#include <iostream>

#include <string.h>

using namespace std;

struct node

{

date timestamp;

string data;

int nodeNumber;;

string nodeId;

string referenceNodeId;

string childReferenceNodeId;

string genesisReferenceNodeId;

string HashValue;

};

struct tree

{

int data;

char value;

struct tree\* left;

struct tree\* right;

newnode(int data, char value)

{

this->data=data;

this->value=value;

left=right=NULL;

}

};

int main() {

// your code goes here

list<greater<float>> records;

struct tree\* genesis = newnode(3);

genesis->left=newnode(1);

genesis->right=newnode(1);

return 0;

}