

```

1  procedure Insert (T : in Tree; V : Natural) is
2      Walker : access Rec := T;
3      T1 : Tree := new Rec;
4  begin
5      loop
6          if V < Walker.Data then
7              if Walker.Left /= null then
8                  Walker := Walker.Left;
9              else Walker.Left := buildLeaf(V);
10             end if;
11         elsif V > Walker.Data then
12             if Walker.Right /= null then
13                 Walker := Walker.Right;
14             else
15                 Walker.Right := buildLeaf(V); --buildLeaf2(Walker.Right, V);
16             end if;
17         end if;
18     end loop;
19 end Insert;

```