



```
fn find_in_tree(n: &Node, key: u64)
-> Option<Value>
{
    if n.key == key { // Found correct value
        Some(n.value)
    } else {
        // Traverse left or right
        let next = if key < n.key { n.left }
                    else { n.right };
        if let Some(next) = next {
            // Fetch each node from storage
            find_in_tree(get(next), key)
        } else {
            None // Break if dead end
        }
    }
}
```