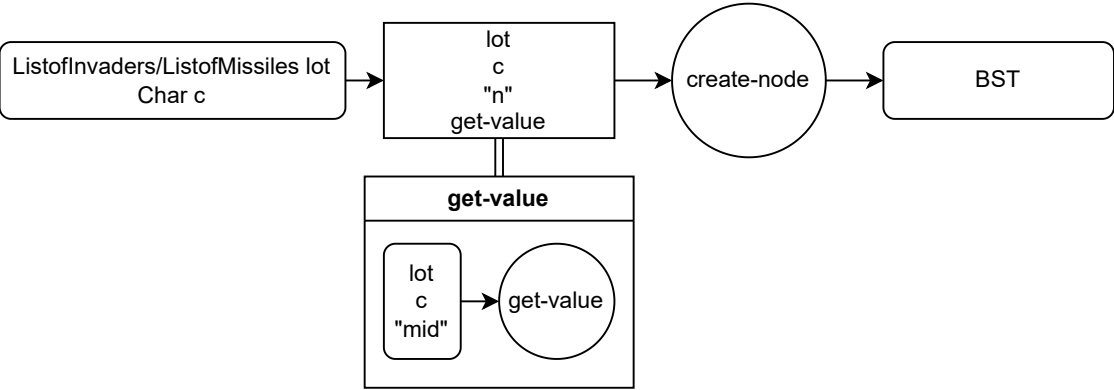


BINARY TREE GENERATOR ALGORITHM

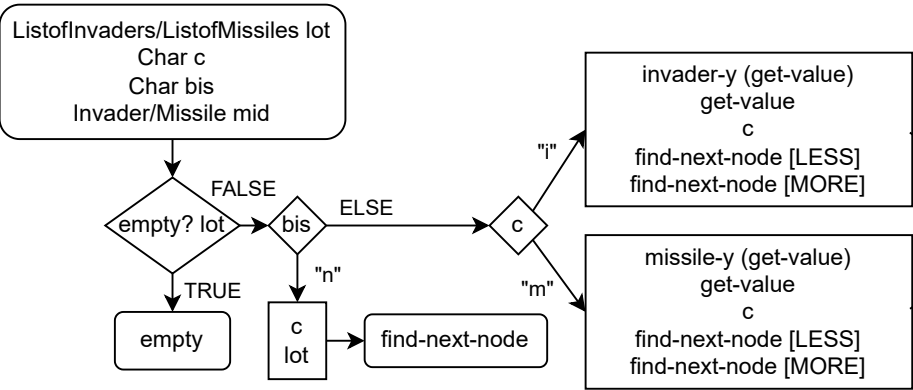
create-bst
(ListofInvaders/ListofMissiles Char -> BST)

Node
+ key: Float
+ val: Invader/Missile
+ c: Char
+ l: Node
+ r: Node

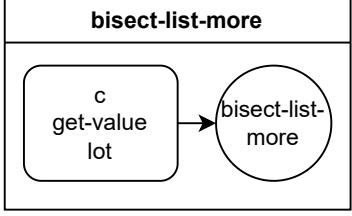
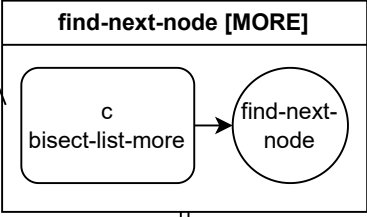
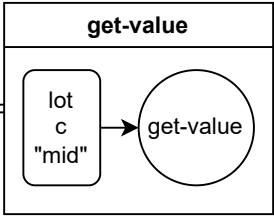
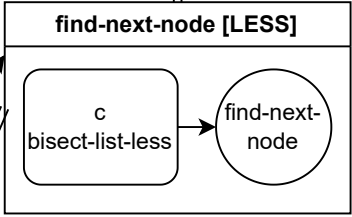
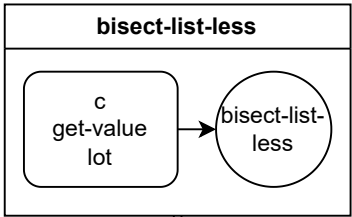
CREATE-BST
(ListofInvaders/ListofMissiles Char -> BST)



