**Purpose:**

To get a chance to not only work with BST but to set up threads as well.

**Goal:**

To get a hands-on experience with threading and BSTs. There is also the implementation of inorder traversal and maybe a preorder traversal with the printhelp I hope to understand that as well.

**Personal Note:**

I’m excited but mostly nervous, so I’m not going to stress this one. I am going to try to just roll with the punches and try and pull something from this.

**Build Log:**

9/30/22 – Downloaded all the required materials for the lab as well as created the folder. Took some additional time to read the instructions and look at the slides.

10/1/22 – Tried to get in connection with Noah to work on the assignment together but got no answer. So, I guess that I’m flying solo for this one. Looked at bitfields to attempt to implement.

10/2/22 – Created BSTNodeThread and a main.cpp and realized that the changes need to be made to the existing class, so I just deleted BSTNodeThread and started over.

10/3/22 – Got everything sorted, had to redownload and remake the project. Finished printInorder, inserthelp, and printReverse. Bitfield implemented in BSTNode on rightThread and leftThread.