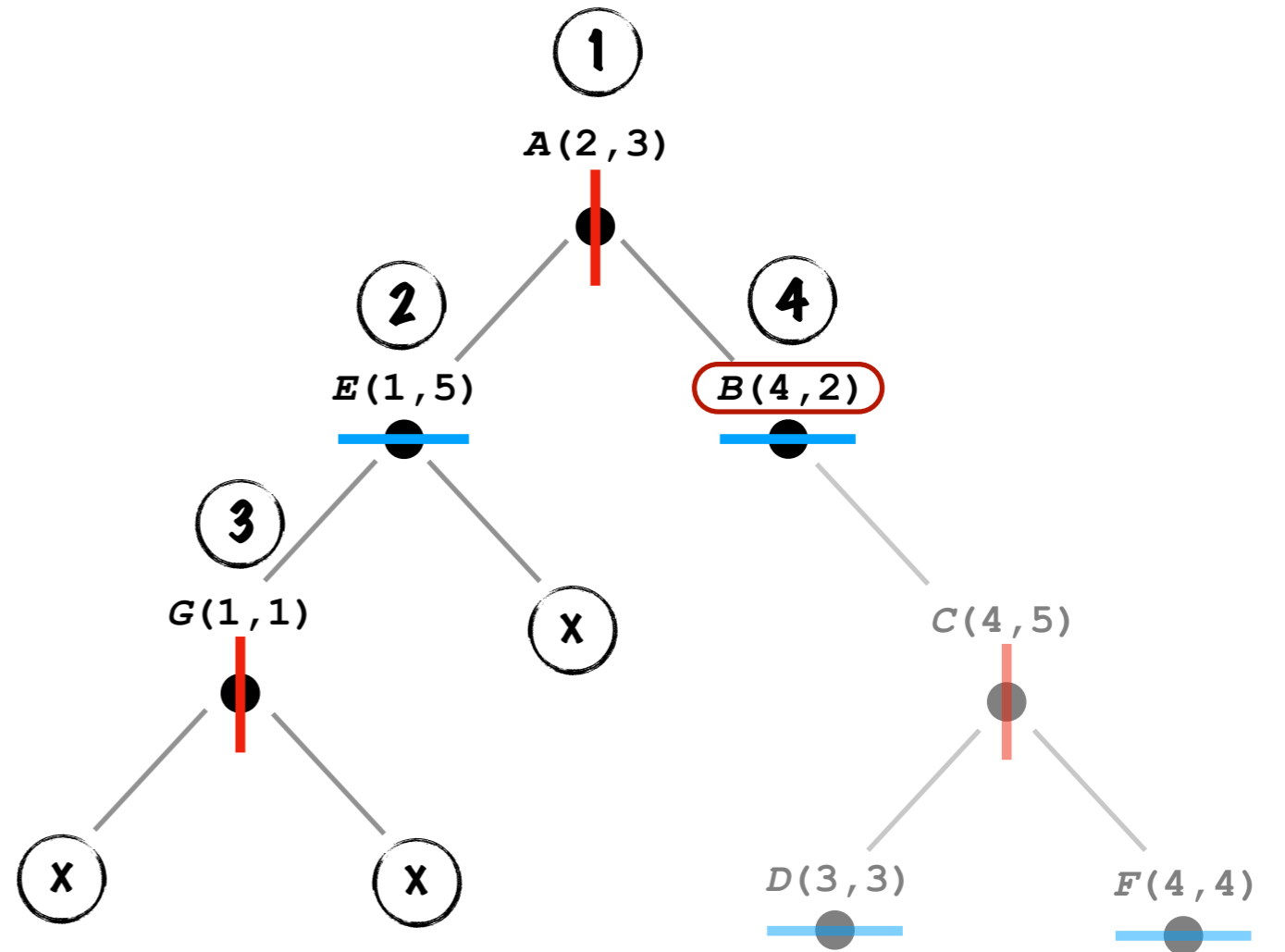
**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
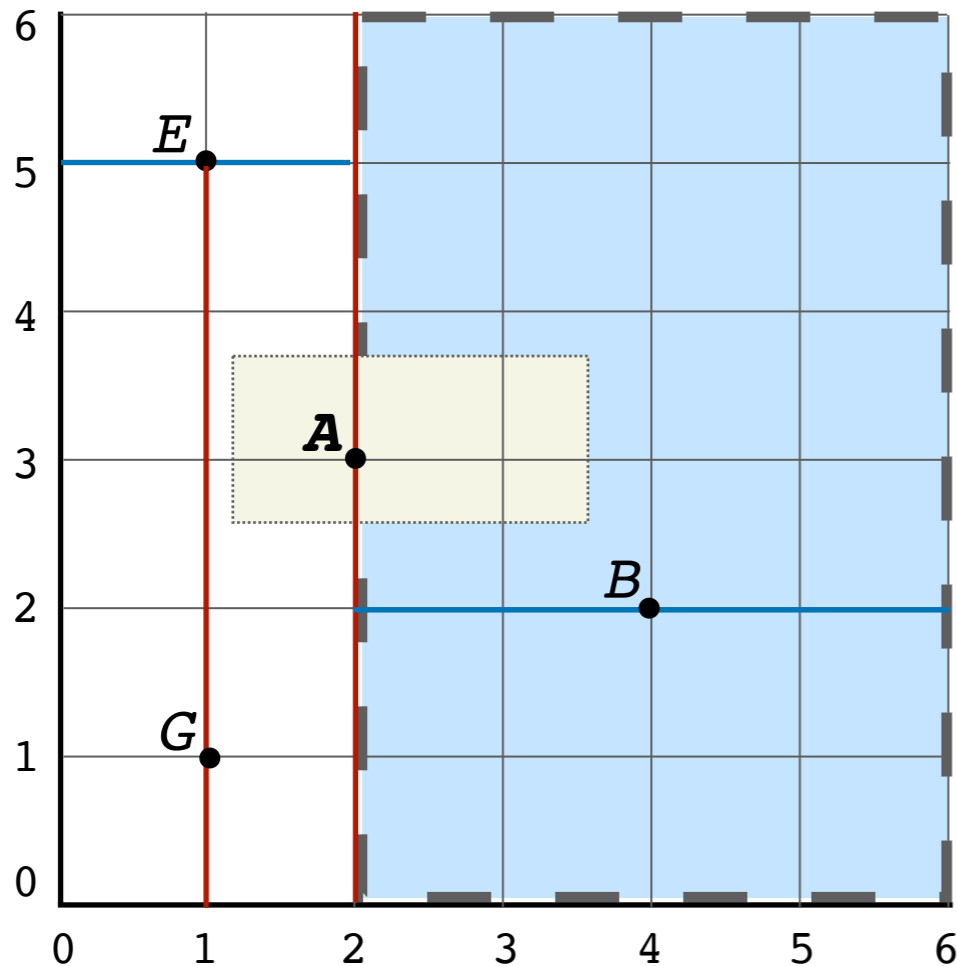Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
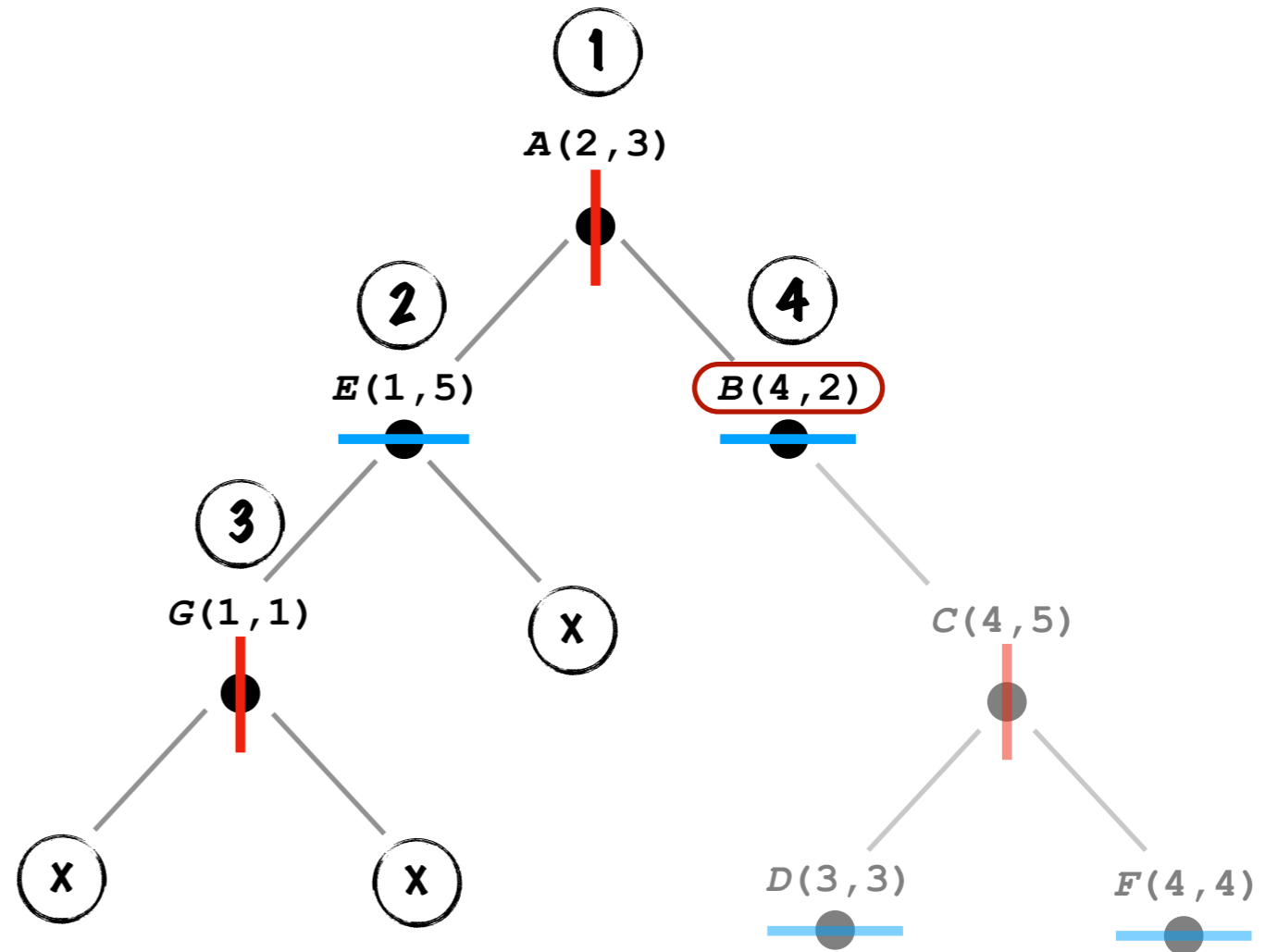Go **left.**
Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**

