BinaryNode\* BinaryNode::BSTMinimum(BinaryNode\* v) {

while(v->left != nullptr)

{

v = v->left;

}

cout << v->value << endl;

return v;

}

BinaryNode\* BinaryNode::BSTInsert(BinaryNode\* u, BinaryNode\* v) {

if(v == nullptr)

{

return new BinaryNode(u->value);

}

else if(u->data < v->data)

{

v->left = BSTInsert(u, v->left);

}

else

{

v->right = BSTInsert(u, v->right);

}

return v;

}