

BST.h

```
1 #pragma once
2
3 template <class K, class V>
4 class BST {
5     public:
6         BST();
7         void insert(const K key, V value);
8         V remove(const K & key);
9         V find(const K & key) const;
10        TreeIterator traverse() const;
11
12    private:
13
14
15
16
17
18
19
20
21
22 };
```