(1) insert("goose")

The resulting tree consist of the single node goose:

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(2) insert("horse")

goose

(3) insert("rooster")

goase nonse rooster

(4) insert("cat")

cat horse rooster

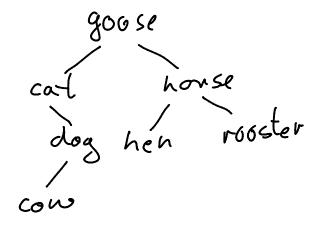
(5) insert("dog")

goose coof horse dog rooster

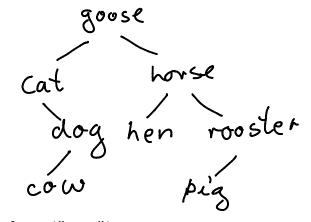
(6) insert("cow")

cat dog rooster

(7) insert("hen")

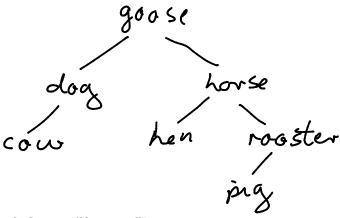


(8) insert("pig")



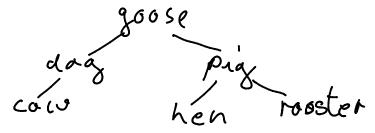
(9) delete("cat")

cat has only one child and therefore is replaced by its only child:



(10) delete("horse")

horse has two children and therefore is replaced by its successor:



Exercise 2

```
* BinaryTree
* @author CS3151
* @param <T> type of the node values
public class BinaryTree<T> {
   private BinaryNode root;
    * Instantiates a new binary tree with three nodes: The root of the new tree has
    * two children where the root has the specified value valueRoot, the left child
    * of root has the specified value valueLeft, and the right child of root has
    * the specified value valueRight.
    * @precondition valueRoot != null && valueLeft != null && valueRight != null
    * @param valueRoot value of the root
    * @param valueLeft value of the root's left child
     * @param valueRight value of the root's right child
    public BinaryTree(T valueRoot, T valueLeft, T valueRight) {
      if (valueRoot == null) {
         throw new IllegalArgumentException("the value of the root cannot be null");
      if (valueLeft == null) {
         throw new IllegalArgumentException("the value of the root's left child cannot be null");
      if (valueRight == null) {
         throw new IllegalArgumentException("the value of the root's right child cannot be null");
      this.root = new BinaryNode(valueRoot);
      this.root.left = new BinaryNode(valueLeft);
      this.root.right = new BinaryNode(valueRight);
      this.root.left.parent = this.root;
      this.root.right.parent = this.root;
    }
    /**
     * Adds a new node with the specified value as a left child of the specified
    * node. If parentNode has already a left child, then the left child of
    * parentNode becomes the left child of the new node.
    * @precondition node != null && value != null
    * @param value
                    the value of the new node to be added
    * @param parentNode the parent of the new node
    public void addAsLeftChildOf(T value, BinaryNode parentNode) {
      if (parentNode == null) {
         throw new IllegalArgumentException("node cannot be null");
      if (value == null) {
         throw new IllegalArgumentException("value cannot be null");
```

```
BinaryNode newNode = new BinaryNode(value);
      newNode.parent = parentNode;
      newNode.left = parentNode.left;
      parentNode.left = newNode;
      if (newNode.left != null) {
         newNode.left.parent = newNode;
    }
     * Class BinaryNode
     * @author CS3151
    protected final class BinaryNode {
        private T value;
        private BinaryNode parent;
        private BinaryNode left;
        private BinaryNode right;
        private BinaryNode(T value) {
            this.value = value;
            this.parent = null;
            this.left = null;
            this.right = null;
       }
    }
}
```