

Documentation – Binary Search Tree

This java program implements a binary search tree data structure. A binary search tree is a tree-based data structure in which each node has at most two children, and the value of the left child is less than the value of the parent node, while the value of the right child is greater than or equal to the value of the parent node. This makes it efficient for searching, inserting, and deleting values.

The code begins with the `BinaryTree` class, which contains a private inner class `Node`. The `Node` class represents a single node in the binary tree, and it contains three fields: `data`, `left`, and `right`. The `data` field stores the value of the node, while the `left` and `right` fields store references to the left and right child nodes, respectively.

The `BinaryTree` class also contains a field called `root`, which stores a reference to the root node of the binary tree. This field is initialized to `null` when the `BinaryTree` object is created.

The `BinaryTree` class provides several methods for manipulating the binary tree. The `insert` method takes a value as input and inserts a new node with that value into the binary tree. The `search` method takes a value as input and searches the binary tree for a node with that value. The `delete` method takes a value as input and removes the node with that value from the binary tree. The `printInorder`, `printPreorder`, and `printPostorder` methods perform inorder, preorder, and postorder traversals of the binary tree, respectively, and print the values of the nodes in the specified order.

The `main` method is the entry point of the program. It creates a new `BinaryTree` object and inserts several values into the binary tree using the `insert` method. It then performs various operations on the binary tree, such as searching for a value, deleting a node, and printing the nodes in different orders.

Overall, this code provides a basic implementation of a binary search tree data structure in Java, with methods for inserting, searching, and deleting nodes, as well as traversing and printing the nodes in different orders.