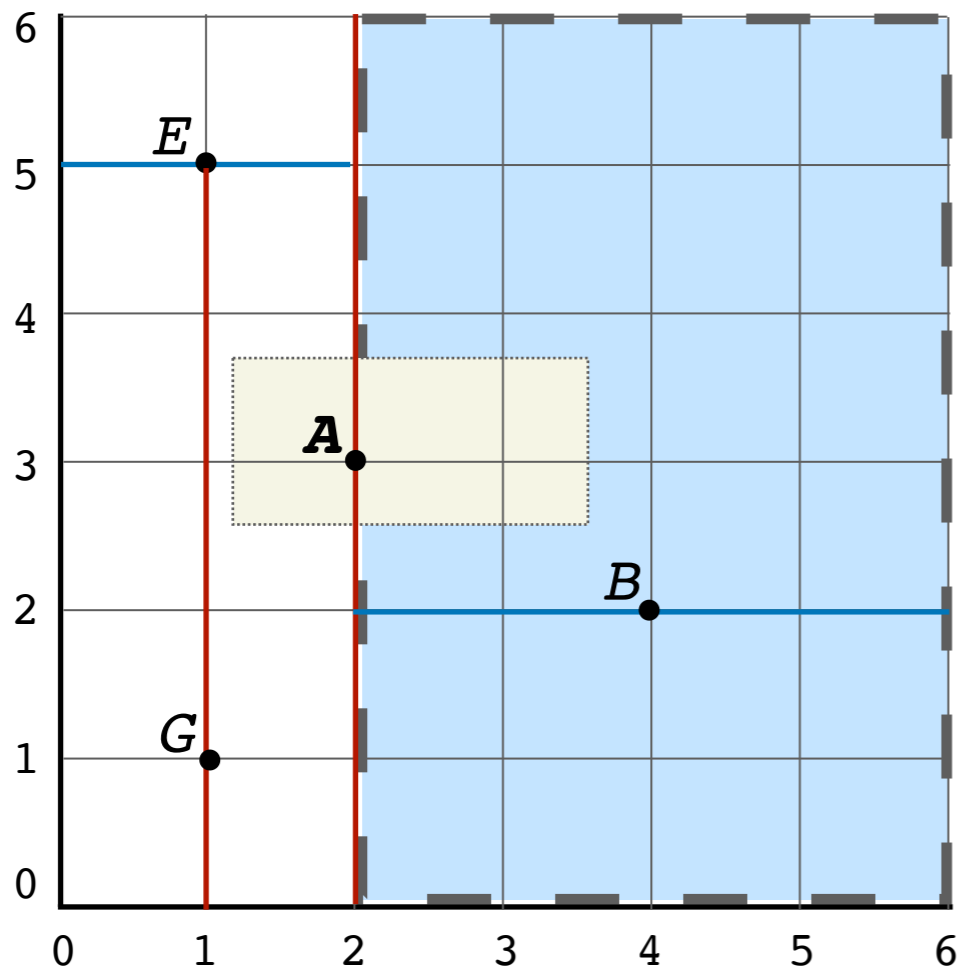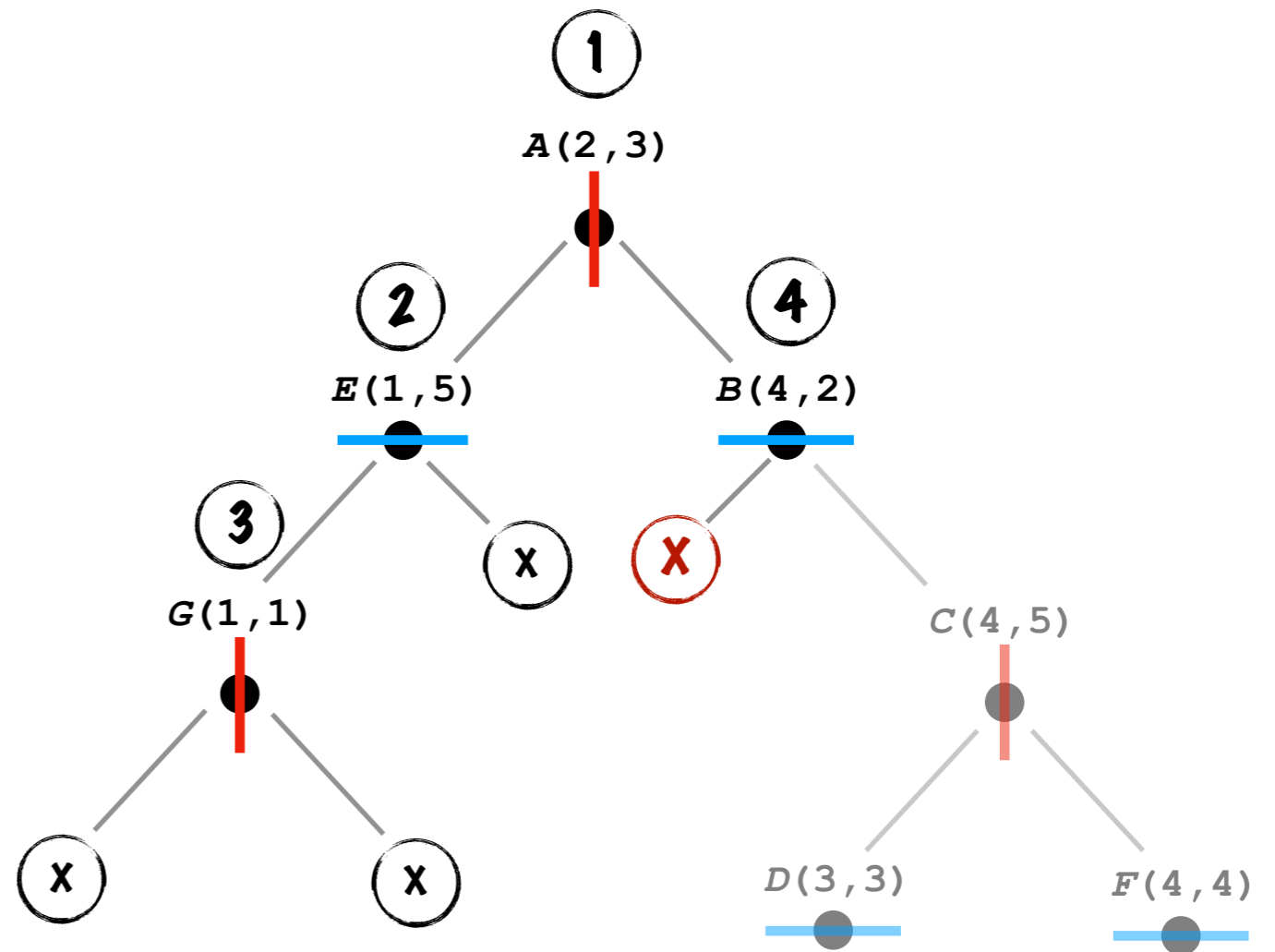Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
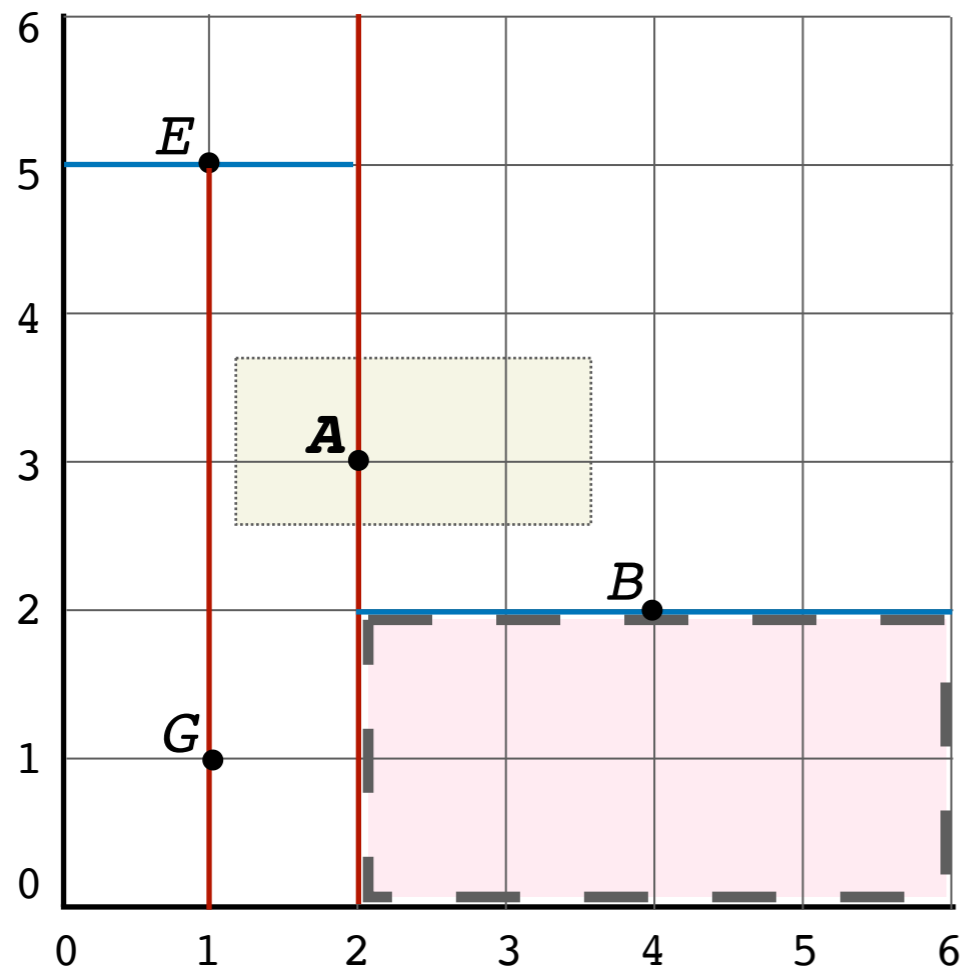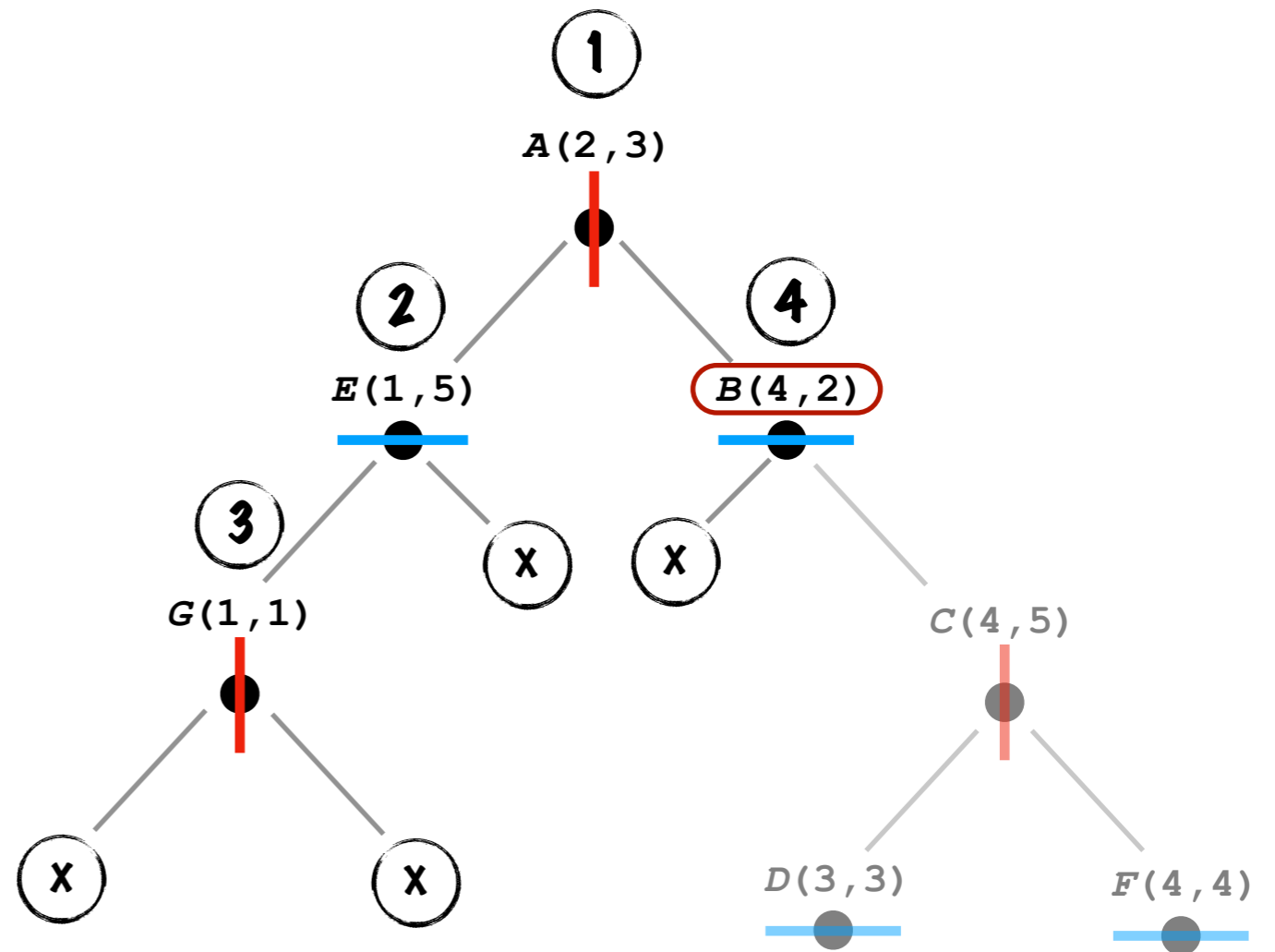Go **left.**
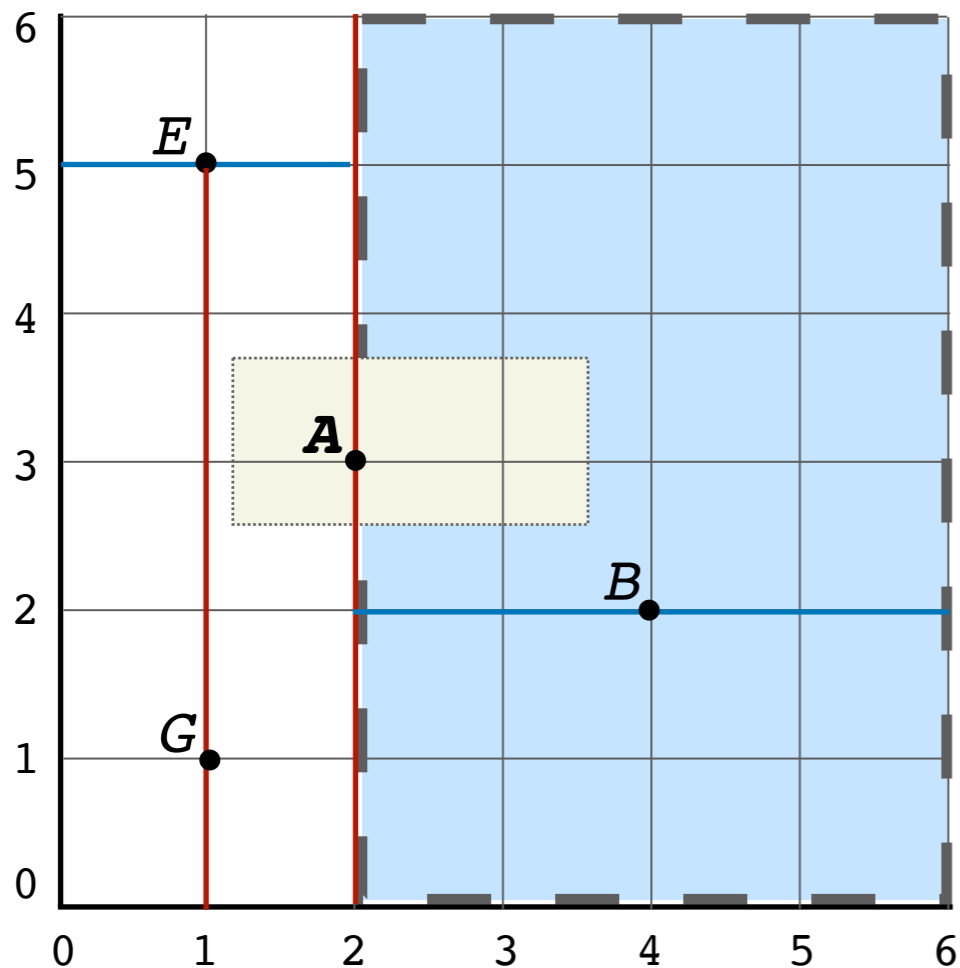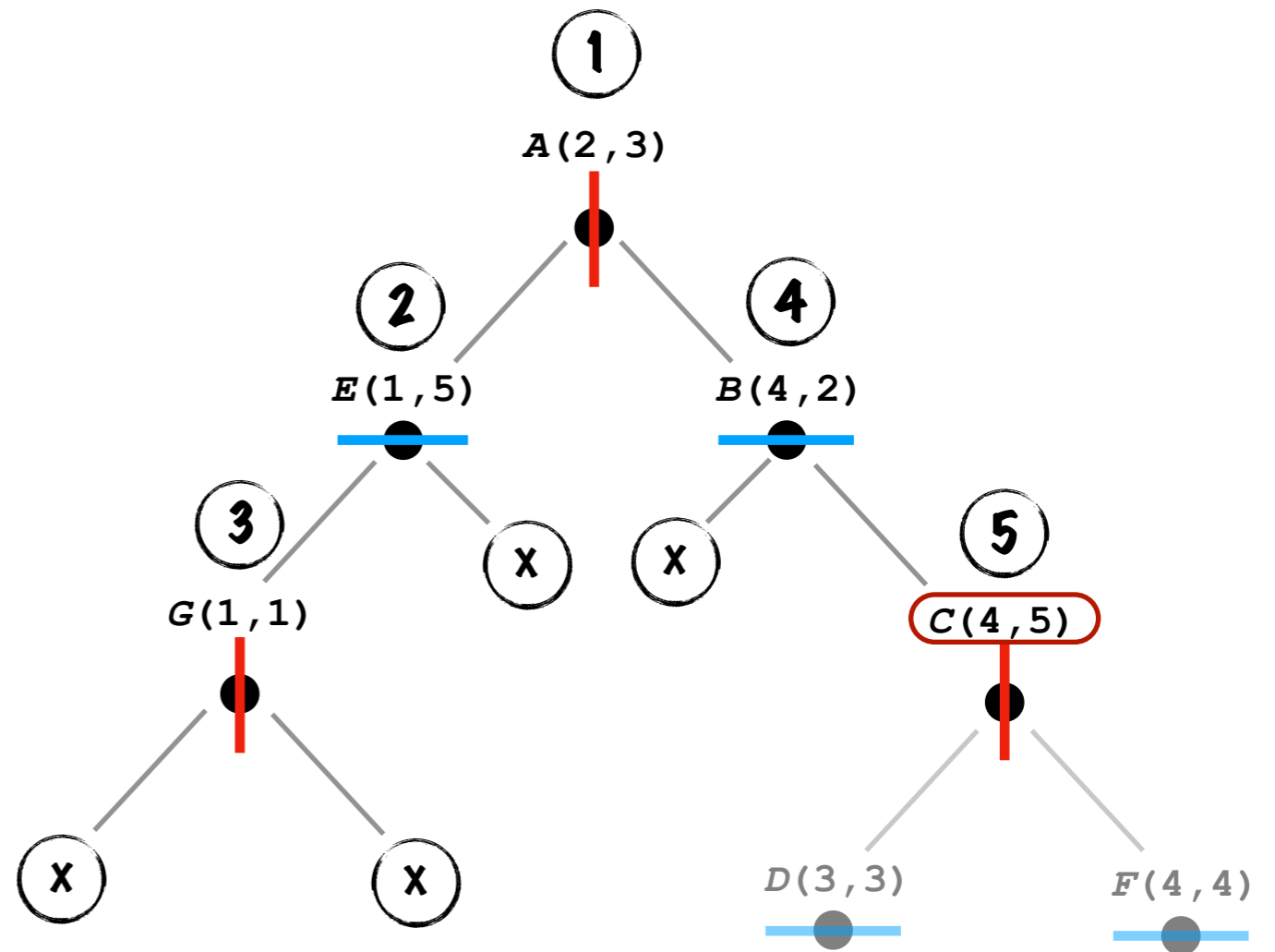Go **right.**

