**Workshop – Binary Search Tree**

1. Open the BST code sample.
2. The BST program first builds a Binary Search Tree with a list of given keys, then performs Depth-First and Breadth-First traversal on the tree.
3. Run, analyze and debug to understand the provided logic.
4. Then, add two Find methods, to the binary search tree, to search for a key:
   1. Implement a RecursiveFind method to find a node, given a key, **recursively**.
   2. Implement a IterativeFind method to find a node, given a key, **iteratively**.
5. For both Find methods, accept the search-key as a parameter and return the Node (that contains the key) that has been found. If the search-key is not found in the BST, a NULL is returned.
6. This should be the signature of your methods. The ‘?’ behind the Node means that, besides returning a Node, a NULL may be returned.

public Node? RecursiveFind(int key)

{

}

public Node? IterativeFind(int key)

{

}

1. In the Main program, call your two Find methods to verify that they are correct.