

```

#include <iostream>

#include "btree.h"

using namespace std;

int main() {

    Arbol<int> myArbol;
    int value, range;
    string s;

    cout << "\n Digite la cantidad de elementos a insertar en el arbol: ";
    cin >> range;

    for(int i(0); i < range; i++) {

        cout << "\n Digite el elemento a insertar en el arbol: ";
        cin >> value;

        cout << "\n Insertando: " << value << endl;

        myArbol.insertData(value);
    }

    cout << endl << endl;
    cout << "*****" << endl;

    cout << "\n Recorrido en PreOrder: " << endl;
    myArbol.parsePreOrder();
    cout << endl << endl;

    cout << "\n Recorrido en InOrder: " << endl;
    myArbol.parseInOrder();
    cout << endl << endl;

    cout << "\n Recorrido en PostOrder: " << endl;
    myArbol.parsePostOrder();
    cout << endl << endl;

    cout << "\n Altura del arbol: " << myArbol.getHeight();
    cout << endl << endl;

    cout << "\n El valor menor es: " << myArbol.retrieve(myArbol.getLowest());
    cout << endl << endl;

    cout << "\n El valor mayor es: " << myArbol.retrieve(myArbol.getHighest());
    cout << endl << endl;

    cout << "\n Altura del arbol izquierdo respecto a la raiz: " << myArbol.getLeftHeight
    ();
    cout << endl << endl;

    cout << "\n Altura del arbol derecho respecto a la raiz: " << myArbol.getRightHeight
    ()<< endl << endl;
    cout << "*****" << endl;

    cout << endl << endl;

}

```