BSTree.h

In class functions

template<typename DataType, class KeyType>

void BSTree<DataType, KeyType>::writeGreaterThanHelper(BSTreeNode\* p, const KeyType& searchKey) const {

if (p != 0) {

writeGreaterThanHelper(p->left, searchKey);

if (p->dataItem.getKey() > searchKey)

cout << p->dataItem.getKey() << " ";

writeGreaterThanHelper(p->right, searchKey);

}

}

template<typename DataType, class KeyType>

void BSTree<DataType, KeyType>::writePreorderHelper(BSTreeNode\* p) const {

if (p != 0) {

cout << p->dataItem.getKey() << " ";

writePreorderHelper(p->left);

writePreorderHelper(p->right);

}

}

