

<https://github.com/alexteo24/University-Work/tree/main/ThridYear/LFTC/Lab3/Compiler/src>

As a data structure for the symbol table, I chose to implement a generic BST.

It's inner class, Node, will contain as attributes data of type T and left and right of type Node.

The BST has as attributes only the head of type Node, which will initially be null.

```
//The function will add data to the BST if the data is not already present
```

```
//data: the information we want to add to our BST
```

```
//return -
```

```
public void add(T data)
```

```
//The function will search for some data.
```

```
//data: the data we want to seach in our BST
```

```
//return: if the data is present, return the data or null otherwise
```

```
public T find(T data)
```

```
//Function to display the BST according to inorder traversal
```

```
//currentNode: the root of the BST we want to display
```

```
//-
```

```
private void print(Node currentNode)
```

```
//Wrapper for the print function to display the whole tree
```

```
public void displayTree()
```