# RANGE—QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
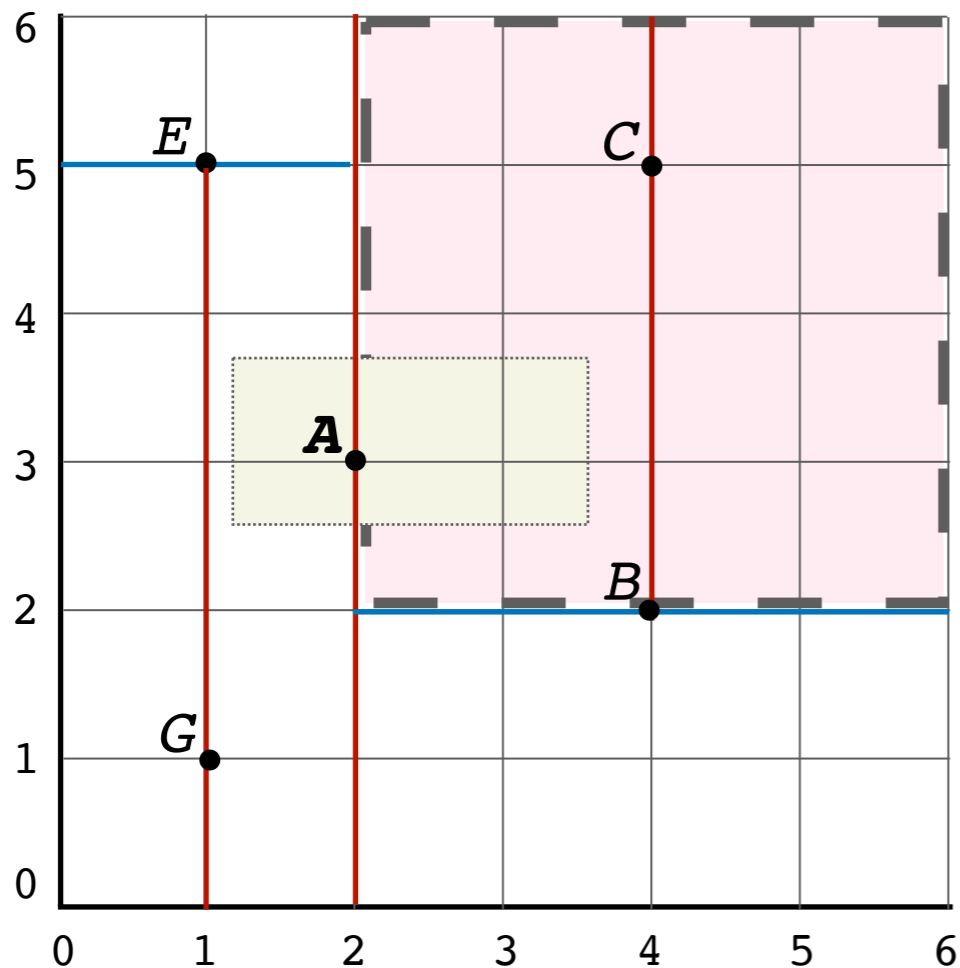Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
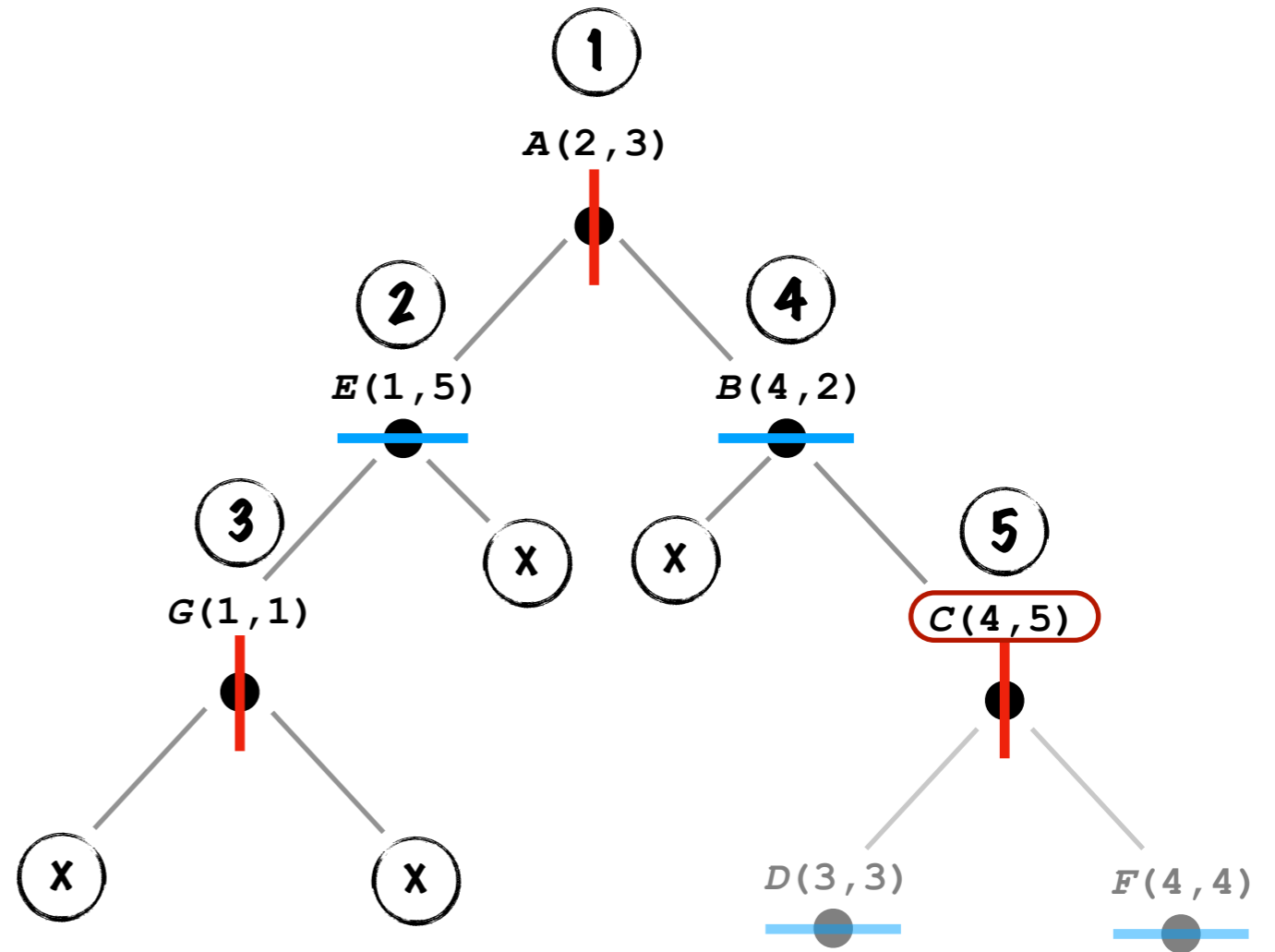Go **left.**
Go **right.**

# RANGE—QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**

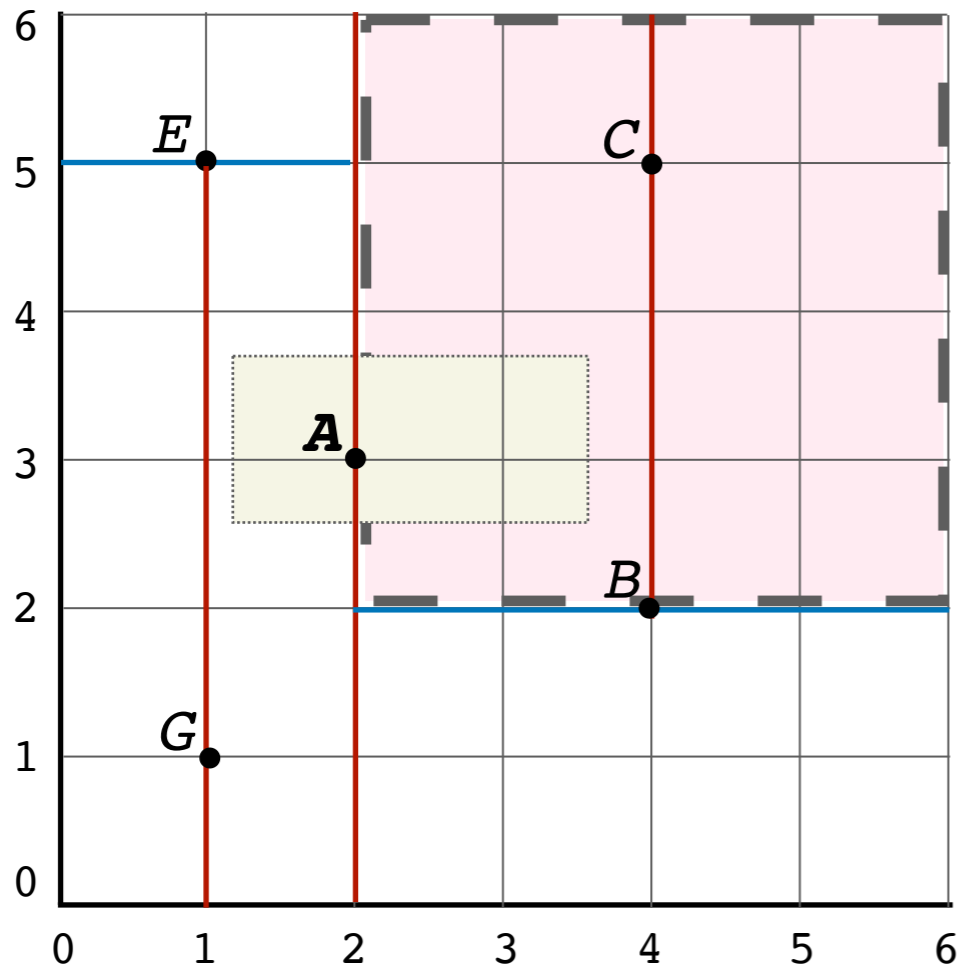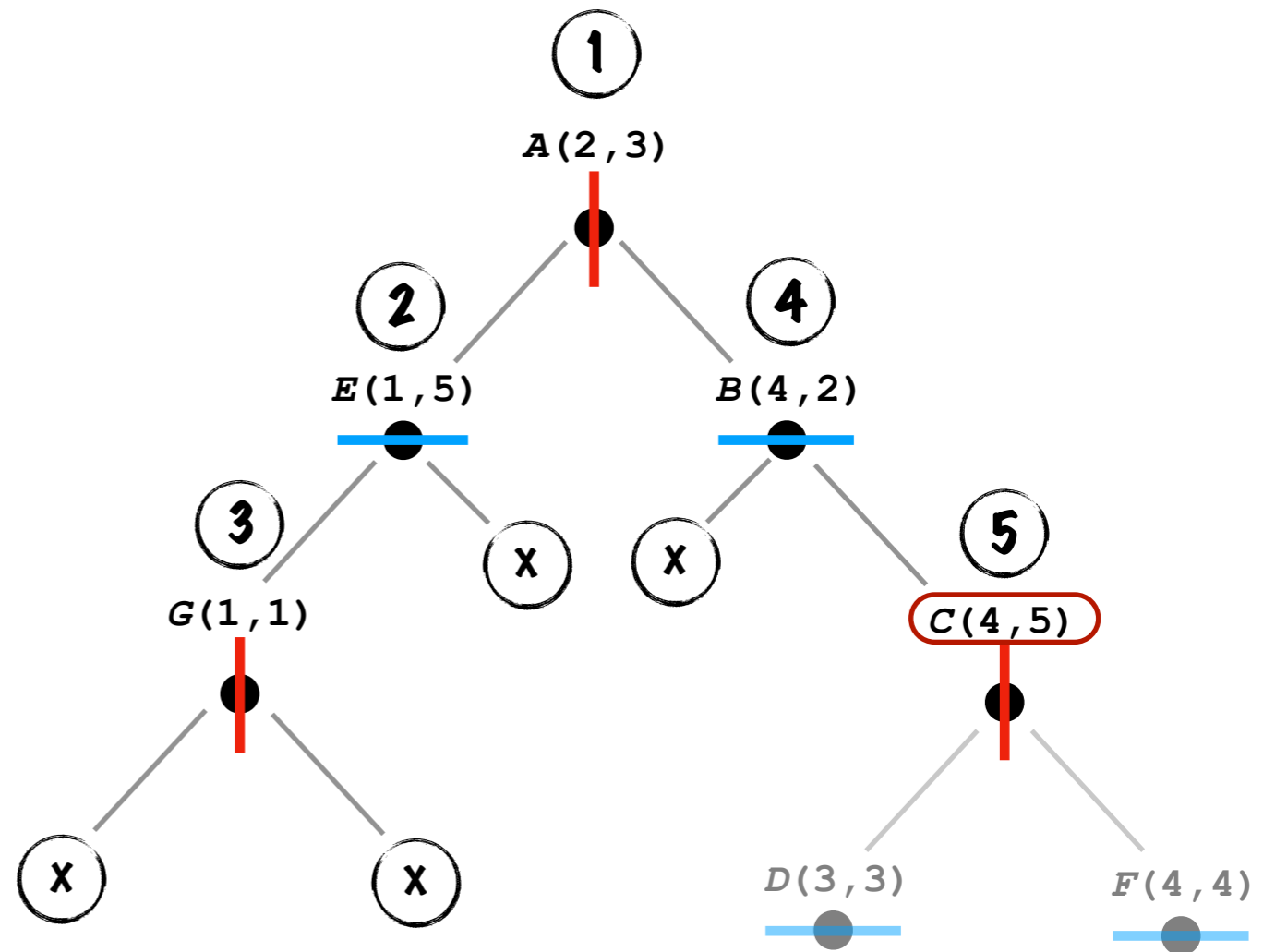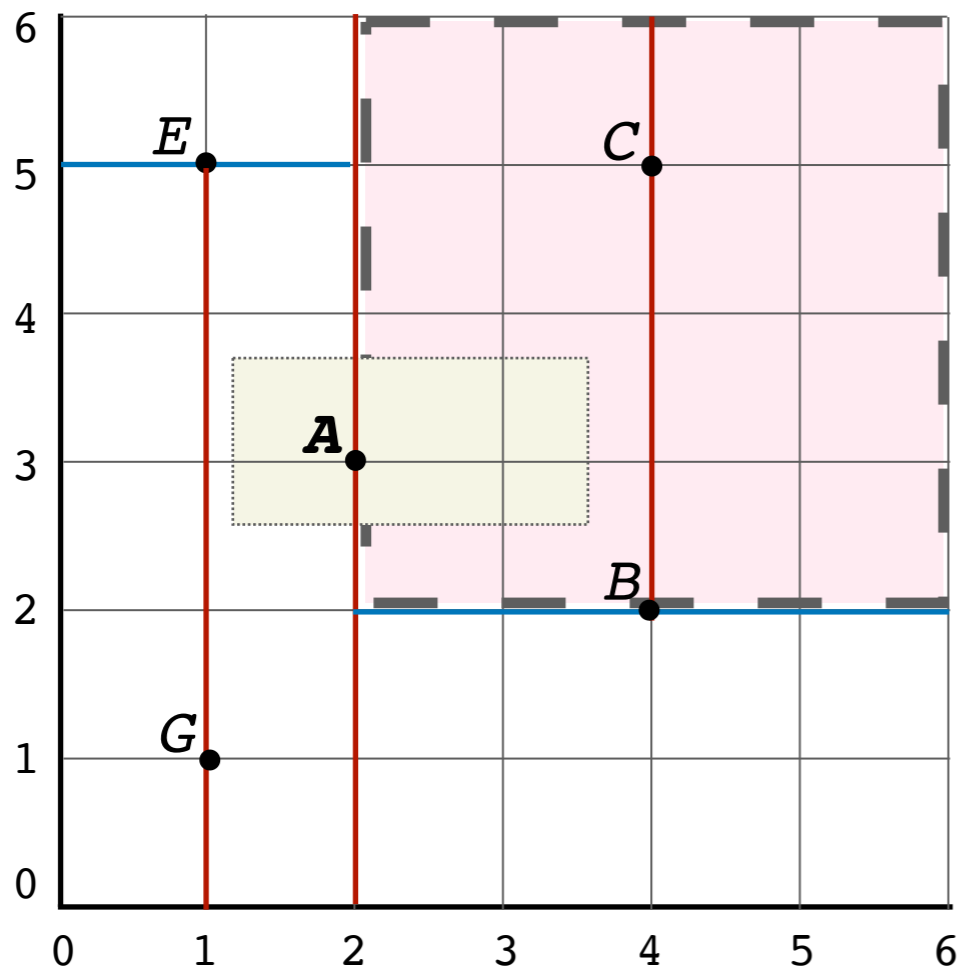Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
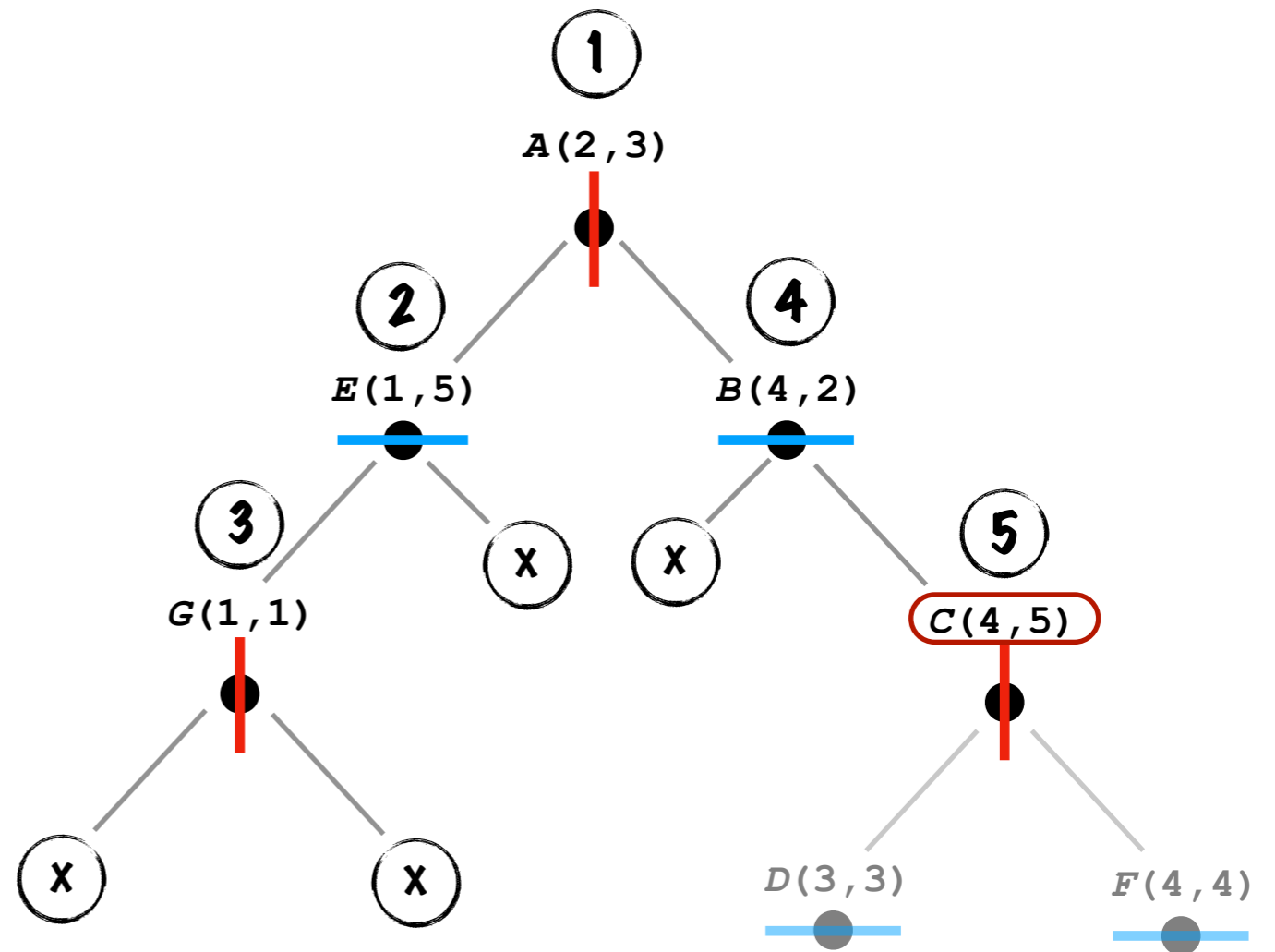Go **left.**
Go **right.**

## RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
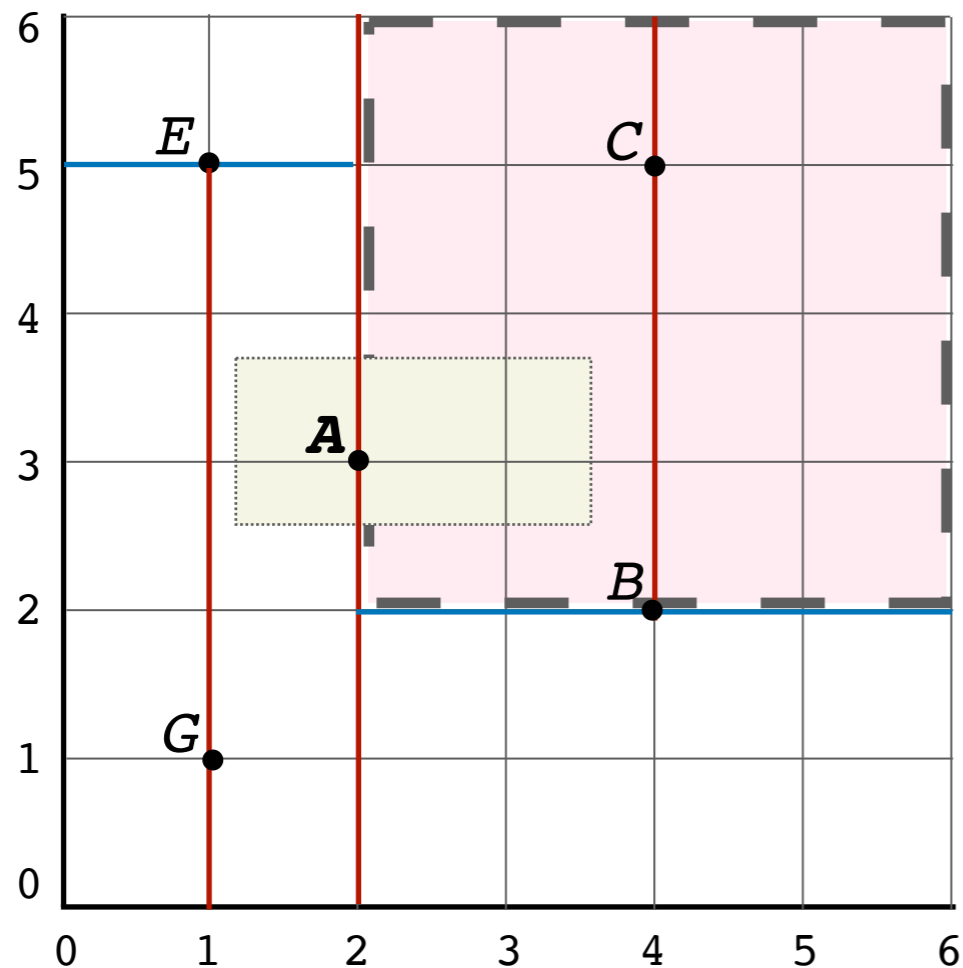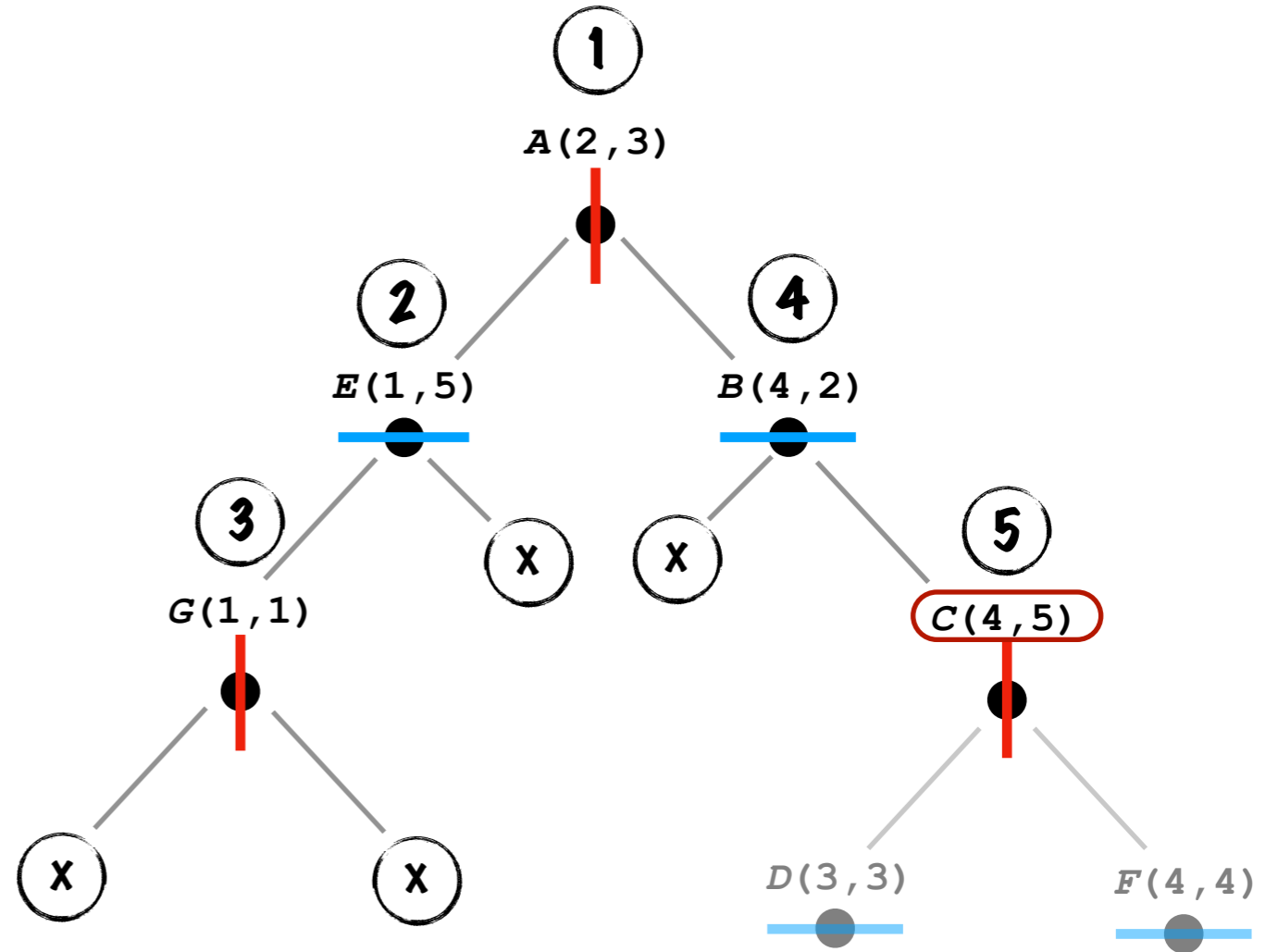Go **left.**
Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
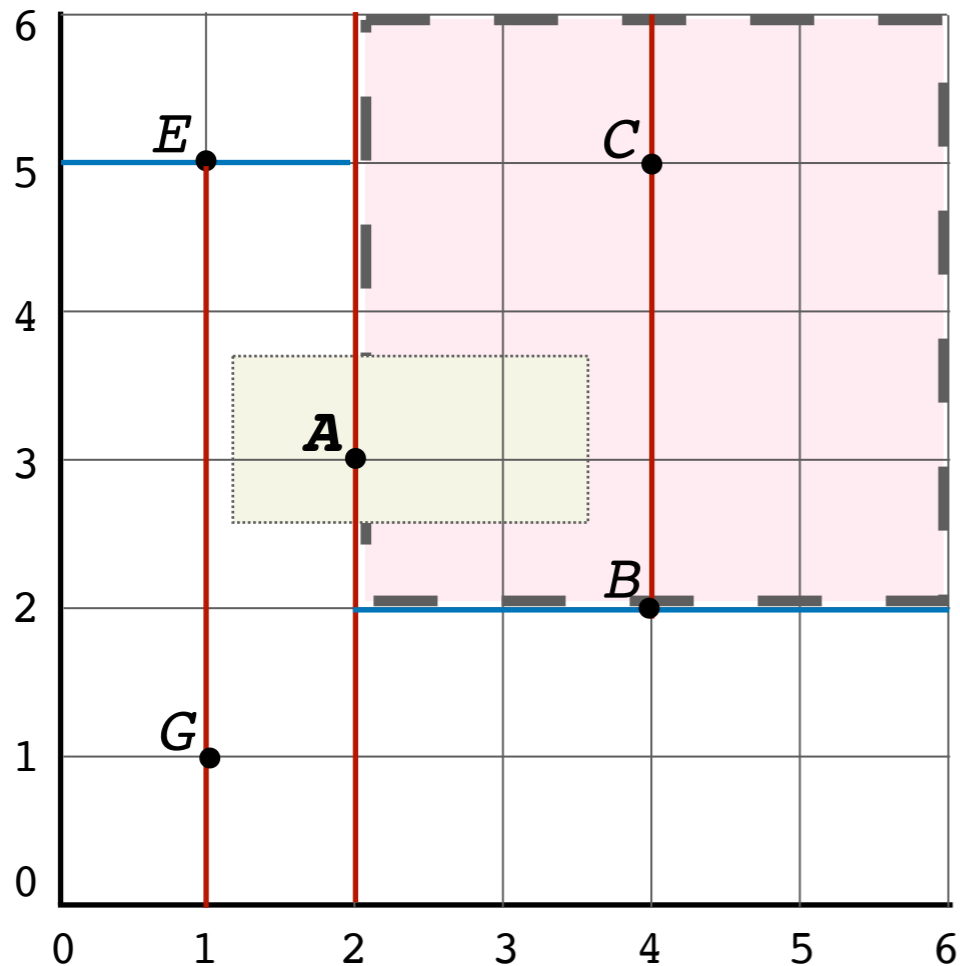Go **left.**
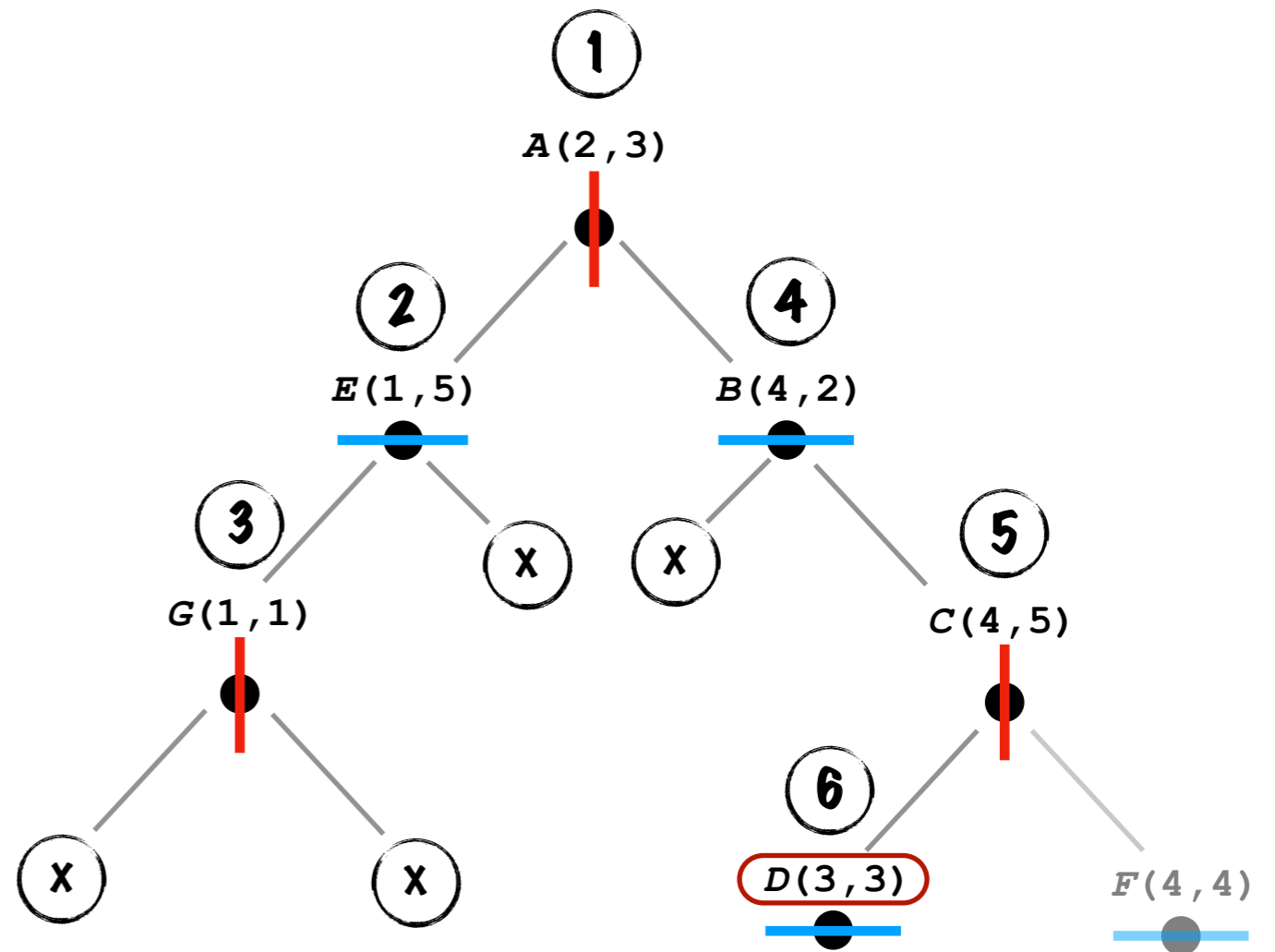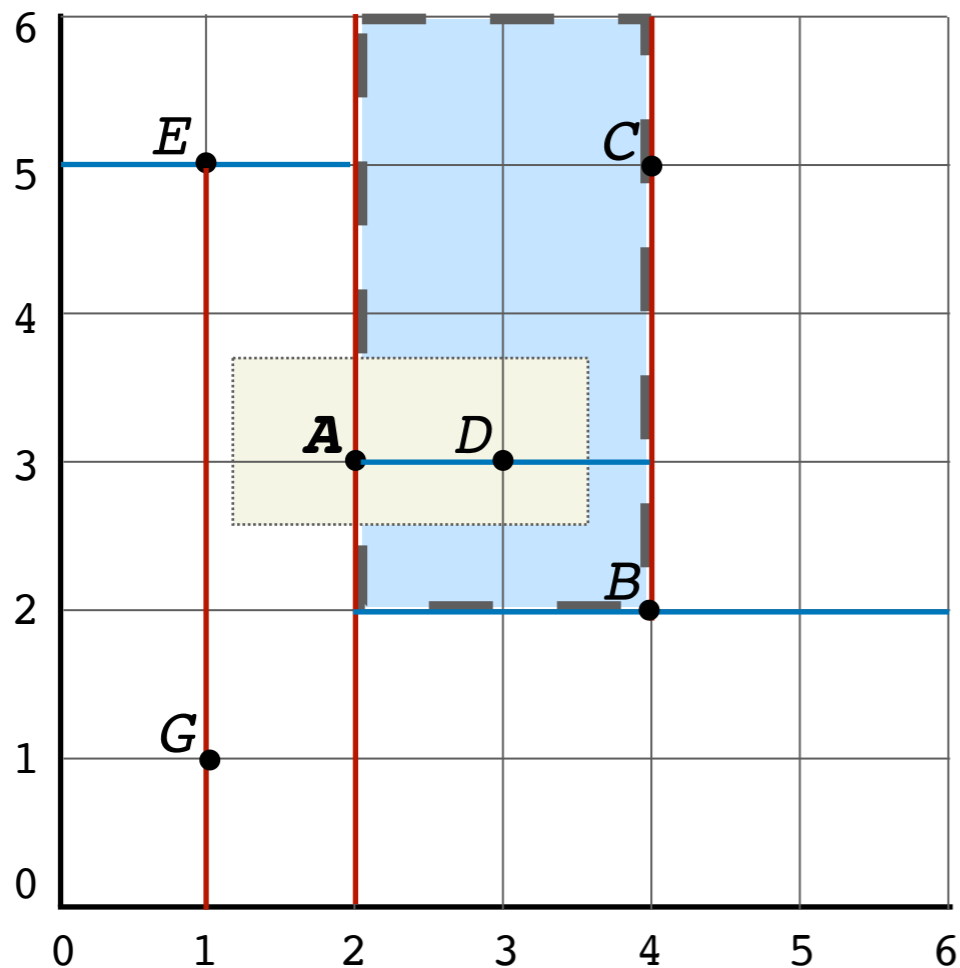Go **right.**

## RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

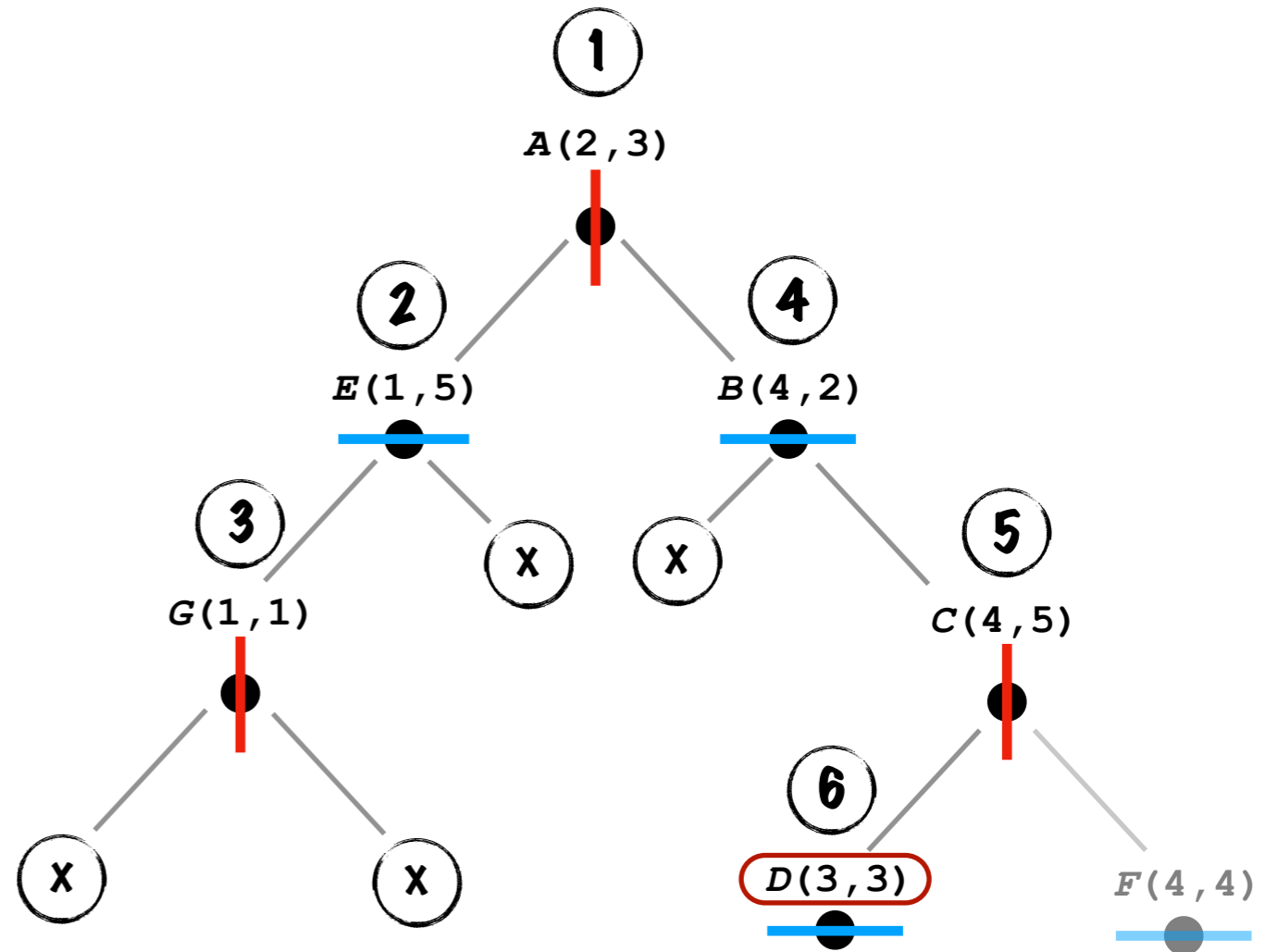Go **left.**

Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**
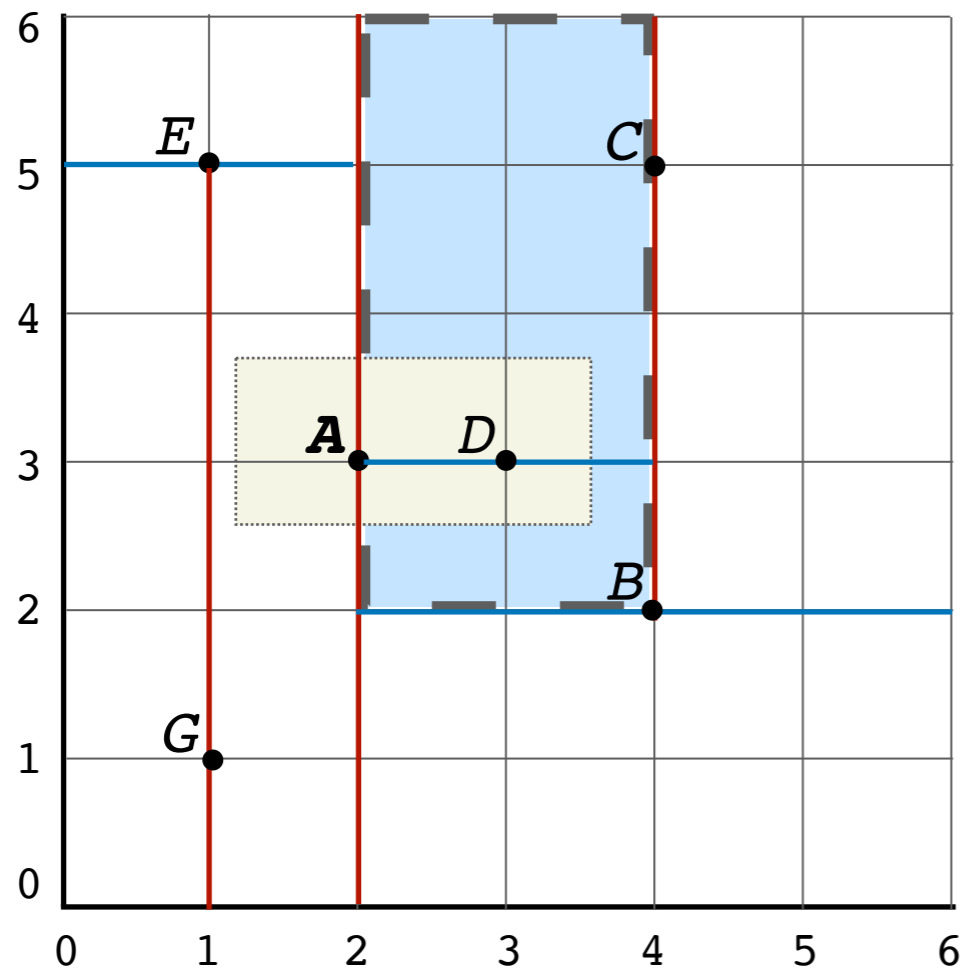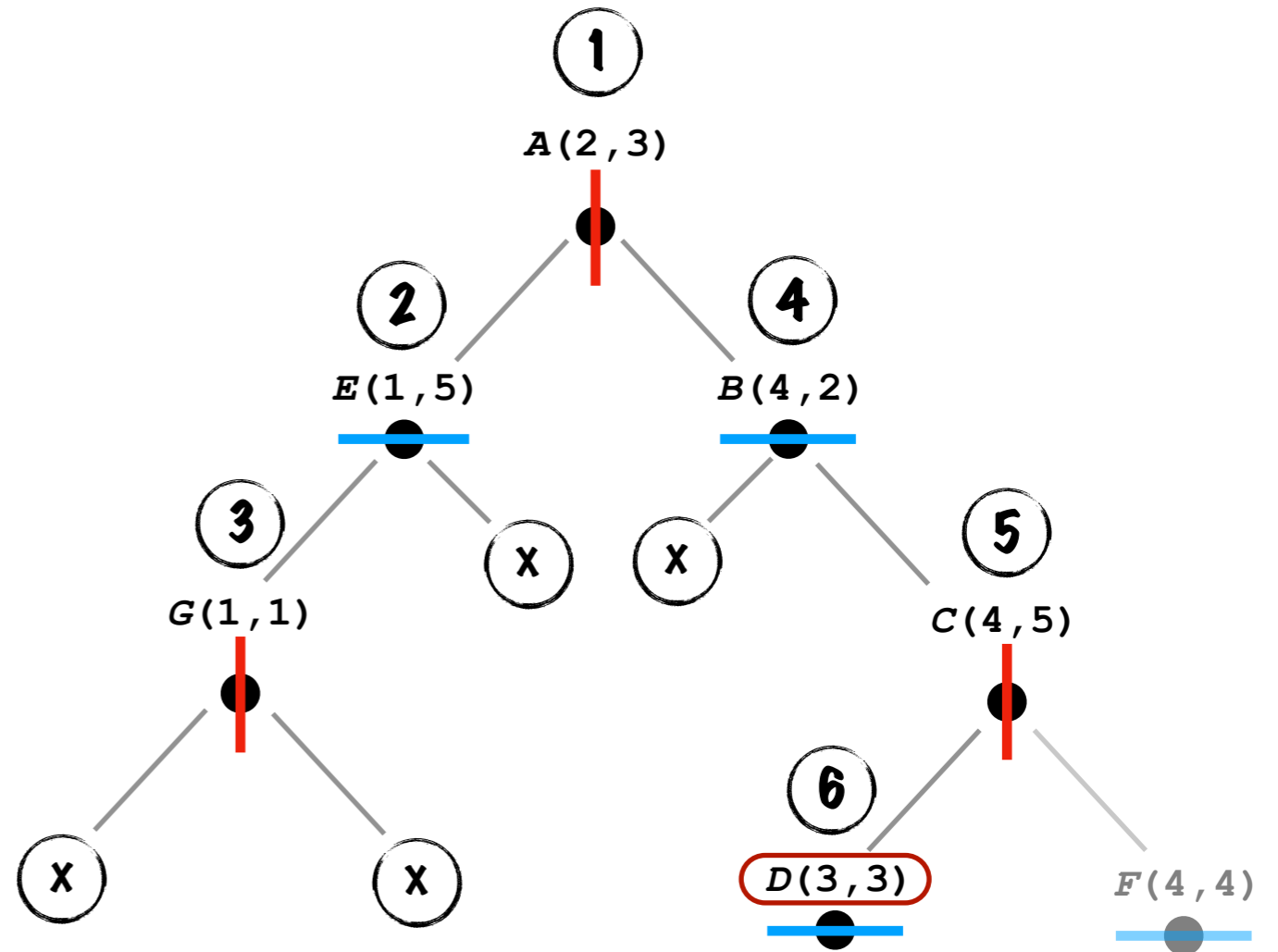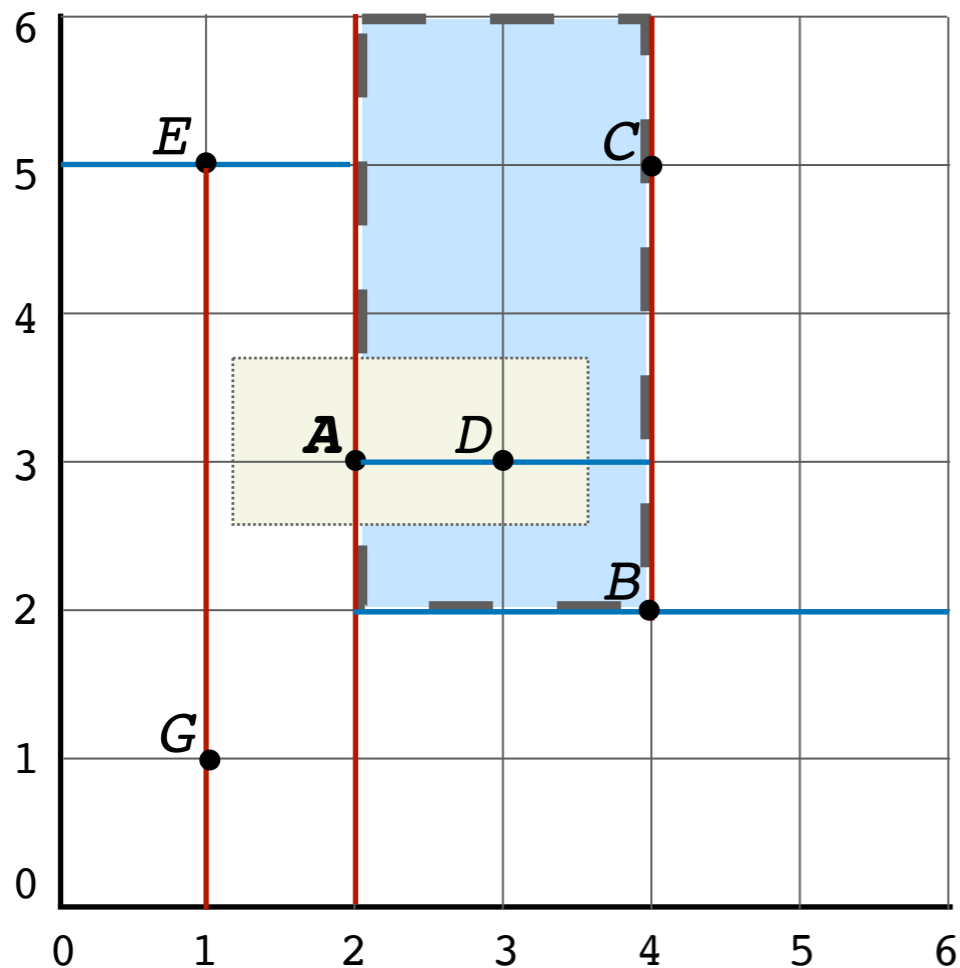
Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
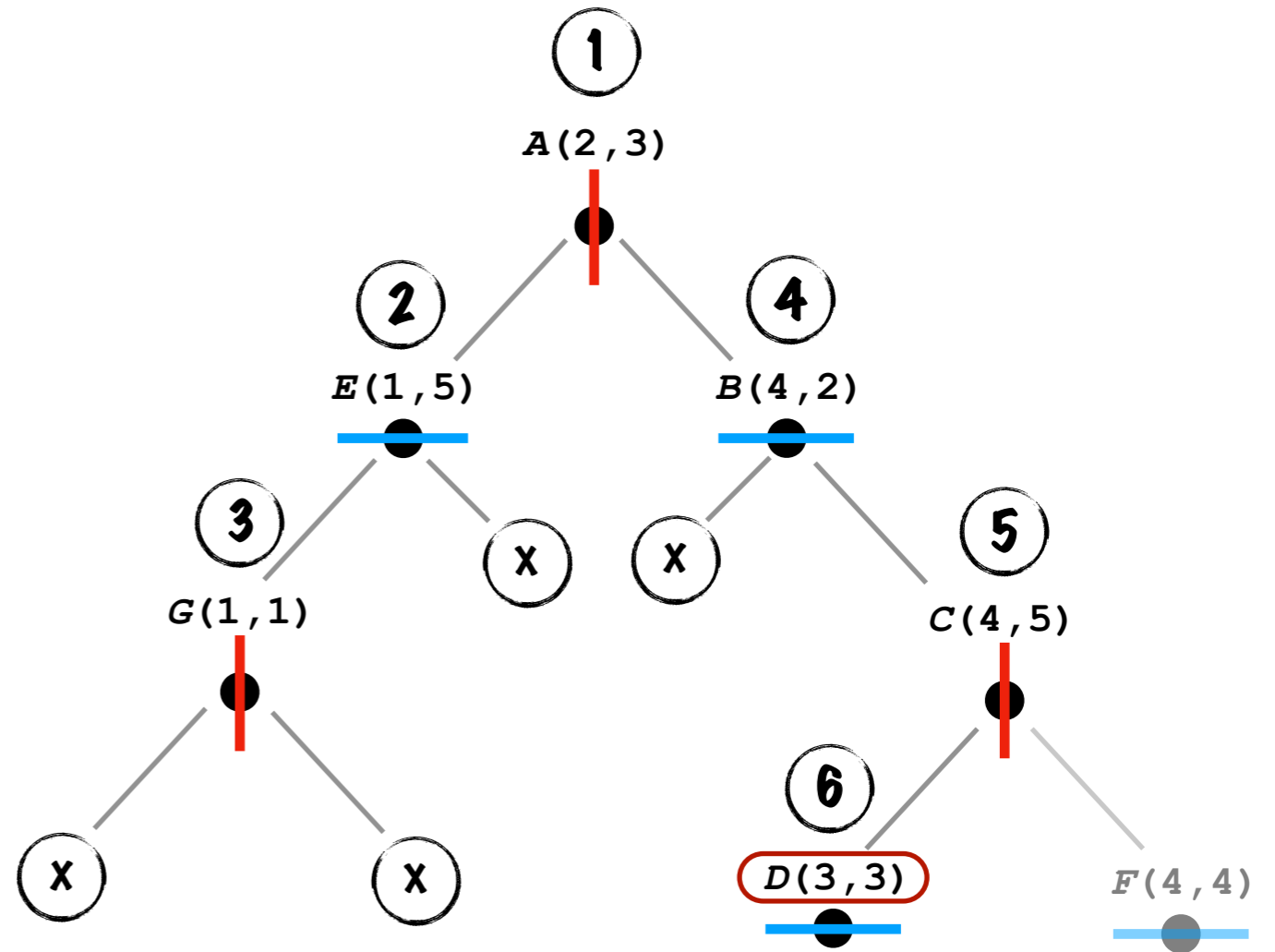Go **left.**
Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
