| Implementazione BINARY TREE in pseudocodice | |
|---|---|
| TREE Tree(ITEM $v$)<br>   TREE $t$ = new TREE<br>   $t.parent \leftarrow$ **nil**<br>   $t.left \leftarrow t.right \leftarrow$ **nil**<br>   $t.value \leftarrow v$<br>   **ritorna** $t$ | deleteLeft(TREE $t$)<br>   **se** $left \neq$ **nil allora**<br>      $left$.deleteLeft<br>      $left$.deleteRight<br>      $left \leftarrow$ **nil** |
| insertLeft(TREE $t$)<br>   **se** $left \neq$ **nil allora**<br>      $t.parent \leftarrow$ **this**<br>      $left \leftarrow t$ | deleteRight(TREE $t$)<br>   **se** $right \neq$ **nil allora**<br>      $right$.deleteLeft<br>      $right$.deleteRight<br>      $right \leftarrow$ **nil** |
| insertRight(TREE $t$)<br>   **se** $right \neq$ **nil allora**<br>      $t.parent \leftarrow$ **this**<br>      $right \leftarrow t$ | |