

Implement a C application for managing the airplanes' landings in an airport with only one single runway. For this, you can use a Binary Search Tree structure (BST). Structure ***Flight***, which is the useful information of a tree node, is created with the following attributes: airplane code(char*), ***landing time (unsigned short) – expressed in minutes***, coming from (char*), no. of passengers (unsigned short).

1. Print the reversed order of landings. **0.5p**
2. Find the landing that has the maximum number of passengers and return it for display in the main section. **1p**
3. Print the planes that land in a given time interval [x; y]; x and y represent the number of minutes given as parameters to the function. **1p**
4. Find the *next plane to land* and remove it; print the remaining elements after. **1p**
5. How many planes are scheduled to land at times $\leq t$ (t given value as a parameter). **1p**
6. Save all the entries starting from the root of the tree all the way to a given leaf (given as a parameter by its landing time) in an array of pointers to be displayed (the array doesn't share memory space with the BST implementation). **1.5p**

The following items should be considered for the implementation:

- ☐ *Projects with compilation issues are NOT going to be evaluated;*
- ☐ *Functions that are not tested in the main() function are not taken into account at evaluation;*
- ☐ *Source code that is commented is NOT going to be evaluated;*