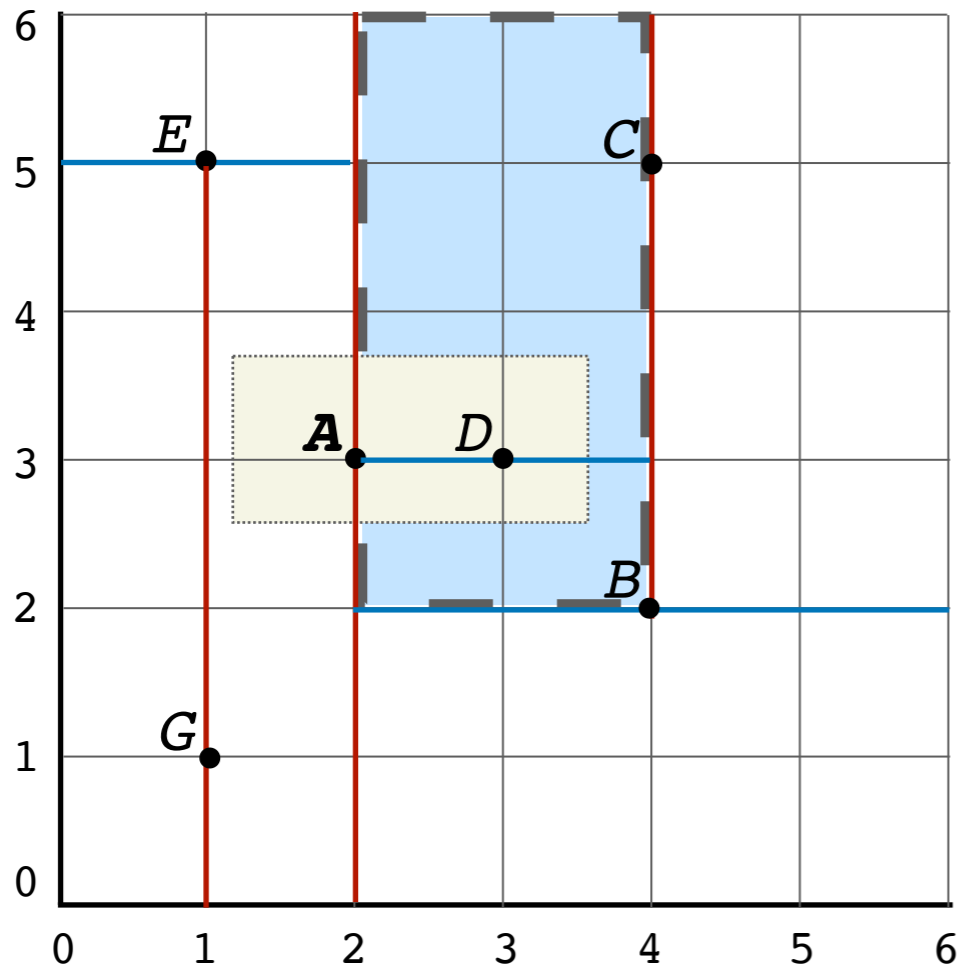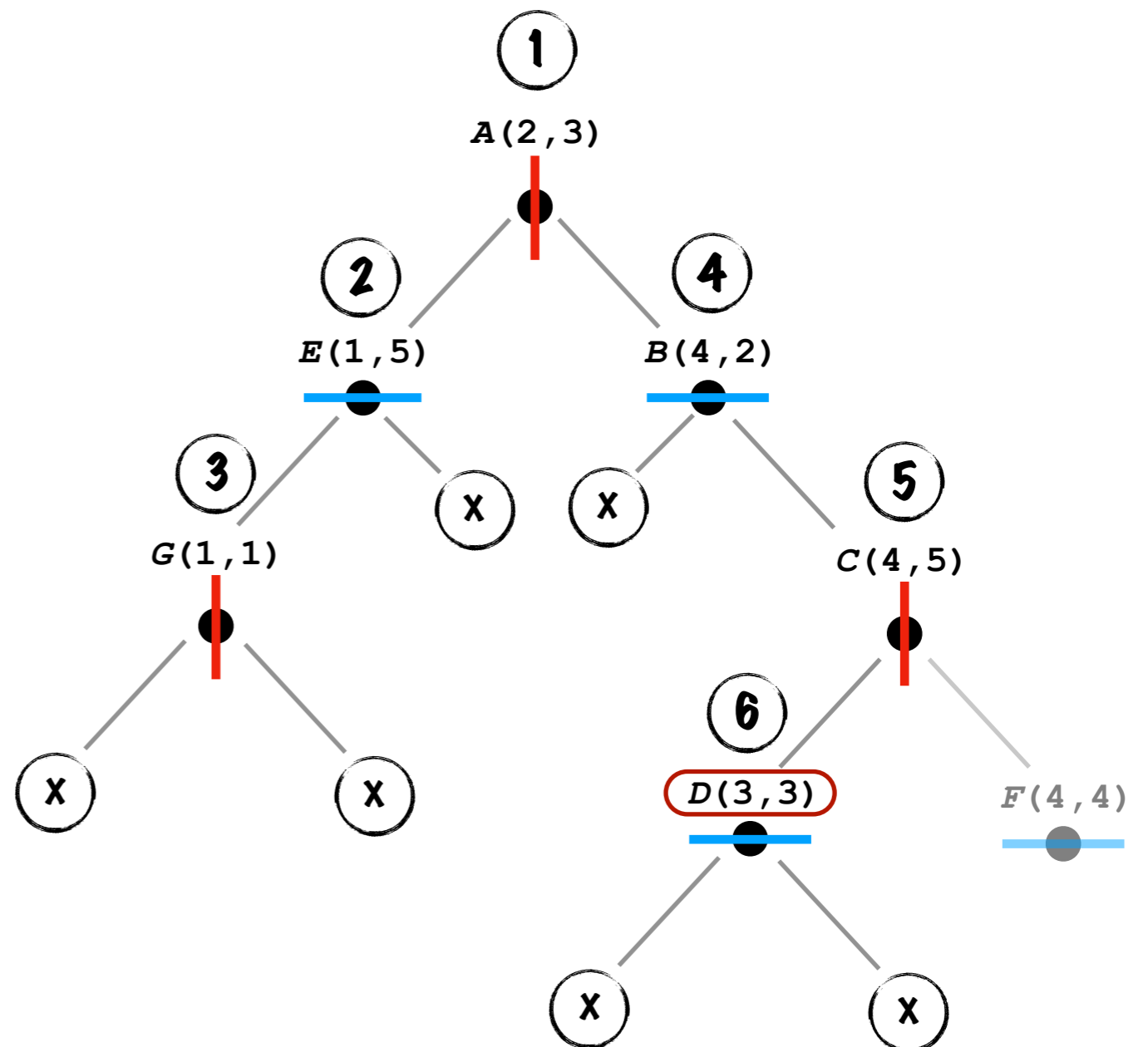Go **left.**
Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
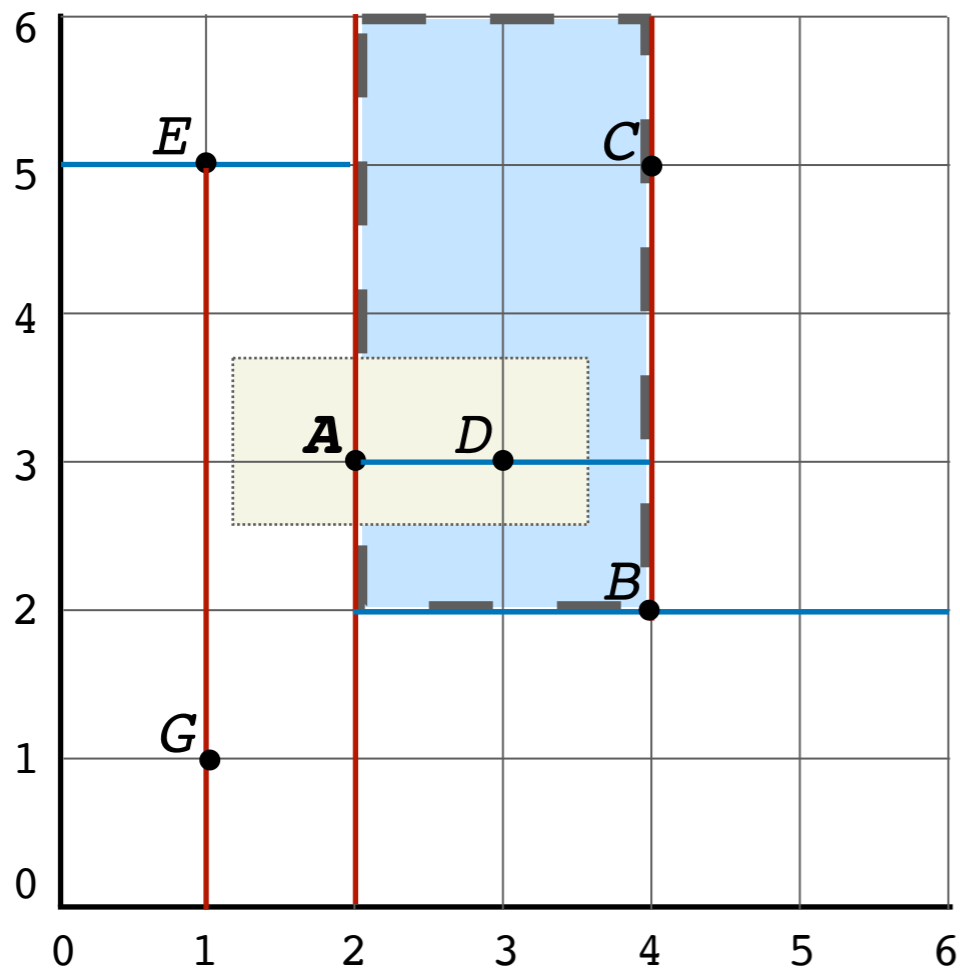Go **left.**
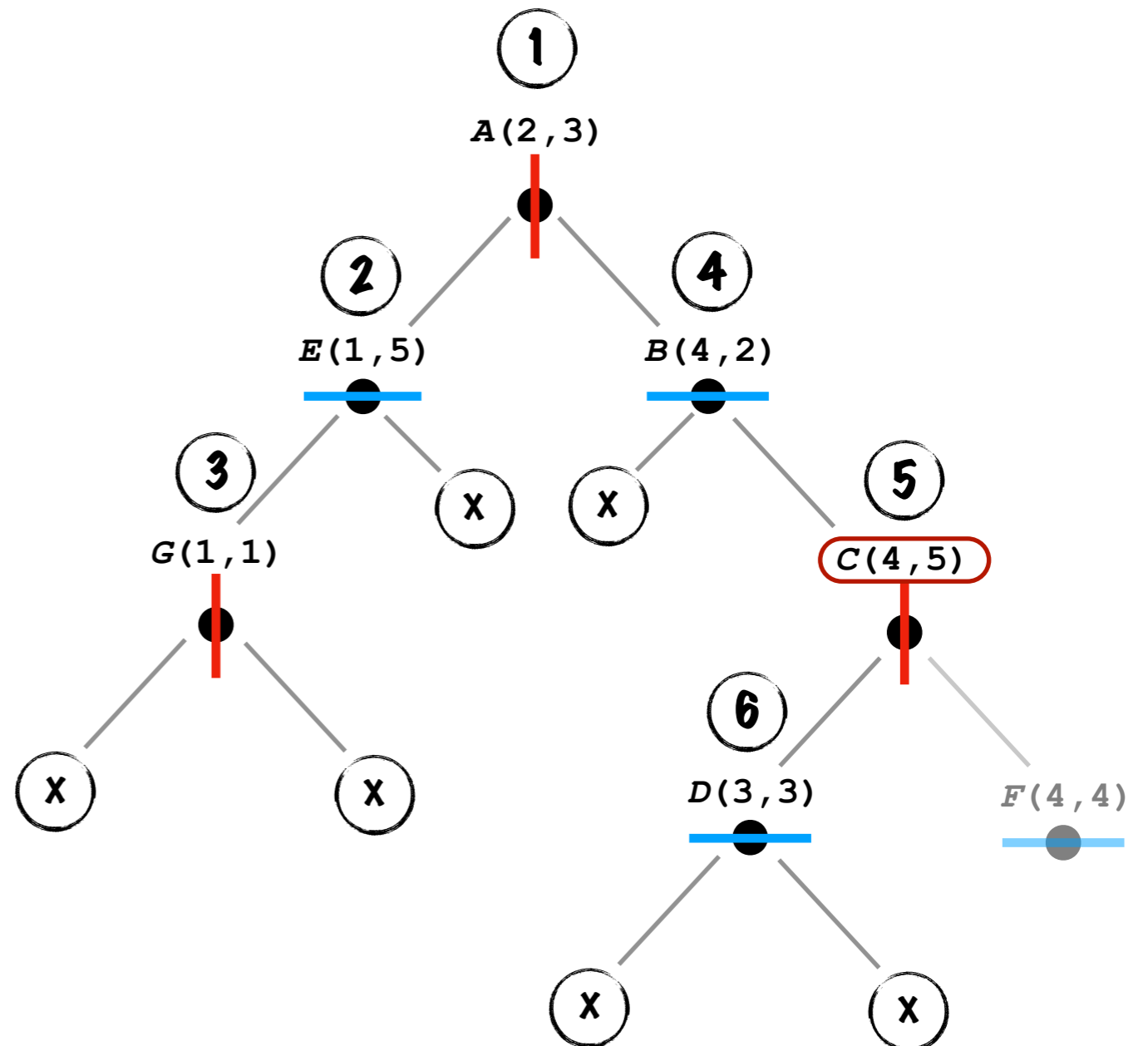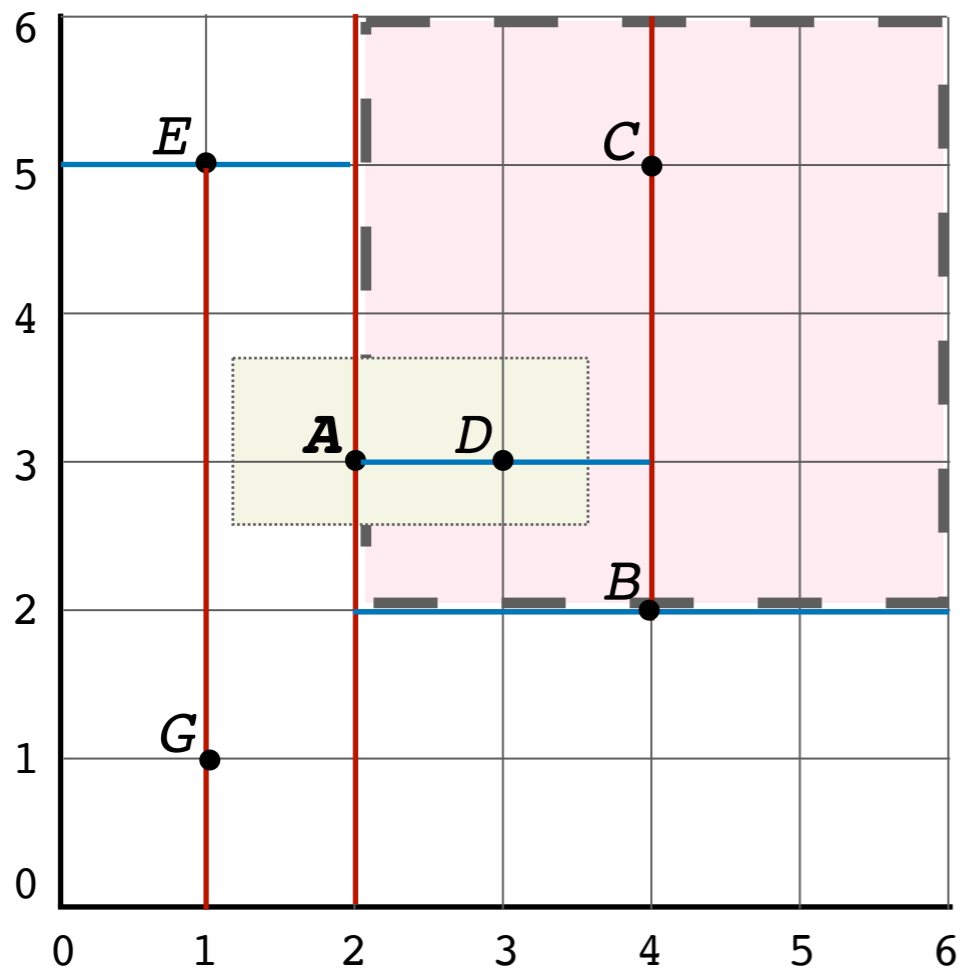Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
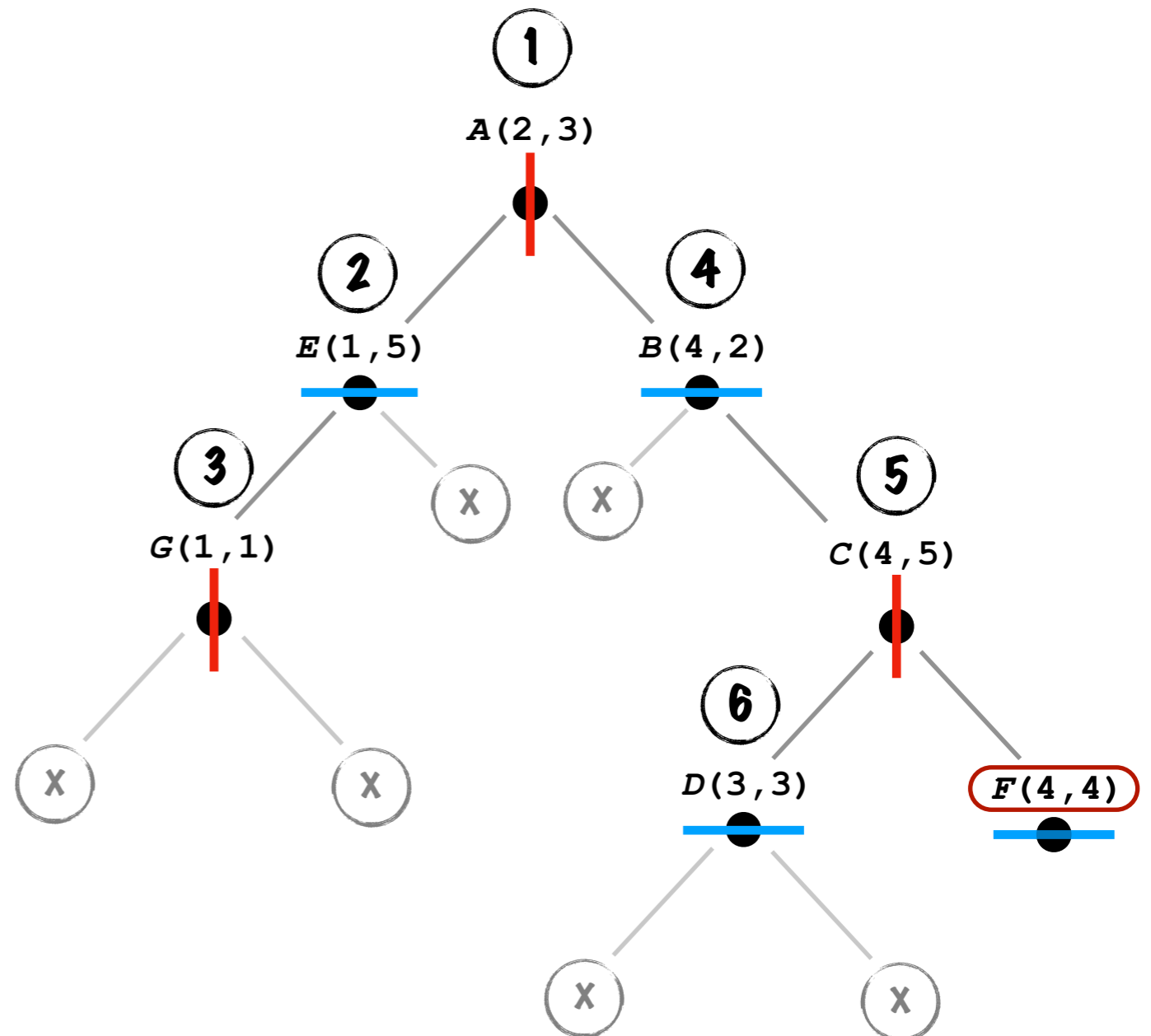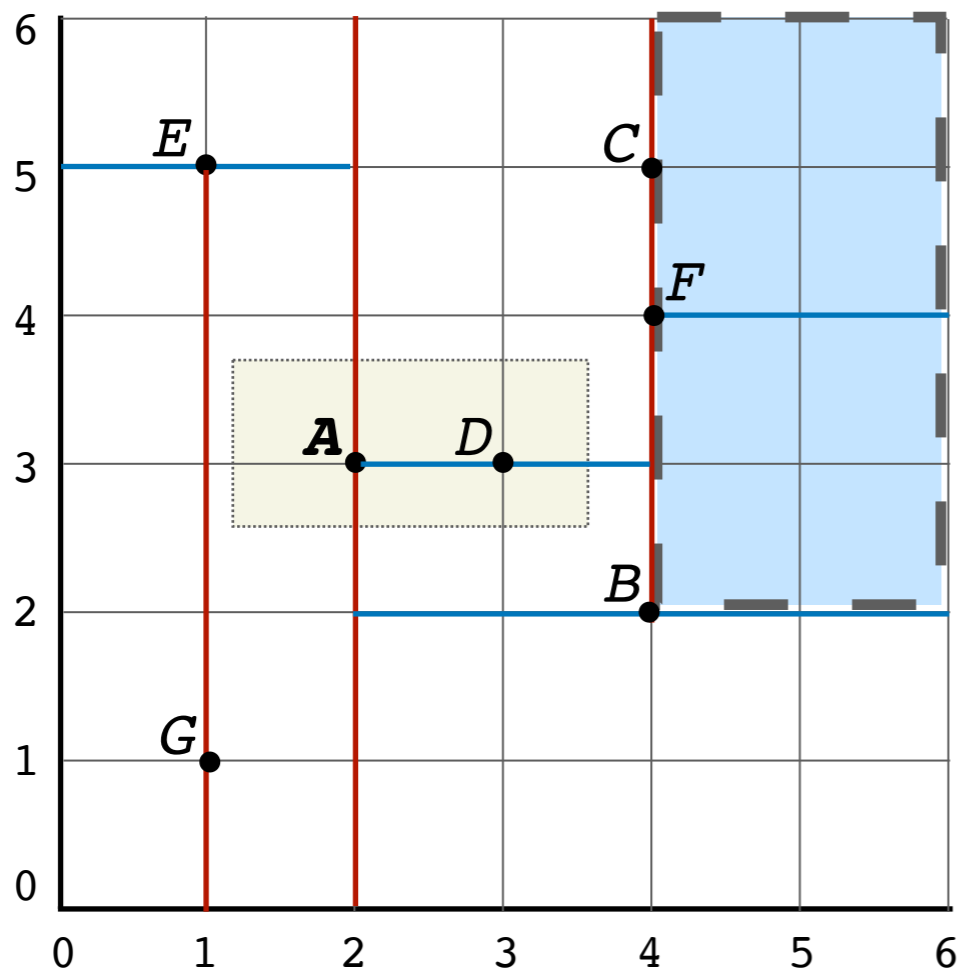Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

