## Github link:

https://github.com/RavaszTamas/FormalLanguagesLaboratories/tree/main/lab2

```
class Node:
```

self.left = None

```
A structure representing a node inside our binary search tree
the value is the token,
the code is the position in the symbol table
right and left are possible child nodes
"""

def __init__(self, value, code):
    self.value = value
    self.code = code
    self.right = None
```

This item is to represent the node inside a binary search tree

```
class SymbolTableBinarySearchTree(SymbolTable):
```

```
def __init__(self):
  self.__root = None
  self.__size = 0
def pos(self, token):
  .....
  Returns the position of the token if the token is present return it's position in the table
  otherwise insert it and return the position
  The table is stored using a binary search tree
  :param token: integer or string the token to be inserted or queried
  :return: int - the position inside the symbol table
  current = self.__root
  parent = None
  """ Search for the token inside the tree"""
  while current is not None and current.value != token:
    parent = current
    if token < current.value:
      current = current.right
    else:
      current = current.left
  """ Handling the cases for the search"""
  if current is None and parent is None: """ If the tree has no nodes"""
    self.__size += 1
    self.__root = Node(token, self.__size) """ The moment when the item is inserted the position will correspond """
                                           """ to the size at the moment so it will stay consistent"""
    return self. size
  elif current is None: """ If the token is not in the tree but the tree has some elements, add it to the tree """
    self.__size += 1 """ and return the position inside the symbol table """
    if token < parent.value:
      parent.right = Node(token, self. size)
    else:
      parent.left = Node(token, self.__size)
    return self. size
  else:
    return current.code """ If it is found return the position """
```