e) public class Node

{

Int val;

Node left;

Node right;

Node parent;

Node(int val, Node parent)

{

this.val = val;

right = null;

left = null;

}

//sets right node

public void setR(Node r)

{

right = r;

}

//sets left node

public void setL(Node l)

{

left = l;

}

//return right node

public Node getR()

{

return right;

}

//return left node

public Node getL()

{

return left;

}

public Node getParent()

{

return parent;

}

}

public class BinaryTree

{

Node root;

public void insert(Node n)

{

“insert algorithm here”

}

}