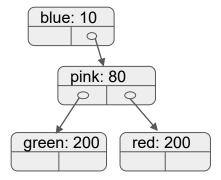
```
BSTMap
                                                                                                                         @A
 class Node<K, V> {
                                                                                                                                      root = @B
   K key;
                                                                                                                                      size = 4
   V value;
                                                                                                                                      comparator =
   Node<K, V> left, right;
                                                                                                                                         String::compare
}
        BSTMap<K,V> implements
                                       OrderedDefaultMap<K,V>{
 class
                                                                                                                         @B
                                                                                                                                   Node
 Node<K, V> root;
                                                                                                                                      key = "blue"
 int size;
                                                                                                                                      value = 10
 Comparator<K> comparator;
                                                                                                                                      left = null
                                                                                                                                      right = @C
 Node<K, V> set(Node<K, V> node, K key, V value) {
                                                                                                                         @C
                                                                                                                                   Node
   if (node == null) {
                                                                                                                                      key = "pink"
      this.size += 1;
                                                                                                                                      value = 80
      return new Node<K, V>(key, value, null, null);
                                                                                                                                      left = @D
                                                                                                                                      right = @E
   int comp = this.comparator.compare(node.key, key);
   if (comp < 0) {
      node.right = this.set(node.right, key, value);
      return node;
                                                                                                                         @D
                                                                                                                                   Node
   } else if (comp > 0) {
                                                                                                                                      key = "green"
      node.left = this.set(node.left, key, value);
                                                                                                                                      value = 200
      return node;
                                                                                                                                      left = null
   } else {
                                                                                                                                      right = null
      node.value = value;
      return node;
}
                                                                                                                         @E
                                                                                                                                   Node
                                                                                                                                      key = "red"
 @Override
                                                                                                                                      value = 200
 public void set(K key, V value) {
                                                                                                                                      left = null
   if (key == null) {
                                                                                                                                      right = null
      throw new IllegalArgumentException();
   this.root = this.set(this.root, key, value);
}
Based on set() above, what order should
                                                                            @A.set("orange", 5)
we add elements to an empty tree to get
the below?
A: blue, green, pink, red
B: blue, pink, green, red
C: blue, pink, red, green
D: red, pink, green, blue
                                                                            this.root = ...
E: More than one of these works
```



```
class Node<K, V> {
  K key;
  V value;
  Node<K, V> left, right;
class BSTMap<K,V> implements OrderedDefaultMap<K,V>{
int height() {
}
void printAllElements() {
}
}
```

Definition: the **height** of a tree is the number of nodes on the **longest** path from the root to the bottom (or to a **leaf**).

The example on the front has height ${\bf 3}.$ After we add "orange" it has height ${\bf 4}.$

Consider adding "blue", "pink", "orange", "red", "green", "gray", and "yellow" to an empty tree. What is the **smallest** and **largest** height possible? [Which order gives these results?]

A: smallest: 4, largest: 6 B: smallest: 3, largest: 7 C: smallest: 4, largest: 7 D: smallest: 2, largest: 7 E: smallest: 3, largest: 6