# Node<Type>

## # data : Type

- + Node(): constructor
- + Node(Type data) : constructor
- + setData(Type data): void
- + getData : Type

# Tree<Type>

### # root : BinaryTreeNode<Type>

- \*Informational Methods
- + getSize(): int
- + getHeight(): int
- + isComplete(): bool
- + isBalanced(): bool
- \*Data Methods
- +insert(type): void
- + contains(Type) : bool
- + remove(Type) :void
- \*Traversals
- + inOrderTraversal(): void
- + preOrderTraversal(): void
- + postOrderTraversal(): void

#### Extends

# BinaryTreeNode<Type>

- root : BinaryTreeNode<Type>\*
- left : BinaryTreeNode<Type>\*
- right : BinaryTreeNode<Type>\*
- + BinaryTreeNode(): constructor
- + BinaryTreeNode(Type data): constructor
- + getRoot() : BinaryTreeNode<Type> \*
- + getLeft() : BinaryTreeNode<Type> \*
- + getRight() : BinaryTreeNode<Type> \*
- + setRoot( BinaryTreeNode<Type> \*) : void
- + setLeft( BinaryTreeNode<Type> \*) : void
- + setRight( BinaryTreeNode<Type> \*) : void