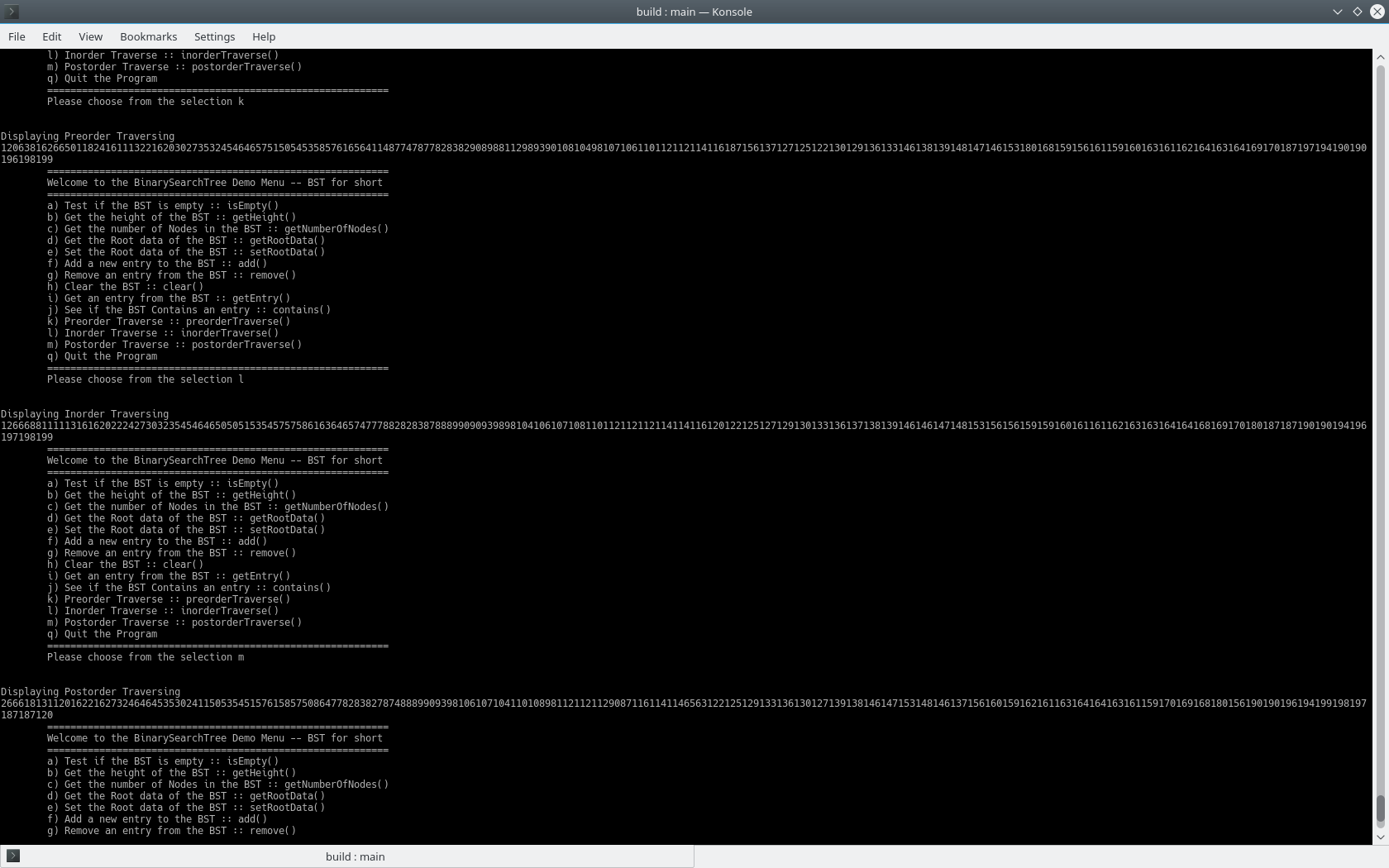
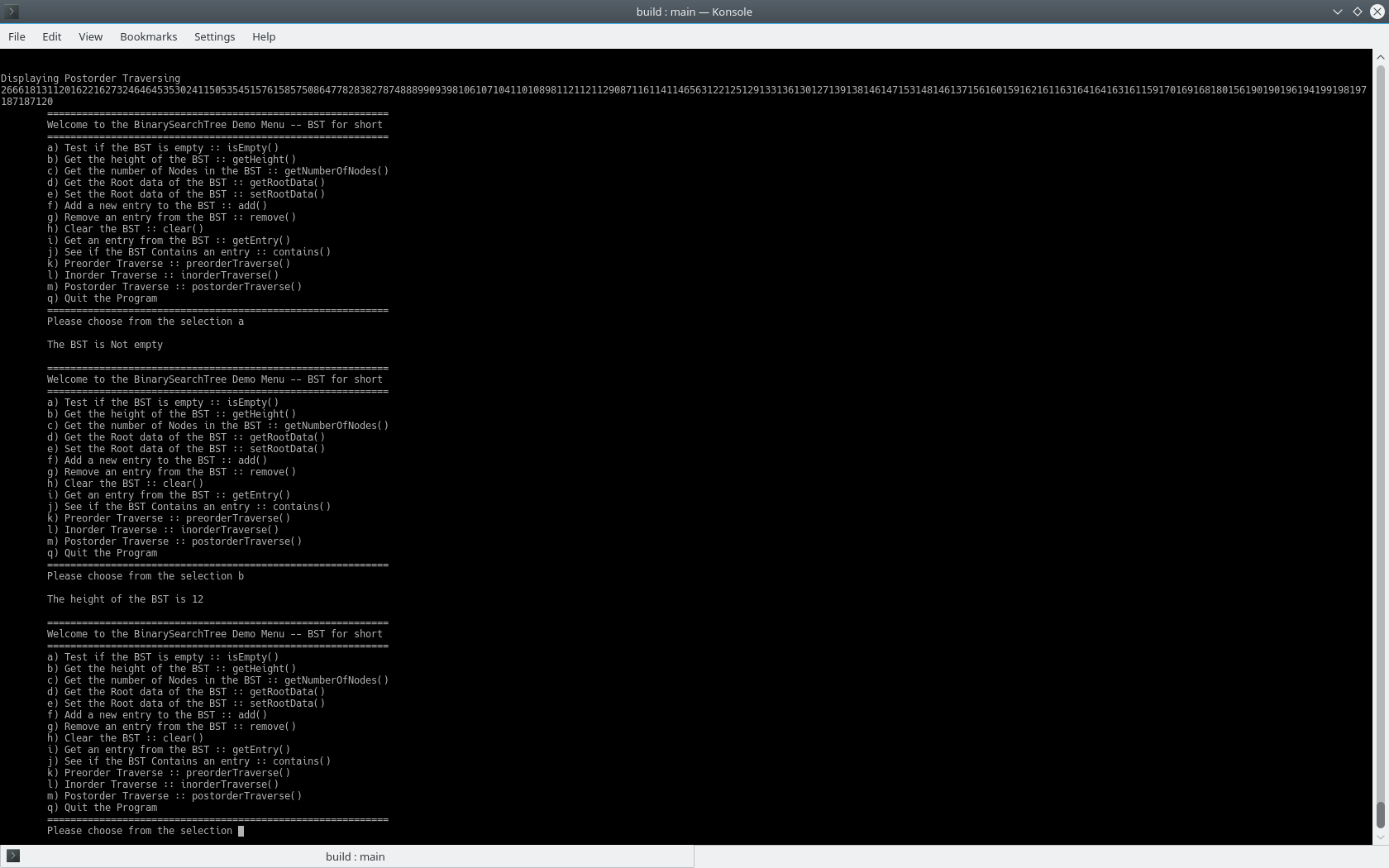