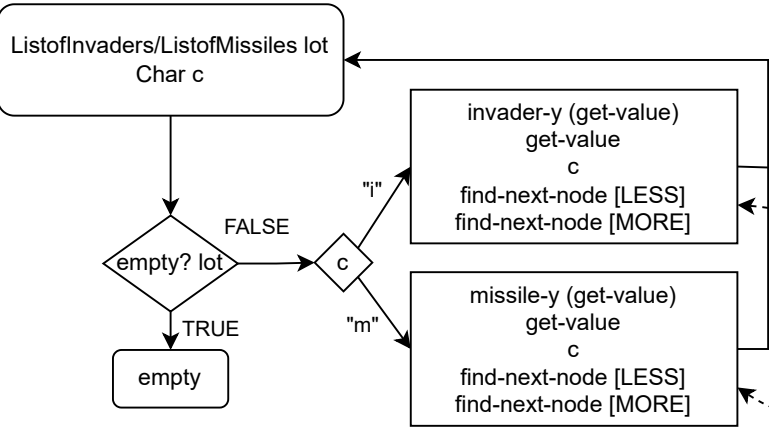
CREATE-NODE
(ListofInvaders/ListofMissiles Char Char Invader/Missile -> Node)



find-next-node [LESS] and find-next-node [MORE] are the same function. There are different inputs in each cases, hence the need to distinguish.

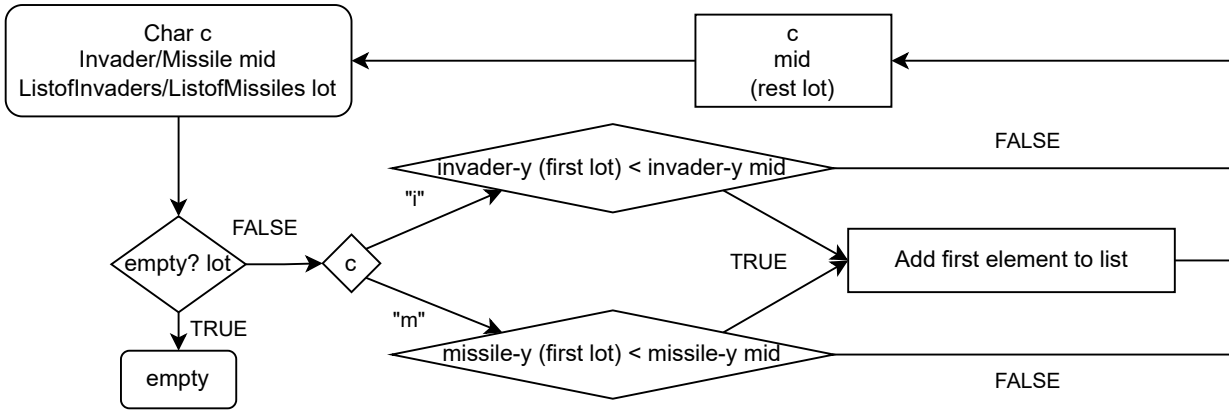


FIND-NEXT-NODE
(ListofInvaders/ListofMissiles Char Char Invader/Missile -> Node)

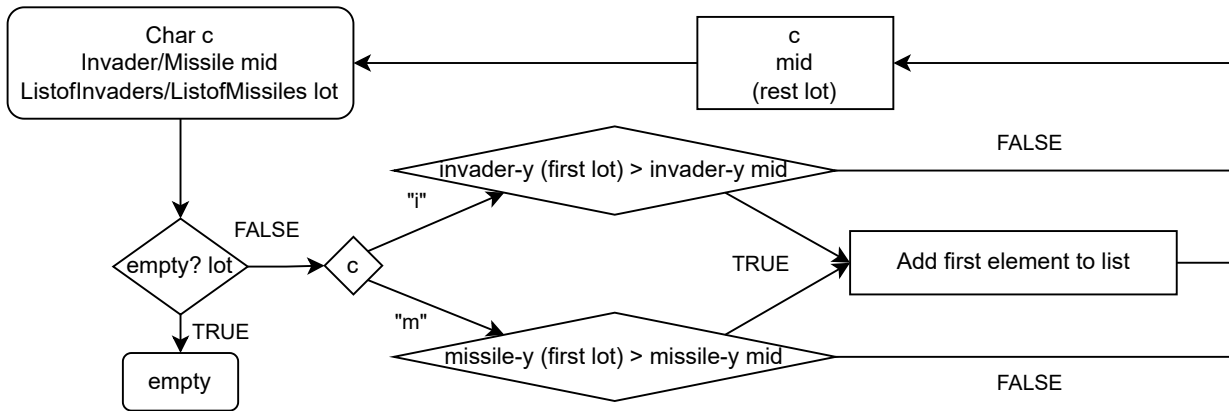


Refer to CREATE-NODE for get-value [MIN] and get-value [MAX].

BISECT-LIST-LESS
(Char Invader/Missile ListofInvaders/ListofMissiles -> ListofInvaders/ListofMissiles)



BISECT-LIST-MORE
(Char Invader/Missile ListofInvaders/ListofMissiles -> ListofInvaders/ListofMissiles)



GET-VALUE
(ListofInvaders/ListofMissiles Char String -> Integer Invader/Missile)

