Inlab10 – More BinaryTree Practice

Objective

The objective of this in lab is to gain more experience with binary trees. You should write a simple Java program that prompts the user if they would like to:

- Insert a new value to be stored in the tree
- Delete a node (specified by a value)
- Search for a value
- Quit

Your program should have a simple GUI (you can design it as you like).

After each tree change, use the printing method we developed in class to display the current tree. This can go to standard output, or to a separate window if you like.

You should start with the latest version of the BinaryTree project from Friday's class.

What to do:
- Write a simple interactive binary tree program as specified above.

What to Turn In

Turn in your Netbeans project on D2L.