

<https://github.com/VoinaLiviu/FLCD>

Node:

- * class for representing the nodes of a BST

- * attributes:

 - value -> the value that the node contains

 - left -> the node on the left

 - right -> the node on the right

- * methods:

 - getValue -> gets the value from the node

 - getLeft -> gets the node from the left

 - getRight -> gets the node from the right

 - setValue -> sets the value from the node

 - setLeft -> sets the node from the left

 - setRight -> sets the node from the right

BST:

- * class for representing a Binary Search Tree

- * attributes:

 - root -> the root of the tree (the node on top of the tree)

- * methods:

 - insert -> inserts a value into the BST based on the standard BST rules

 - search -> searches a value into the BST

 - printAlphabetically -> prints all the values from the BST in alphabetical order

 - print -> wrapper method for printAlphabetically

SymbolTable:

* class for representing a symbol table

* attributes:

bst -> the Binary Search Tree in which the symbol table values are going to be stored

position -> the last position from the symbol table (initialized with 0)

* methods:

add -> adds a value to the symbol table

alreadyIn -> verifies if a value already exists in the symbol table

search -> searches a value in the symbol table

print -> prints the values from the symbol table