using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Probleme

{

class Noeud\_N

{

#region Attributs

private Salarie salarie;

private Noeud\_N successeur;

private Noeud\_N frere;

#endregion

#region Constructeurs

public Noeud\_N()

{

this.salarie = new Salarie();

this.successeur = null;

this.frere = null;

}

public Noeud\_N(Salarie salarie)

{

this.salarie = salarie;

this.successeur = null;

this.frere = null;

}

public Noeud\_N(Salarie salarie, Noeud\_N successeur, Noeud\_N frere)

{

this.salarie = salarie;

this.successeur = successeur;

this.frere = frere;

}

#endregion

#region Propriétés

public Salarie Salarie

{

get { return salarie; }

set { salarie = value; }

}

public Noeud\_N Successeur

{

get { return successeur; }

set { successeur = value; }

}

public Noeud\_N Frere

{

get { return frere; }

set { frere = value; }

}

#endregion

public override string ToString()

{

return Salarie.ToString();

}

public bool EstFeuille()

{

return ((successeur == null) && (Frere == null));

}

}

}