

## Tree

- data:T
  - depth:unsigned int = 1
  - currentLevel:unsigned int = 1
  - valid:bool = false
- 
- + Tree(const unsigned int, const unsigned int)
  - + Tree(const T &, const unsigned int, const unsigned int)
  - + Tree(const Tree<T> &)
  - + ~Tree()
  - + getDepth(): unsigned int
  - + setDepth(const unsigned int): void
  - + getCurrentLevel(): unsigned int
  - + setCurrentLevel(const unsigned int): void
  - + getData(): const T
  - + setData(const T &): void
  - + getValid(): bool
  - + setValid(const bool): void
  - + clear(): void