**Class description**: Each **Cat** object has three attributes: place (String), weight (int) and color (int), and will be used for **Question 4.1**. You should **NOT** care about the actual meaning of a Cat in the real-world, just focus on your code.

**Code provided**: CSD201\_CQ84 java project about **Binary Search Trees**.

**Student tasks**:

* **Open** and **build** the project, if there is no error then openfile **BSTree.java**
* Use Cat’s **weight** as the ***key*** attribute when building a BST, thus it must be unique.
* Find the following methods, read the description and implement them accordingly:

1. void insert (String xPlace, int xWeight, int xColor)
2. void f2()
3. void f3()
4. void f4()
5. void f5()

*Note carefully read the instructions in each question to best complete your assignment.*