```
1 #ifndef Fib Tree
2 #define __Fib_Tree__
3
4
5
7 //
        Simple node of the tree structure
10 struct Node {
11
    int val;
    Node * L;
12
    Node * R;
13
14 };
15
16
17
Tree
21
22 class Tree {
23 private:
    Node * root;
24
25
    int depth, size, leafs;
26
    void fib(int, Node *);
    void empty(Node *);
27
28
    void printNode(Node *);
29 public:
    Tree(void);
30
31
    ~Tree(void);
    void printTree(void);
32
33
    void buildTree(int);
34 };
35
36
37 #endif
```