

//5.2.5节 算法Find

//在以t为根指针的二叉树中搜索data域为item的结点，并令指针q指向此结点.

```
template<class T>
```

```
BinTreeNode<T> * BinTree<T> ::Find(BinTreeNode<T> *t,const T & item)const
```

```
{
```

```
    BinTreeNode<T> *p,*q ;
```

```
    if ( t == NULL ) return NULL ;
```

```
    if ( t->GetData() == item )    return t ;
```

```
    if ( (p=Find(t->GetLeft(),item))!=NULL) return p;
```

```
    else    return q=Find(t->GetRight(),item) ;
```

```
};
```