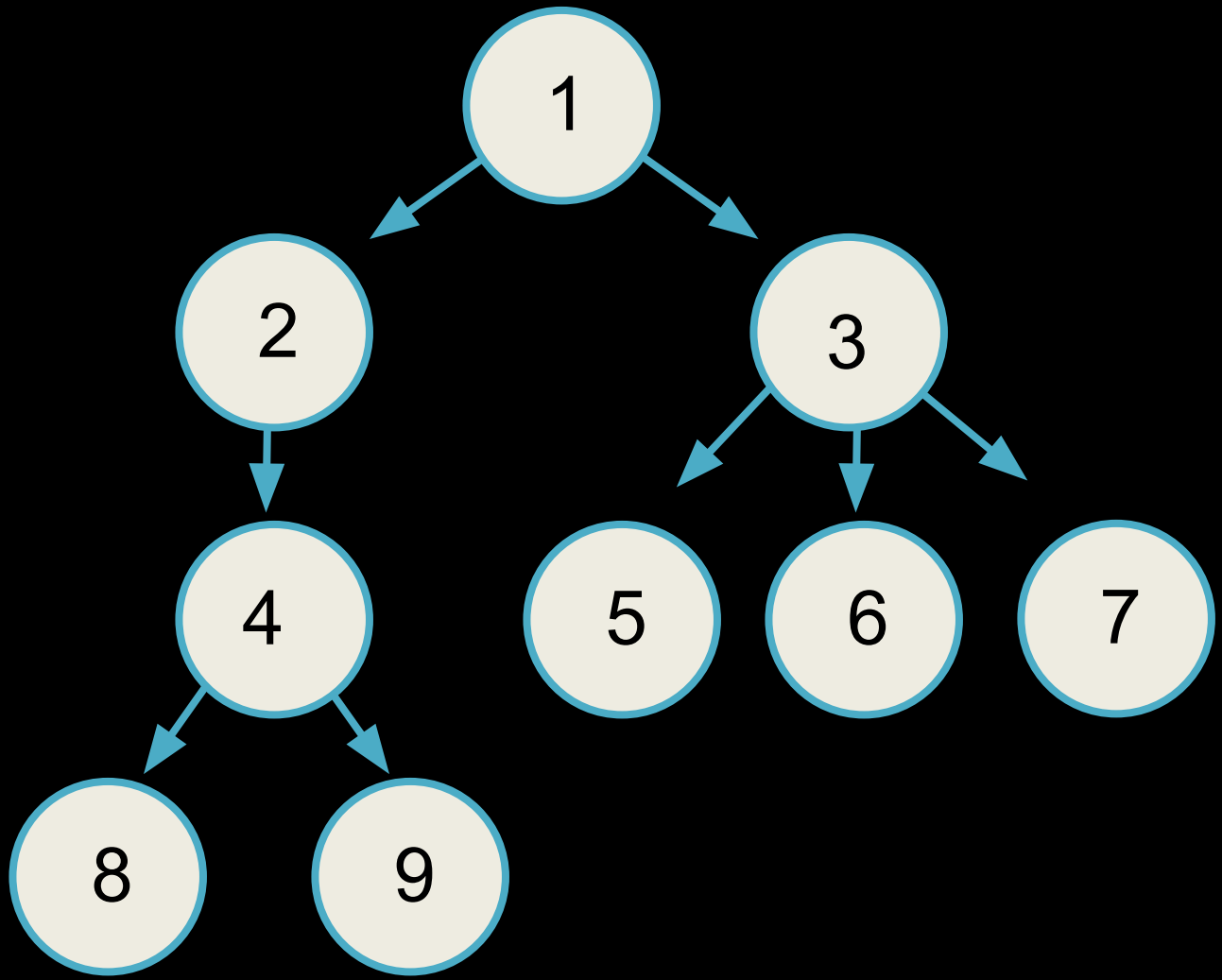
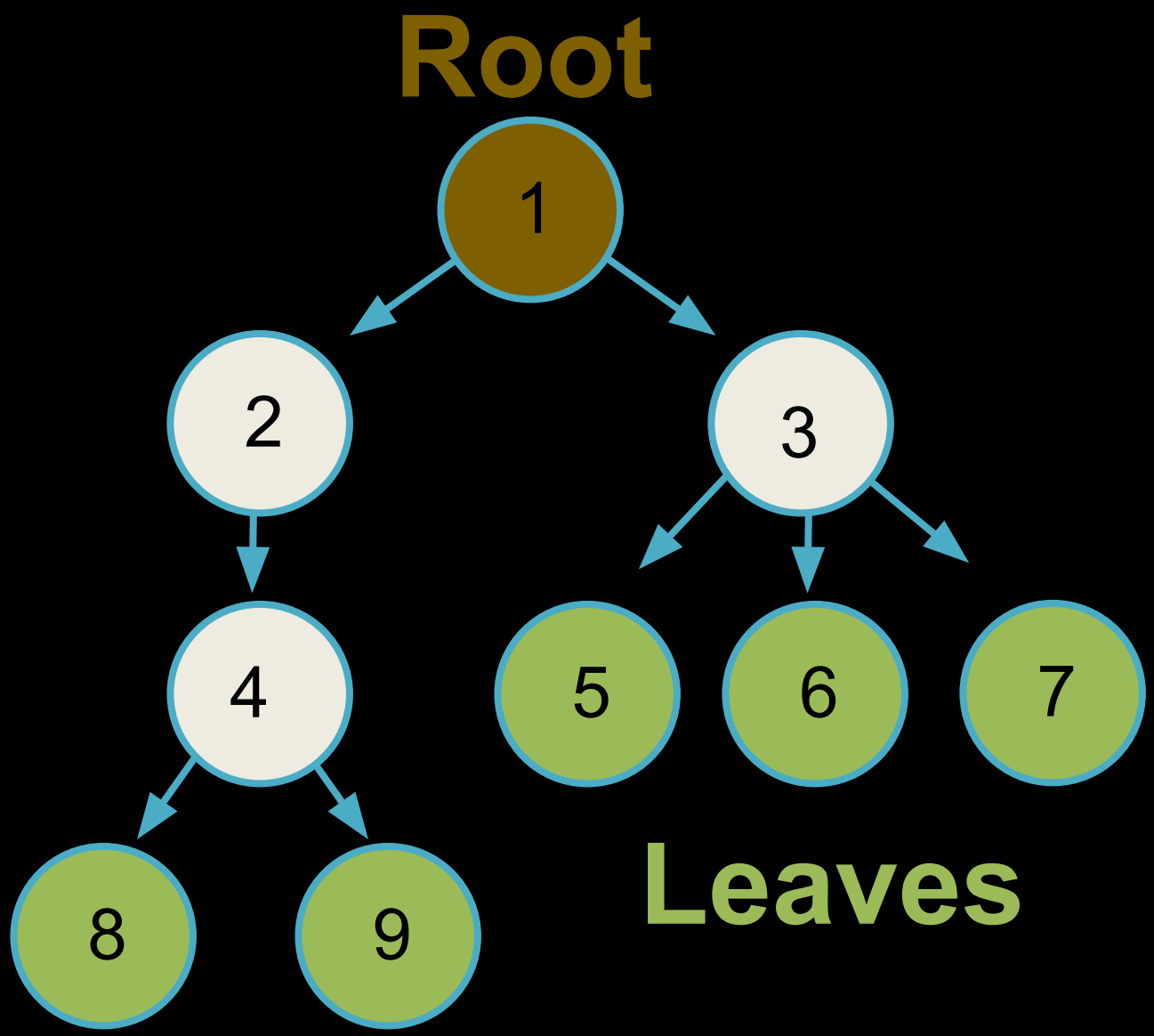
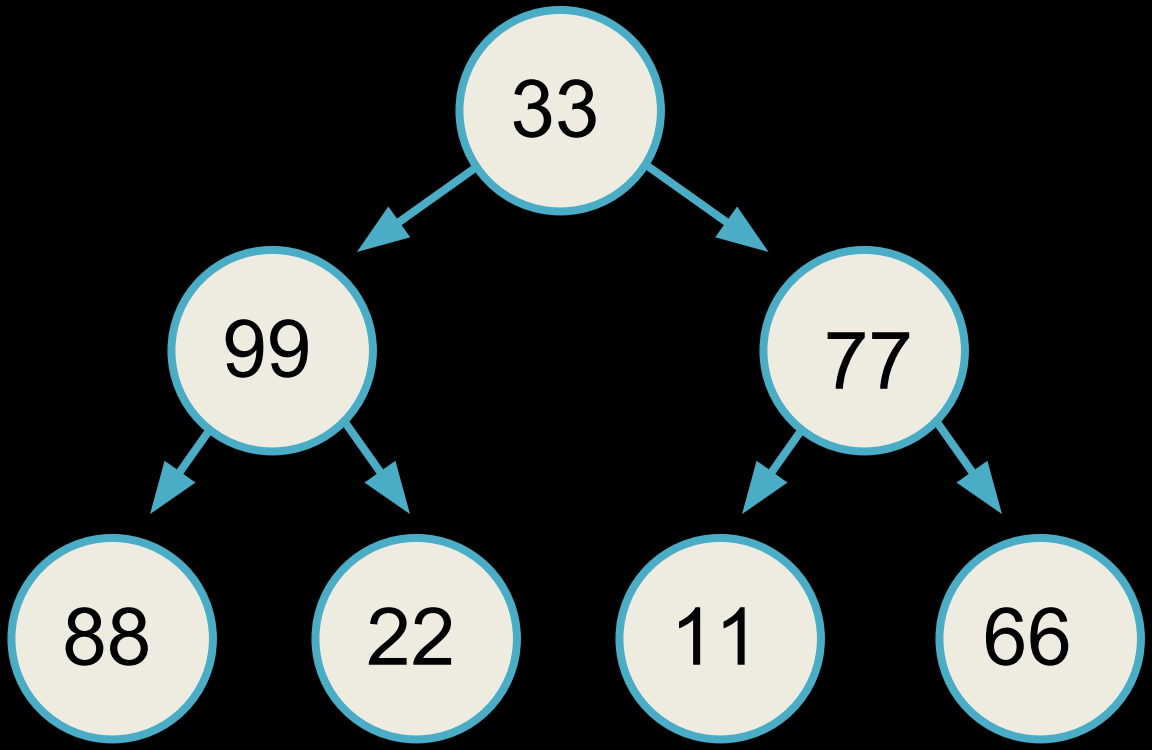
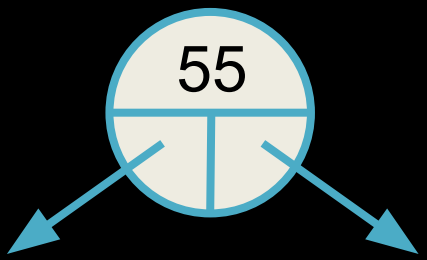
Tree




Root
1
2
3
4
5
6
7
8
9
Leaves

