#include <iostream>

#include<string.h>

using namespace std;

struct Node1{

date timestamp;

string data;

int nodeNumber;

string nodeId;

string referenceNodeId;

string childReferenceNodeId;

string genesisReferenceNodeId;

string HashValue;

};

struct Node{

int data;

struct Node\* left;

struct Node\* right;

Node(int data)

{

this->data=data;

left=right=NuLL;

}

};

int main() {

struct Node \*genesis=new Node(5);

genesis->left= new Node(3);

genesis->right= new Node(1);

genesis->left->left= new Node(1);

genesis->left->right= new Node(1);

return 0;

}