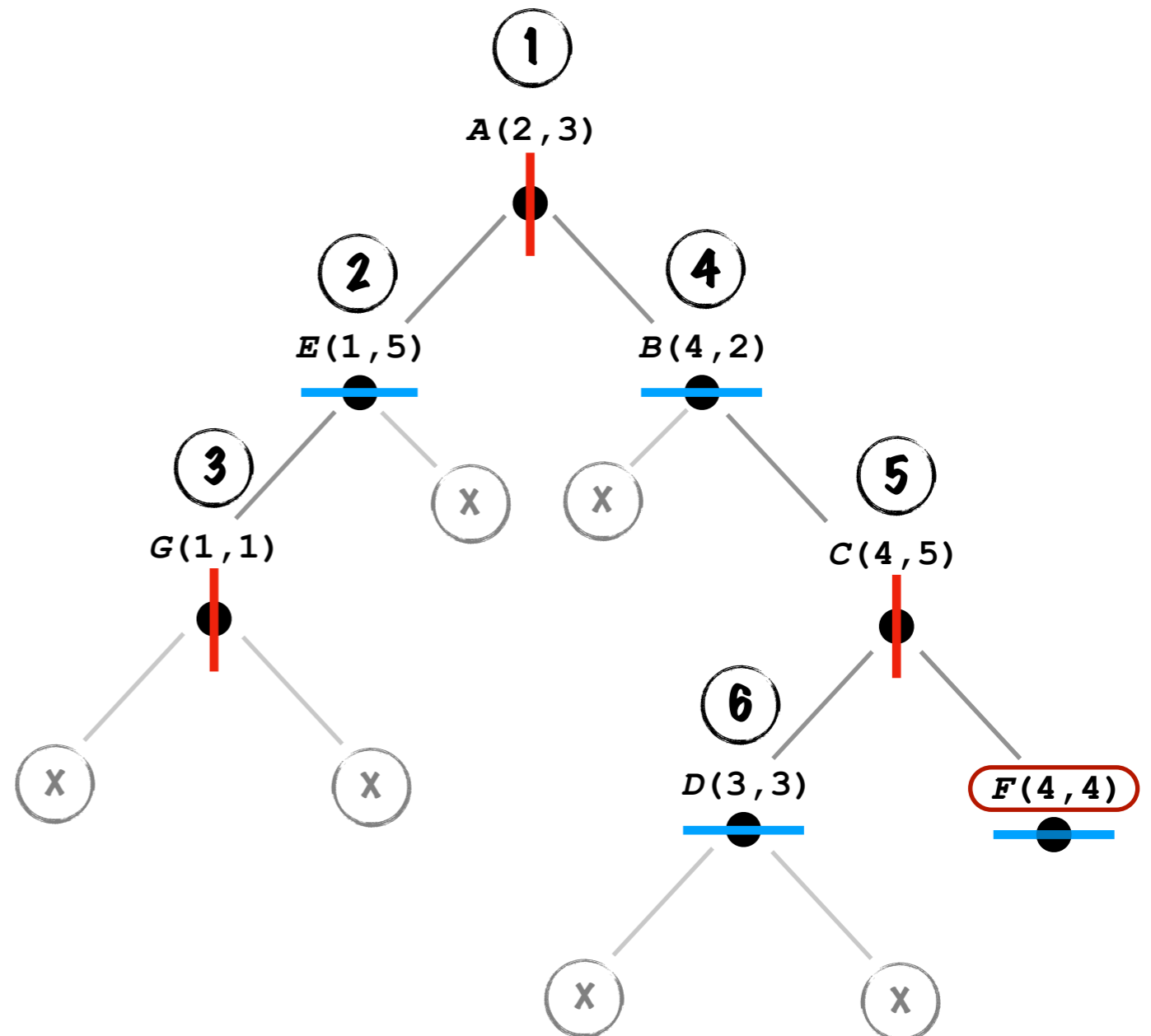Go **left.**

Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**

**Return if** bounding box **does not intersect** query rectangle.

**Check if** the point **belongs** to the query rectangle.

Go **left.**

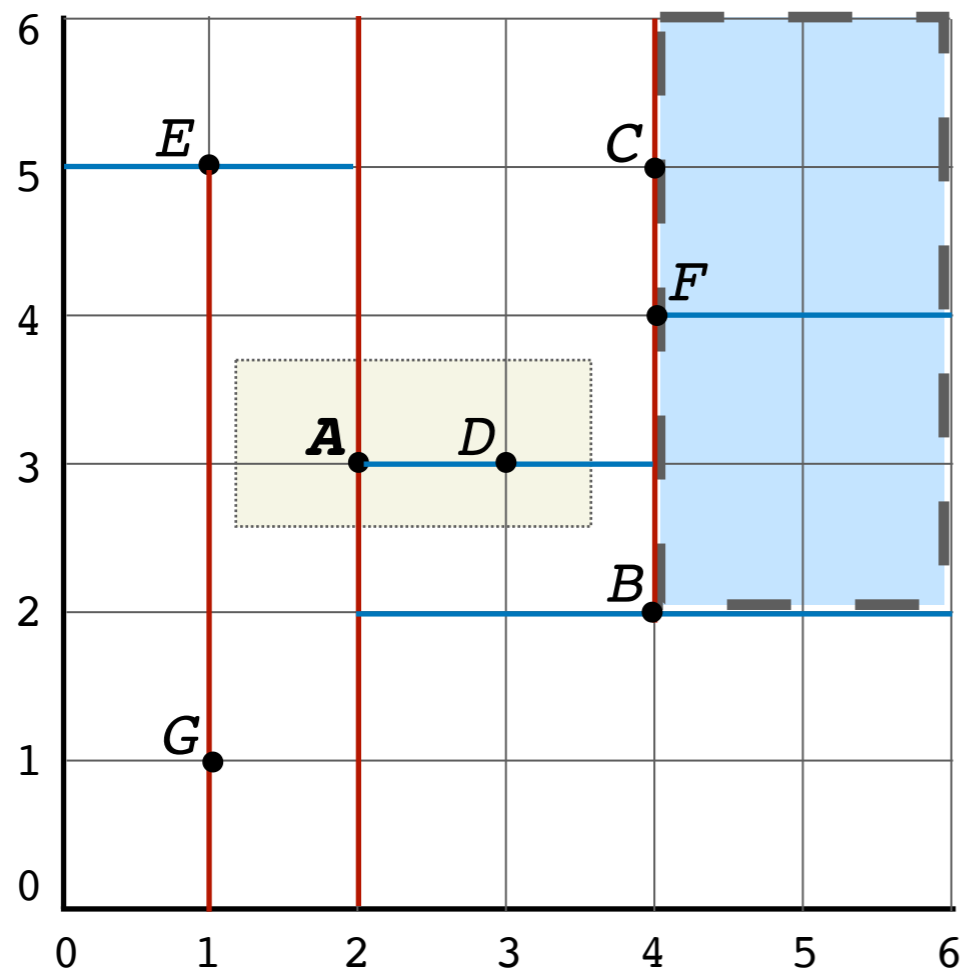Go **right.**

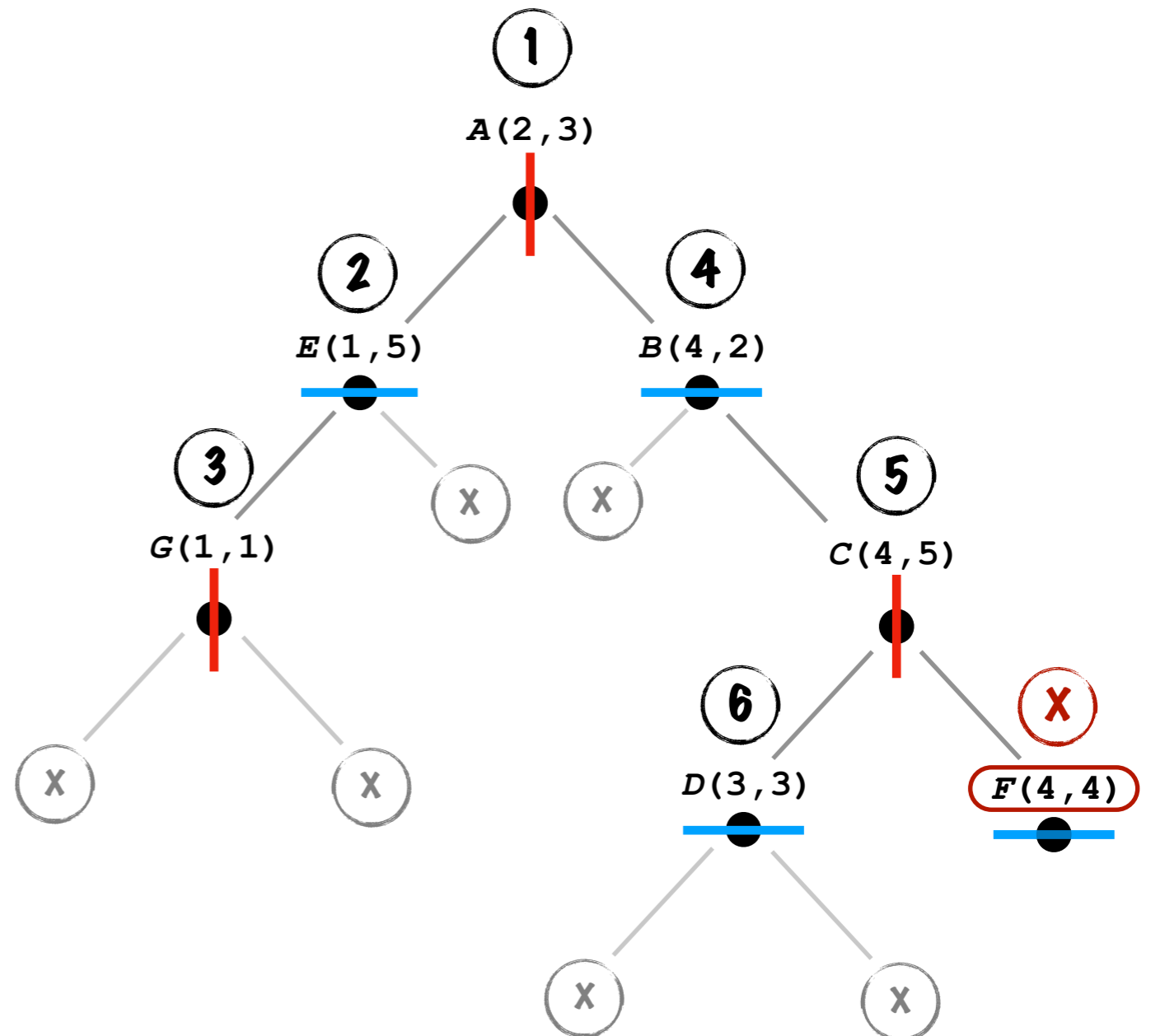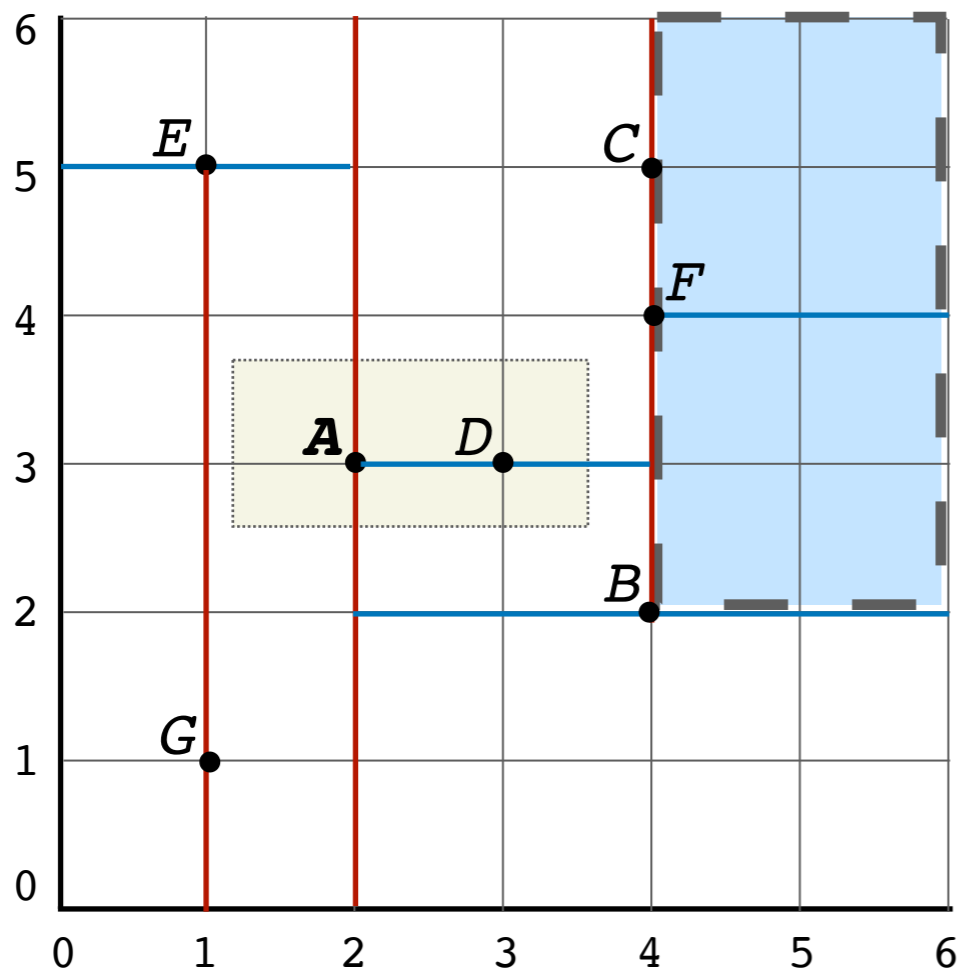# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
