**Use Case Definition**

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| **Program Name:** | **Developer:** | **Date:** |
| *L4-1* | *Bailey Nichols* | *12/9/21* |

1. This is not a program but two header files that allow the user to write their own source code using the header files binaryTreeType.h and binarySearchTreeType.h, one assumes in the user knowing how to use a c++ header file some skill and understanding of modern computer use and so I will refrain from any explanation of how to click things.
2. To see what all you can do, see the public members of binarySearchTreeType.h, in the UML definition found in the flower box of said file.
3. To use the header files as directed, you must pass to the member functions postorderTraversal and preorderTraveral the other tree you are trying to access as a parameter, so: to do a postoder traversal of a binarySearchTreeType object called T1 and access another object of the same type called T2, you say T1.postorderTraversal(T2);
4. So in main you will just be following the directions given in the assignment, creating pointers to the search-tree types as variables and then using the member access to, access the members.
5. In the program specification notes there is a a section that can be copy and pasted into a .cpp file and will fulfill the criteria listed in the directions.