FamilyTree Tree # TreeNode<Type>* root; - char oper; **TreeNode** # TreeNode<Type>* prt; - string name; + Tree(); 用string具体化后继承 + FamilyTree(); 合成关系 + Type data; + ~Tree(); + ~ FamilyTree(); + TreeNode<Type>* firstChild; + TreeNode<Type>* getRoot(); + char getOper(); + TreeNode<Type>* nextSibling; + TreeNode<Type>* find(TreeNode<Type>* + void CompleteTree(); pNode, Type key); + TreeNode(); + void InsertMember(); + bool insert(TreeNode<Type>* parent, + TreeNode(Type val); + void RemoveMember(); Type key); + void ChangeName(); + bool remove(TreeNode<Type>* pNode); + void PrintChildren(TreeNode<string>* curNode);