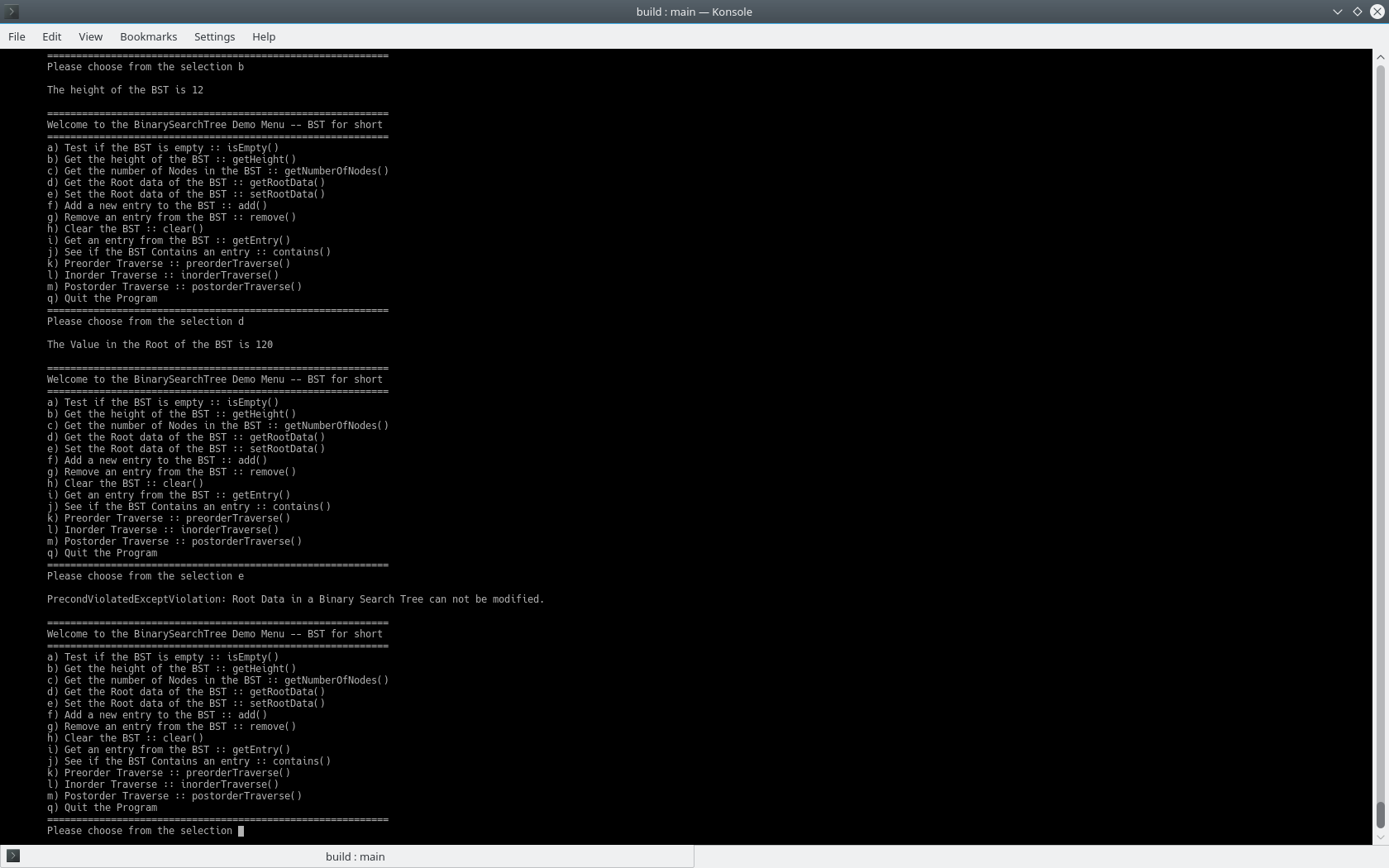
Randomly generating values into the tree



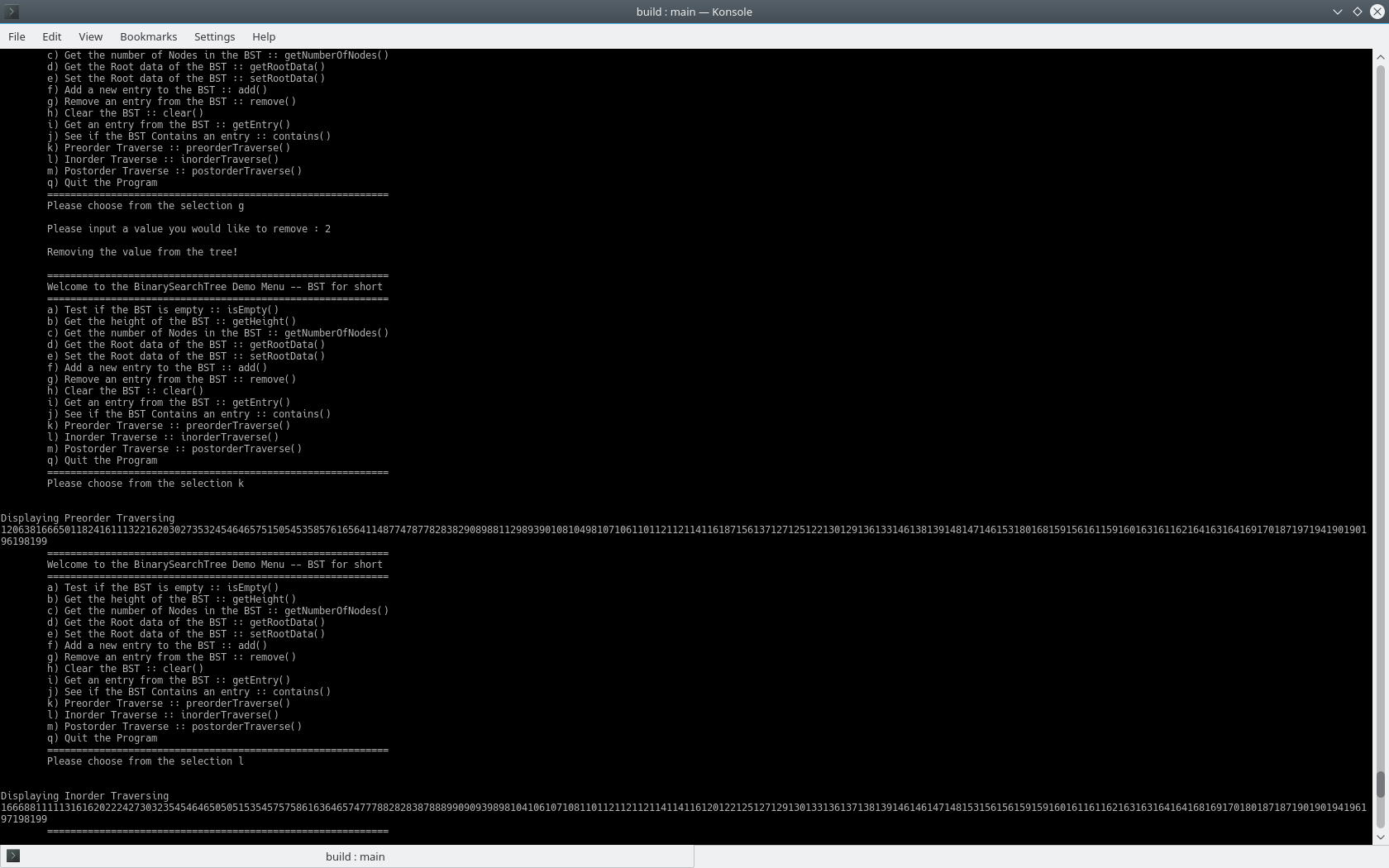
