

```
void BSTInsert(BinaryNode* u, BinaryNode* v) {  
    {  
        //location found  
        if (v == nullptr) {  
            v = u;  
        }  
        //go left  
        if (u->value < v->value) {  
            insert(u, v->left);  
        }  
        //go right  
        else (u->value > v->value) {  
            insert(u, v->right);  
        }  
        return;  
    }  
}
```