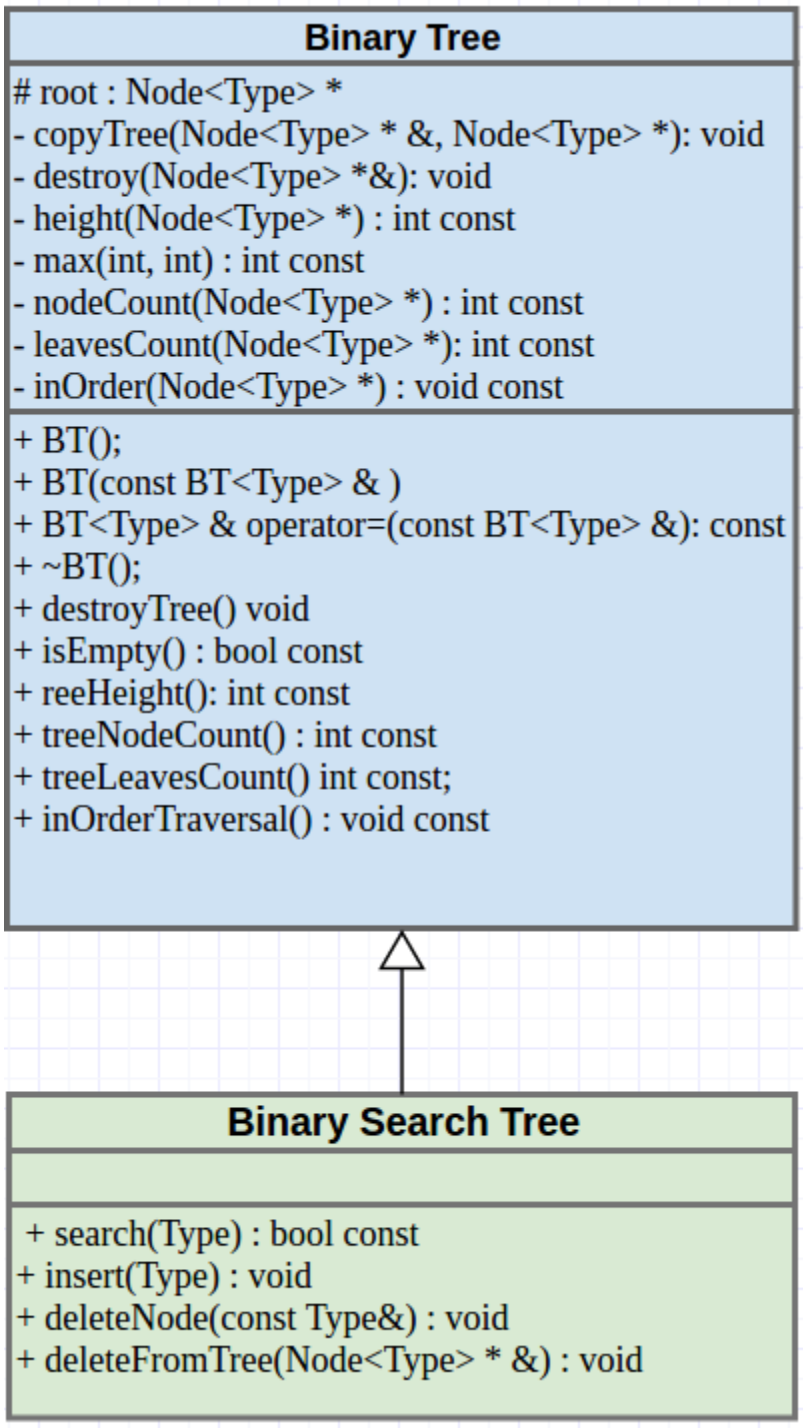
Binary Tree
root : Node<Type> *
- copyTree(Node<Type> * &, Node<Type> *): void
- destroy(Node<Type> *&): void
- height(Node<Type> *) : int const
- max(int, int) : int const
- nodeCount(Node<Type> *) : int const
- leavesCount(Node<Type> *): int const
- inOrder(Node<Type> *) : void const
+ BT();
+ BT(const BT<Type> &)
+ BT<Type> & operator=(const BT<Type> &): const
+ ~BT();
+ destroyTree() void
+ isEmpty() : bool const
+ reeHeight(): int const
+ treeNodeCount() : int const
+ treeLeavesCount() int const;
+ inOrderTraversal() : void const
Binary Search Tree
+ search(Type) : bool const
+ insert(Type) : void
+ deleteNode(const Type&) : void
+ deleteFromTree(Node<Type> * &) : void