**BST**

How to make class that ease our work to make BST easily

It will be similar to BT

BTNode{

int data;

BTNode left;

BTNode right;

int size;

Public BTNode(){

}

Functions could be

* Traversals
  + In, pre, post, level order traversing
* Searching
* Min
* Max

}

BSTNode{

Private BTNode root;

int size;

Public BSTNode(){

}

Functions

* Insert
* Delete
* Search
* print

}

Function Search

Boolean search(int data)  
{

Return search1(root,data);

}

As we don’t want to give access of root to outsider world

Private Boolean search1(root,int data)  
{

If(root.data==data)

Return true;

Else if(root.data<data)

Return Search(root.right,data);

Else

Return Search(root.left,data);

}