Java

```
public class BST {
	private Node root=null;

	private class Node{
		private int key;
		private Node left_child;
		private Node rightchild;
		private Node parent;
		Node(int key){
			this.key = key;
			this.left_child=null;
			this.right_child=null;

		}
	} . . .
-public Node search(int key)
```

C

typedef struct _bTreeNode

{

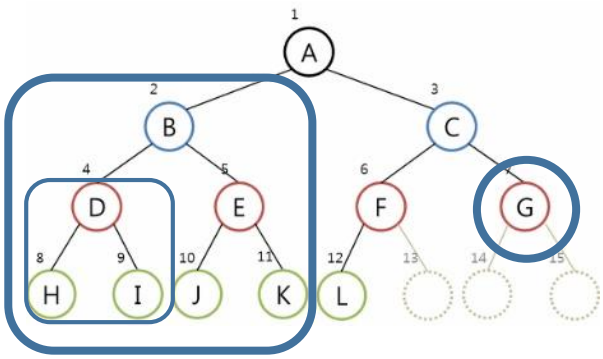
BTData data;

struct _bTreeNode * left;

struct _bTreeNode * right;

} BTreeNode;

-BTreeNode * BSTSearch(BTreeNode * bst, BSTData target);



Function modulation

```
BTreeNode * GetLeftSubTree(BTreeNode * bt);

BTreeNode * GetRightSubTree(BTreeNode * bt);

void MakeLeftSubTree(BTreeNode * main, BTreeNode * sub);

void MakeRightSubTree(BTreeNode * main, BTreeNode * sub);
```

ex) Insert function

```
	if(GetData(cNode) > data)
		cNode = GetLeftSubTree(cNode);
	else
		cNode = GetRightSubTree(cNode);
	}

	nNode = MakeBTreeNode();
	SetData(nNode, data);

	if(pNode != NULL)
	{
		if(data < GetData(pNode))
			MakeLeftSubTree(pNode, nNode);
		else
			MakeRightSubTree(pNode, nNode);
	}
```