Node Class (for Binary Trees)

Zamansky calls it "Tree Node"

– instance variables –

- int value (could be any data type)
  Holds the element being stored. In this case, it's an int value.
- int leftChild
  Holds the pointer to the left child
- int rightChild
  Holds the pointer to the right child

– methods –

- public int getValue()
  returns the value of
- public Node getLeft()
  returns the left child
- public Node getRight()
  returns the right child
- public void setValue(int val)
- public void setLeft(Node left)
- public void setRight(Node right)

Binary Tree Class

– instance vars –

- int root
  The first node in the tree

– methods –

- public Node getRoot()
  returns the root node
- public boolean isEmpty()
  returns true if only the root node exists
- public void add(int value)
  creates a new Node and adds it to the tree in such a way that the tree is balanced (?)
- public Node remove()
  removes node (balanced?)