Showing the different traversing methods

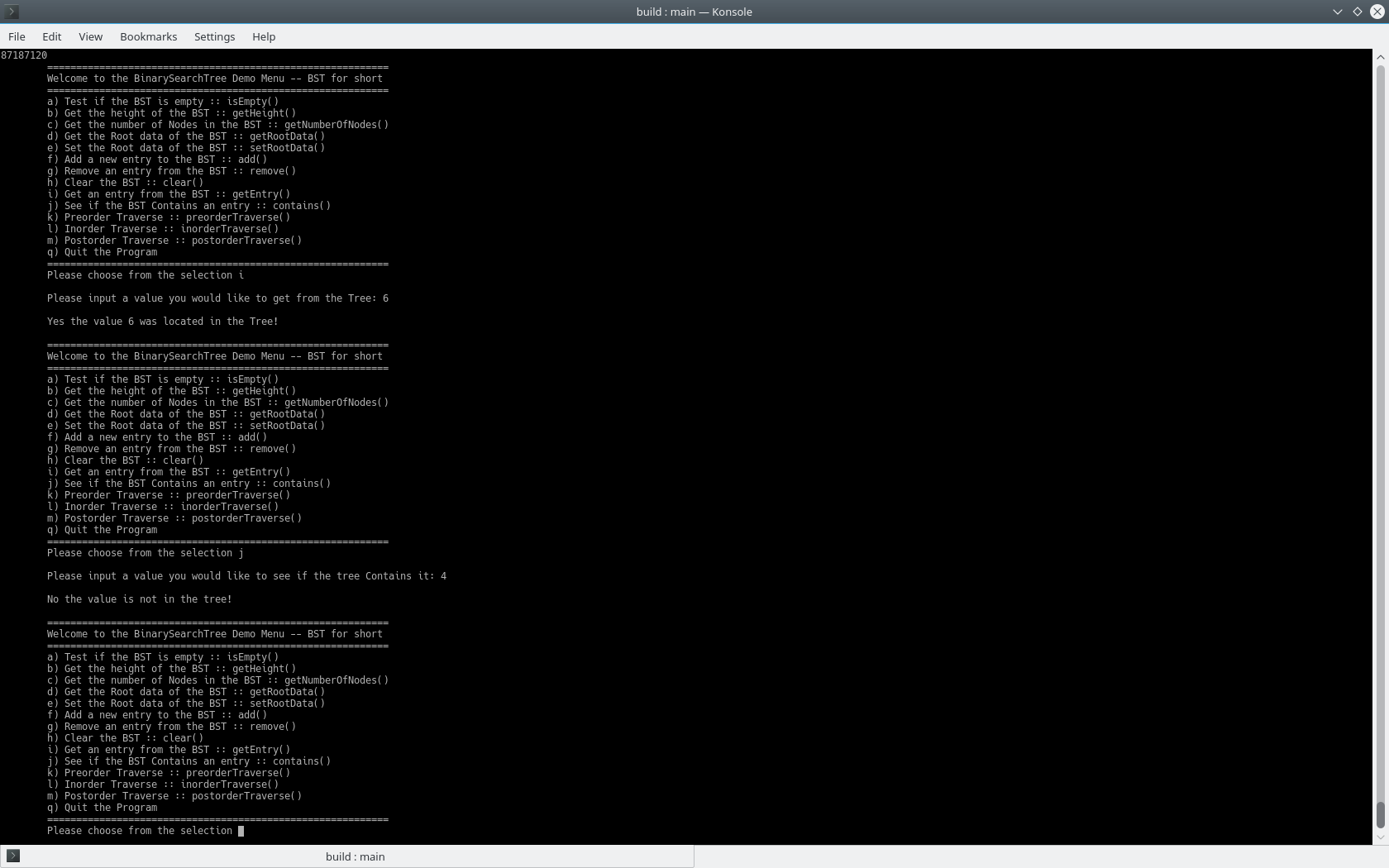


