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`void BTIterator::add(BinaryTreeNode** head, const char *nm, int line_num`

Test Cases	BinaryTreeNode** head i	BinaryTreeNode** head v	const char*nm i	const char*nm v	int line_num i	int line_num v	Expect output
1	NULL		0		NULL		Error
2	NULL			&x	NULL		Error
3	NULL		0			52	Error
4	NULL			&x		52	Error
5		&add	0		NULL		Error
6		&add		&x	NULL		Error
7		&add	0			52	Error
8		&add		&x		52	Success!

`void BTIterator::clear(BinaryTreeNode *n)`

Test Cases	BinaryTree *n i	BinaryTree *n v	Expected Output
1	0		Error
2		&new	Success!

`BinaryTreeNode* BTIterator::get_next(BinaryTreeNode *head, BinaryTreeNode *last)`

Test Cases	BinaryTreeNode *head i	BinaryTreeNode *head v	BinaryTreeNode *last i	BinaryTreeNode *last v	Expected Output
1	0		0		Error
2	0			&end	Error
3		&new	0		Error
4		&new		&end	Success!

`BinaryTreeNode *BTIterator::find(BinaryTreeNode *head, const char *nm)`

Test Cases	BinaryTreeNode *head i	BinaryTreeNode *head v	const char*nm i	const char*nm v	Expected Output
1	0		0		Error
2	0			&x	Error
3		&new	0		Error
4		&new		&x	Success!

`BinaryTreeNode *BTIterator::find_parent(BinaryTreeNode *root, char *target)`

Test Cases	BinaryTreeNode *root i	BinaryTreeNode *root v	char * target i	char * target v	Expected Output
1	0		0		Error
2	0			&x	Error
3		&new	0		Error
4		&new		&x	Success!

`BinaryTreeNode *BTIterator::examin_children(BinaryTreeNode *root, char *target)`

Test Cases	BinaryTreeNode *root i	BinaryTreeNode *root v	char * target i	char * target v	Expected Output
1	0			0	Error
2	0			&x	Error
3		&new		0	Error
4		&new		&x	Success!

`BinaryTreeNode *BTIterator::find_next(BinaryTreeNode *root, char *target)`

Test Cases	BinaryTreeNode *root i	BinaryTreeNode *root v	char * target i	char * target v	Expected Output
1	0			0	Error
2	0			&x	Error
3		&new		0	Error
4		&new		&x	Success!

`BinaryTreeNode *BTIterator::get_leftmost(BinaryTreeNode *root)`

Test Cases	BinaryTree *node i	BinaryTree *node v	Expected Output
1	0		Error
2		&new	Success!