Declare and implement a class that provides the following interface EXACTLY.
You will create 2 new files, bs_tree.h and bs_tree.cpp
You will also need to use your bst_node.h and bst_node.cpp from the previous exercises.

Class Name: BSTree

Private Members:

bool Insert(int, BSTNode*&)
--creates a new BSTNode, inserts it into the tree, and returns true
if the integer is already in the tree, does not insert, and returns false

void Clear(BSTNode*&)
--clears the entire contents of the tree,
freeing all memory associated with all nodes

string InOrder(BSTNode*)
--creates a string of the data in all nodes in the tree, in ascending order
separate by spaces (there should be a space after the last output value)

BSTNode* root_
--points to the root node of a binary search tree
unsigned int size_
--holds the number of nodes in the tree

Public Members:

Default Constructor
--sets root_ to NULL
sets size_ to 0

Destructor
--calls Clear()

bool Insert(int)
--calls private function Insert(int, root)

void Clear()
--calls private function Clear(root)

unsigned int size() const
--Accessor for size_

string InOrder()
--calls private function InOrder(root)