

```

class Node<K,V> {
    K key; V value;
    Node<K,V> left, right;
    public Node(K key, V value,
               Node<K,V> left, Node<K,V> right) {
        this.key = key;
        this.value = value;
        this.left = left;
        this.right = right;
    }
}

```

```

Node<String, Integer> node1 =
    new Node<>("a", 10,
              new Node<>("c", 80,
                        new Node<>("b", 200, null, null),
                        new Node<>("g", 200, null, null)),
              null);

Node<String, Integer> node2 =
    new Node<>("a", 10,
              null,
              new Node<>("c", 80,
                        new Node<>("b", 200, null, null),
                        new Node<>("g", 200, null, null)));

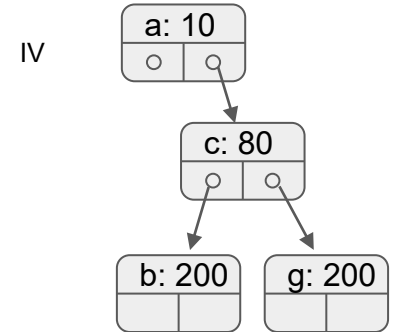
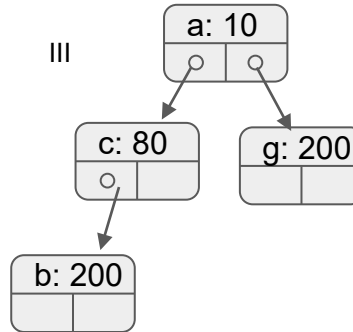
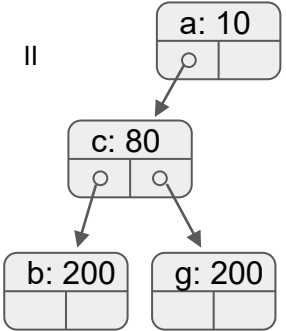
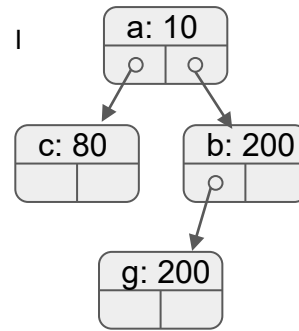
Node<String, Integer> node3 =
    new Node<>("a", 10,
              new Node<>("c", 80,
                        new Node<>("b", 200, null, null),
                        null),
              new Node<>("g", 200, null, null));

```

```

// Fill in the definition for the missing one
Node<String, Integer> node4 =

```



Which **tree** on the right is **NOT** represented by one of node1, node2, node3?

- A: I
 B: II
 C: III
 D: IV
 E: More than one of them is not represented

```

class Tree<K, V> {
    Node<K, V> root;
    Tree() { this.root = null; }
    Tree(Node<K, V> root) { this.root = root; }

    int countNodes(Node<K, V> node) {

    }

    int countNodes() {

    }

    V get(Node<K, V> node, K key) {

    }

    V get(K key) {

    }
}

```

Definition: A **binary search tree (BST)** is a tree where at **every** node, all keys to the **left** of that node are **smaller** than that key, and all keys to the **right** are larger.

Which **tree** on the front is a **binary search tree**?

A: I

B: II

C: III

D: IV

E: More than one of them is a BST

```
class BST<K,V> {
    Node<K,V> root;
    BST() { this.root = null; }
    BST(Node<K,V> root) { this.root = root; }
```

```
    V get(K key) {
```

```
    }
```

```
    void set(K key) {
```

```
    }
```

```
}
```