**Programming Assignment 2 Report**

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1. For my BST design, I made a Node class to represent each node in the binary search tree. This node class typically contains pointers to the left child, right child, and parent node. These pointers typically point to nothing until the tree is built up. It also contains a key which is an object called Process.

Whenever I needed to do comparisons between one node and another… I would do a compareTo based on the Process’s priority.

**Procedures Included in – ‘Procedures Readme.txt’**

**Screenshots Included in – ‘Screenshots’ folder.**