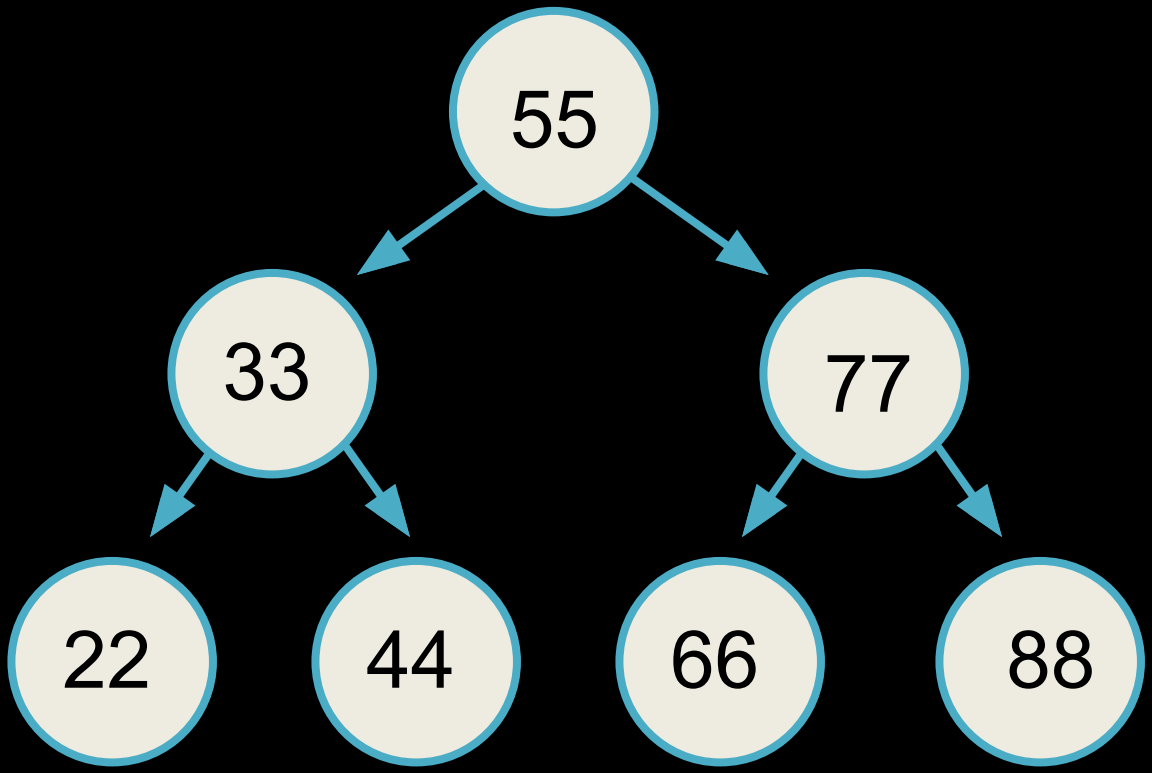
Binary Tree






```
typedef struct node
{
   int n;
   struct node* left;
   struct node* right;
}
node;
```

Binary Search Tree



```
bool search(node* root, int val)
{
    if root is NULL
        return false.

    if root->n is val
        return true.

    if val is less than root->n
        search left child

    if val is greater than root->n
        search right child
}
```