

## Estructuras de datos

## BinaryTree<T> tp2 data: T leftChild: BinaryTree<T> rightChild: BinaryTree<T> BinaryTree(): void BinaryTree(data: T): void getData(): T setData(data: T): void getLeftChild(): BinaryTree<T> getRightChild(): BinaryTree<T> addLeftChild(child: BinaryTree<T>): void addRightChild(child: BinaryTree<T>): void removeLeftChild(): void removeRightChild(): void isEmpty(): boolean isLeaf(): boolean hasLeftChild(): boolean hasRightChild(): boolean toString(): String





