Part II of Question 1:

The method NOT tested by the test code is:

The move constructor

It seems the deconstructor is indirectly tested with the memory leak malloc stuff, & all of the rest of the methods listed are explicitly tested.

Part II of Question 2:  
  
The inordertraversal method was missing the entire left branch of the tree. Fixed by adding recursive left branch calling in the proper position.

Post order and pre order were also both missing the left branch, and fixed by adding the recursive left branch call in the proper position for each