

```
1
2 // COS30008, Problem Set 4, Problem 3, 2022
3
4 #pragma once
5
6 #include "BinarySearchTree.h"
7
8 #include <stack>
9
10 template<typename T>
11 class BinarySearchTreeIterator
12 {
13 private:
14
15     using BSTree = BinarySearchTree<T>;
16     using BNode = BinaryTreeNode<T>;
17     using BTreeNode = BNode*;
18     using BTNStack = std::stack<BTreeNode>;
19
20     const BSTree& fBSTree;      // binary search tree
21     BTNStack fStack;           // DFS traversal stack
22
23     void pushLeft(BTreeNode aNode) {
24         while (!aNode->empty())
25         {
26             if (!fBSTree.fRoot->empty())
27             {
28                 fStack.push(aNode); // pushes aNode to the root
29                 fBSTree.fRoot = fBSTree.fRoot->left; // makes root = left node
30             }
31         }
32     }
33
34 public:
35
36     using Iterator = BinarySearchTreeIterator<T>;
37
38     BinarySearchTreeIterator(const BSTree& aBSTree)
39     :
40         fBSTree(&BNode::NIL),
41         fStack(&BNode::NIL)
42     {
43     }
44
45     const T& operator*() const //get key
46     {
47         if (fStack.empty() == false)
```

```
50     {
51         return fStack.top();
52     }
53 }
54
55 Iterator& operator++()
56 {
57     if ( fStack.empty() == false)
58     {
59         fStack.pop();
60         //fBSTree = fBSTree.fRoot->right;
61         return *this;
62     }
63 }
64
65 Iterator operator++(int)
66 {
67     BinarySearchTreeIterator temp = *this;
68     ++(*this);
69     return temp;
70 }
71
72 bool operator==( const Iterator& aOtherIter ) const
73 {
74     return fStack.size() == aOtherIter.fStack.size();
75 }
76
77 bool operator!=(const Iterator& aOtherIter) const
78 {
79     return !(*this == aOtherIter);
80 }
81
82 Iterator begin() const {
83     return BinarySearchTreeIterator<T>(*this);
84 }
85 Iterator end() const
86 {
87     return begin().end();
88 }
89 };
90
```