na y

```
      Inorder(t : BIN_NODE[STRING]) is
      do
        if t /= void then
             Inorder(t.left)
             "Process(t.value)"
             Inorder(t.right)
        end
      end -- Inorder
end --BST_TE.5745 0 Td (T)Tj 6.97335 0 Td (_)Tj 6
```

Add an Item t_a BST

```
Postorder(bt:BIN_TREE[G]) is
      do
            If bt /= void then
                  Postorder(bt.left)
                  Postorder(bt.right)
                  Process(bt.value)
            end
      end -- Postorder
```

8

The Procedu4 0 Td (r)Tj 5.16970998085 0 0 1 297.48 4.

```
Delete(x:G; bt:BIN_NODE[G]) : BIN_NODE[G]
    oca
        t : BIN_NODE[G]
    do
        | bt /= void      n
            | equal(x, bt.value)      n
                result := Delete_Root(x, bt)

            !!t
            | x < bt.value      n
                t.build(bt.root, Delete(x,bt.left), bt.right)
                | x > bt.value      n
                t.build(bt.root, bt.left, Delete(x,bt.right))
             nd
```
j 3.12599 0 Td (s)Tj 6.3722 0 Td (e)Tj 6.25197 0 Td (i)Tj 3.24622 0 Td (f)Tj /R21 11.28 Tf 3.7