<<struct>> Node

data: bstdata

left: Node*

right: Node*

Node(newdata: bstdata):

data(newdata),

left(NULL), right(NULL)

BST

-root: NodePtr

-size: int

insertHelper(root: NodePtr, value: bstdata):void

-destructorHelper(root: NodePtr): void -inOrderPrintHelper(root: NodePtr): void -preOrderPrintHelper(root: NodePtr): void -postOrderPrintHelper(root: NodePtr): void -maximumHelper(root: NodePtr): bstdata

-getSizeHelper(root: NodePtr, size: int): void

-minimumHelper(root: NodePtr): bstdata

-getHeightHelper(root: NodePtr): int

-findHelper(root: NodePtr, value: bstdata): bool-removeHelper(root: NodePtr, value: bstdata):

NodePtr

-copyHelper(copy: NodePtr): void

+BST();

+BST(const BST& tree);

+~BST();

+isEmpty(): bool

+insert(bstdata: value): void

+getRoot(): bstdata
+inOrderPrint(): void
+preOrderPrint(): void
+postOrderPrint(): void
+maximum(): bstdata
+minimum(): bstdata

+getSize(): int +getHeight(): int

+find(value: bstdata): bool +remove(value: bstdata): void