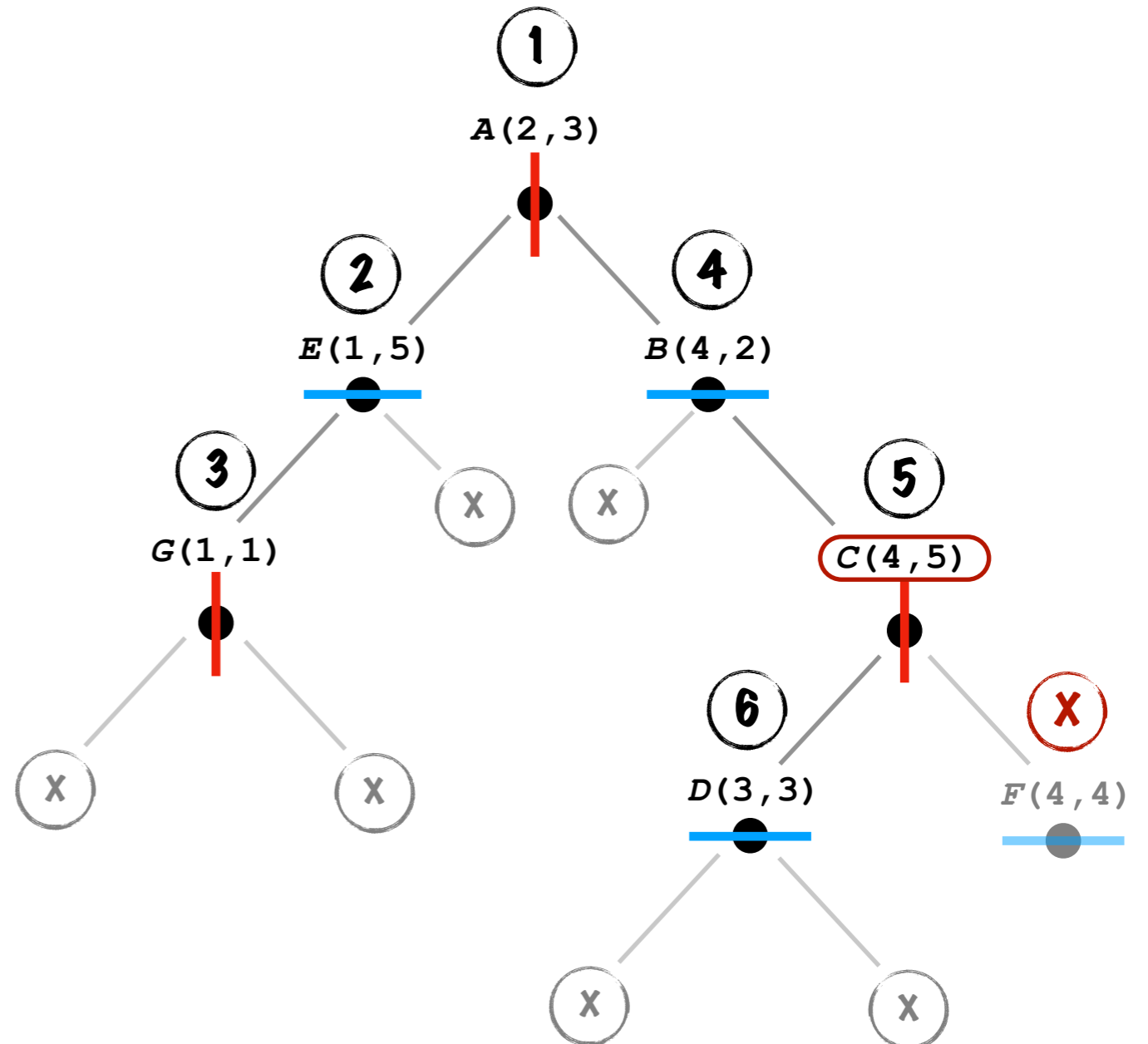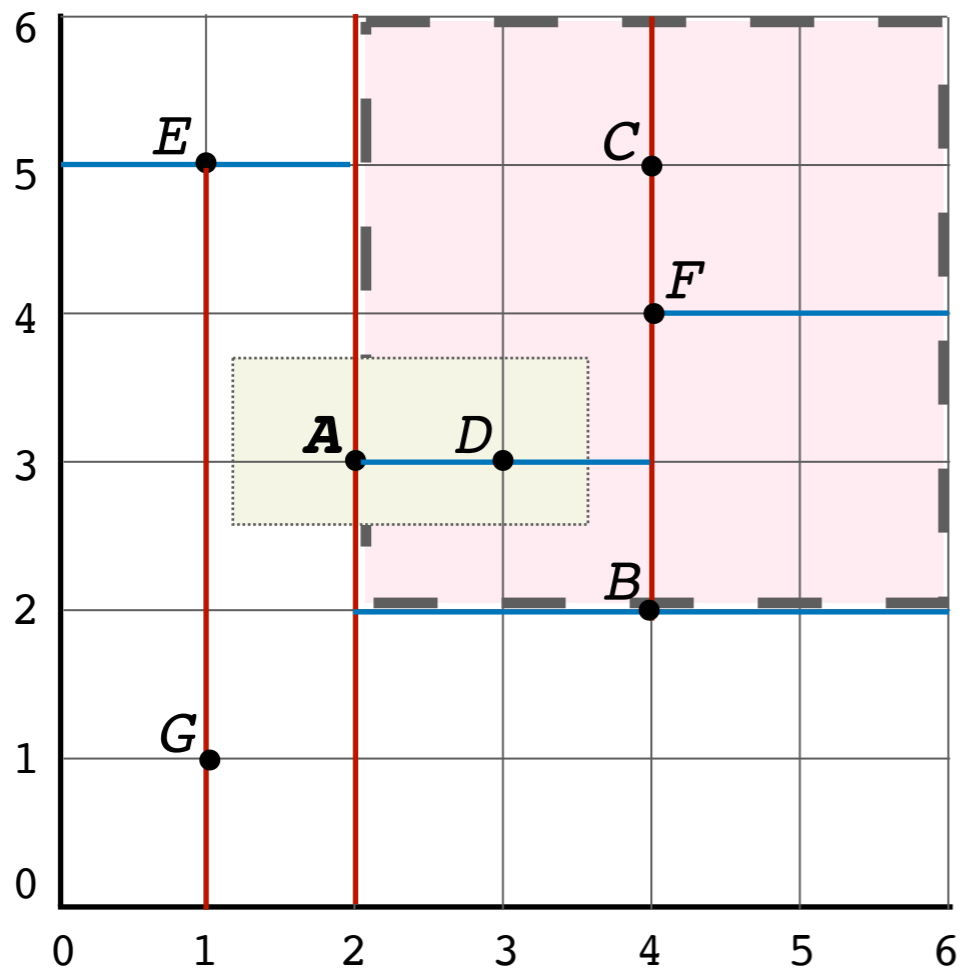Go **right.**

# RANGE–QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
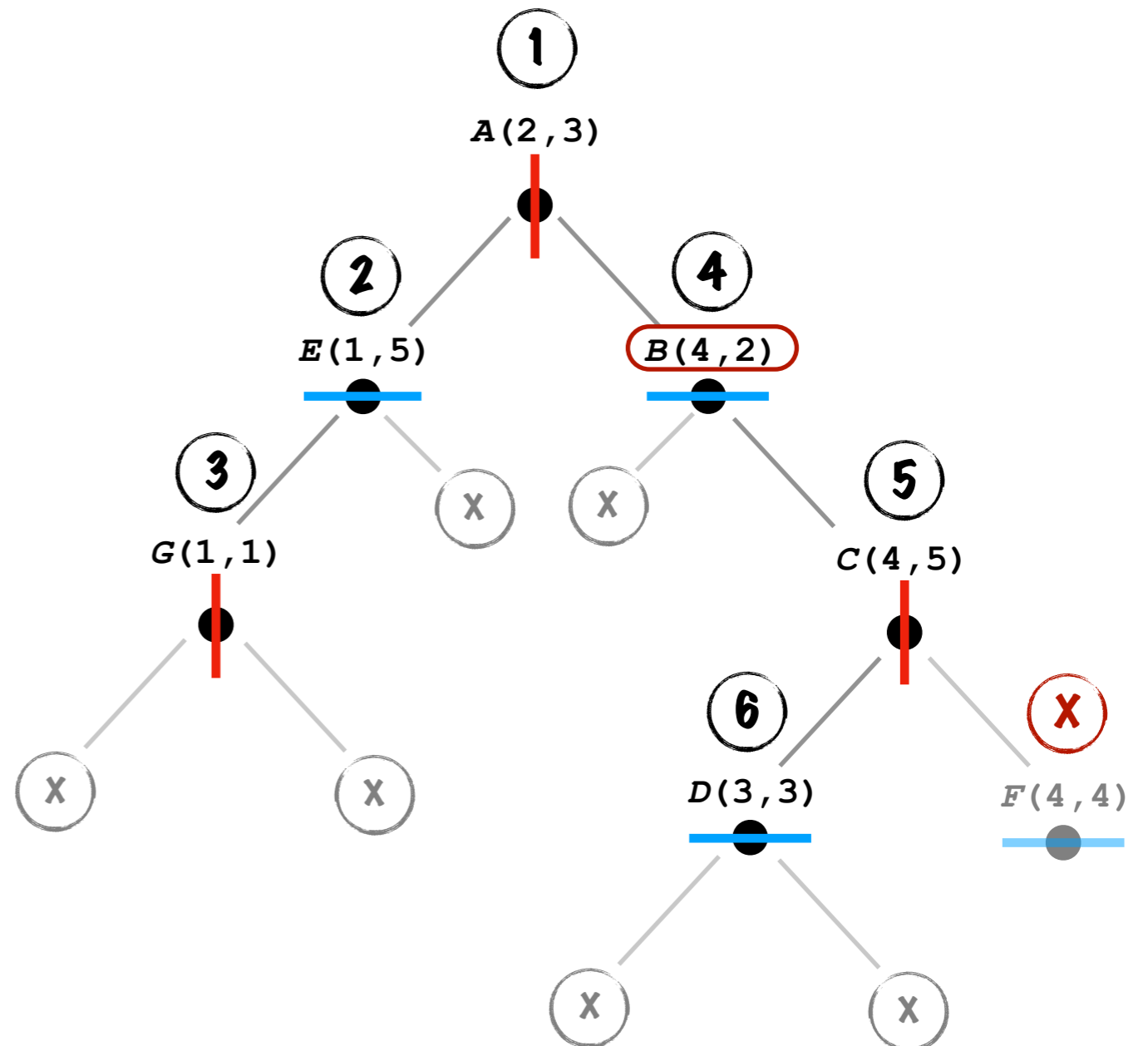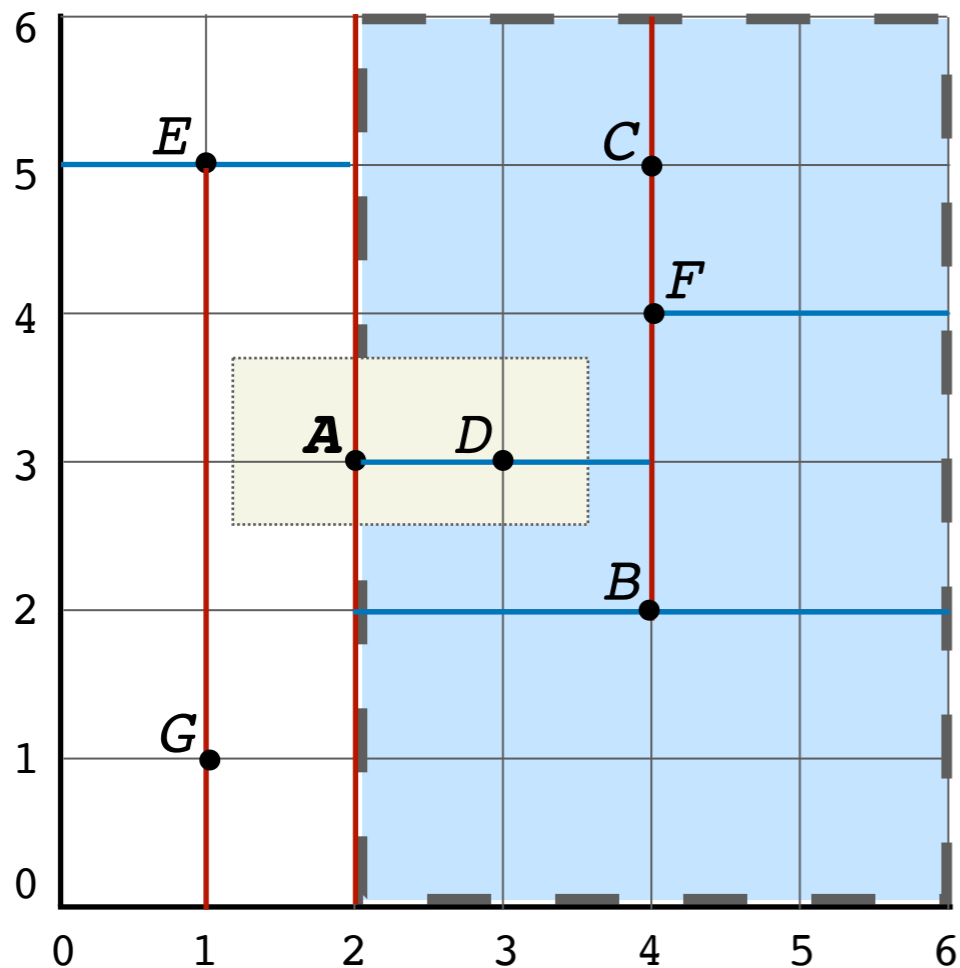Go **left.**
Go **right.**

# RANGE-QUERY PSEUDOCODE

**Return if** the current node is **NULL.**
**Return if** bounding box **does not intersect** query rectangle.
**Check if** the point **belongs** to the query rectangle.
Go **left.**
Go **right.**