```java
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 */

package pokemongame;


public class PokemonBST {
    private PokemonBSTNode root; // this is the root of the tree

    // Constructor
    //...just makes an empty (null) root for tree
    public PokemonBST() {
        root = null;
}
 public void preorder() {
        preorder(root);
    }
    public void preorder (PokemonBSTNode p) {
     if (p != null){
     preorder(p.getLeft());
      System.out.println(p.getPokemon().ToString());
     preorder(p.getRight());
     }
    }

    public void insert(Pokemon pokemon) {
        root = insert(root, pokemon);
     }

    private PokemonBSTNode insert(PokemonBSTNode p, Pokemon pokemon) {
        if (p == null) {
          p = new PokemonBSTNode(pokemon);
        }
        else {
          if (pokemon.GetTotal()< p.getPokemon().GetTotal())
            p.setLeft(insert(p.getLeft(),pokemon));
          else
           p.setRight( insert(p.getRight(), pokemon));
        }
        return p;
    }

}
```