Testing isEmpty and showing the height of the tree

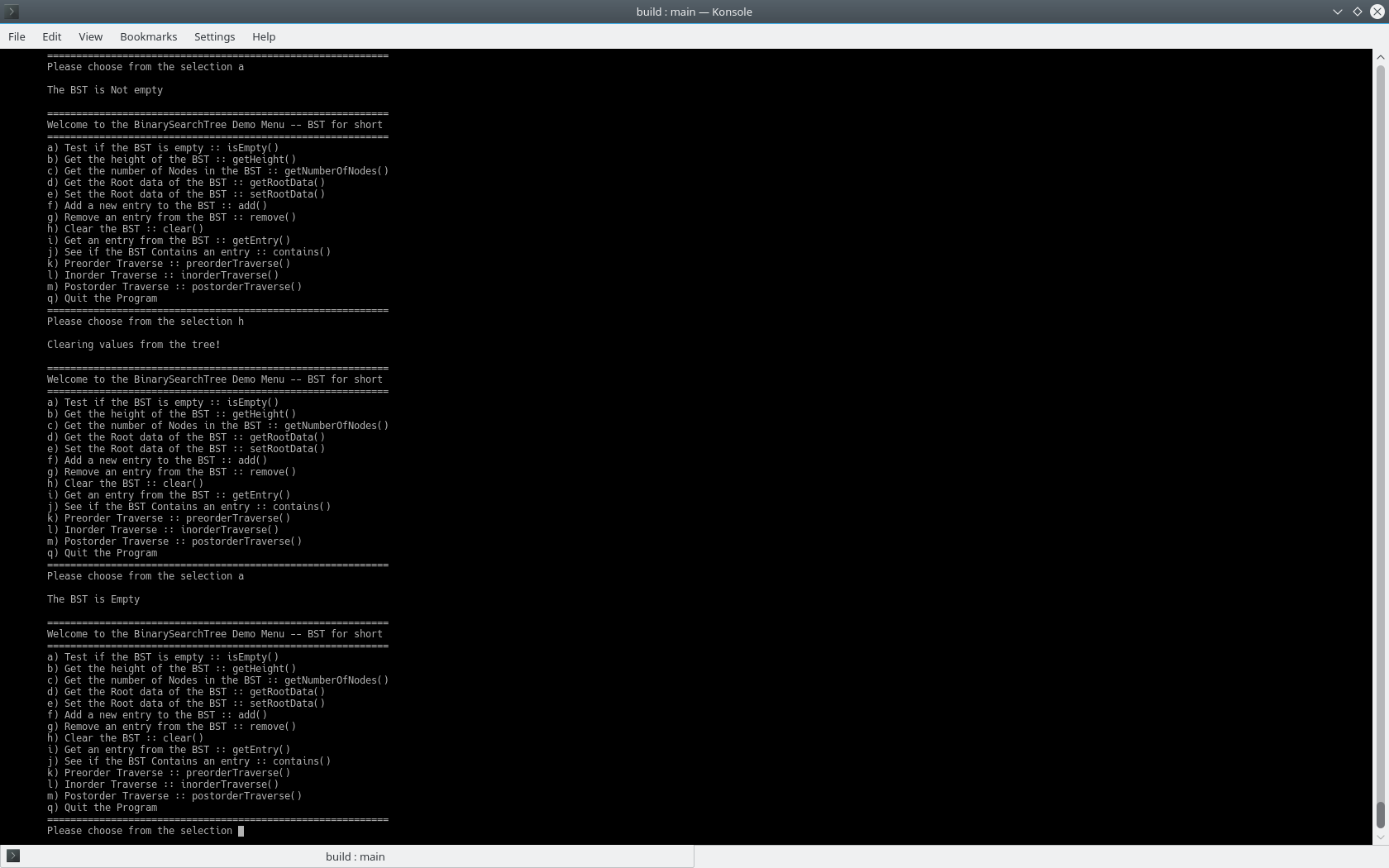


Getting the root data and setting (throws an exception :P )

Removes 2, then shows that it was removed



checking if it contains a value

Clearing the tree, then showing it is indeed empty