AlgoExpert   Quad Layout   Go   14px   Sublime   00:00:00

Our Solution(s)   Run Code

Solution 1   Solution 2

```go
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package main

type BST struct {
  Value int

  Left  *BST
  Right *BST
}

// Average: O(log(n)) time | O(log(n)) space
// Worst: O(n) time | O(n) space
func (tree *BST) Insert(value int) *BST {
  if value < tree.Value {
    if tree.Left == nil {
      tree.Left = &BST{value: value}
    } else {
      tree.Left.Insert(value)
    }
  } else {
    if tree.Right == nil {
      tree.Right = &BST{value: value}
    } else {
      tree.Right.Insert(value)
    }
  }
  return tree
}

// Average: O(log(n)) time | O(log(n)) space
// Worst: O(n) time | O(n) space
func (tree *BST) Contains(value int) bool {
```

Your Solutions   Run Code

Solution 1   Solution 2   Solution 3

```go
package main

// Do not edit the class below except for
// the insert, contains, and remove methods.
// Feel free to add new properties and methods
// to the class.
type BST struct {
  Value int

  Left  *BST
  Right *BST
}

func (tree *BST) Insert(value int) *BST {
  // Write your code here.
  // Do not edit the return statement of this method.
  return tree
}

func (tree *BST) Contains(value int) bool {
  // Write your code here.
  return false
}

func (tree *BST) Remove(value int) *BST {
  // Write your code here.
  // Do not edit the return statement of this method.
  return tree
}

```

Our Tests

```go
package main
```

Custom Output   Submit Code

Run or submit code when you're ready.