|  |
| --- |
| Binary\_search\_Tree |
| +insert:bool(item:const Item\_Type&)  +erase:bool(item:const Item\_Type&)  -insert:bool(local\_root:  BTNode<Item\_Type>\*&)  -erase:bool(local\_root:  BTNode<Item\_Type>\*&) |



|  |
| --- |
| Binary\_Tree |
| +setRoot:void (newRoot:BTNode<Item\_Type)\*)  +get\_left\_subtree:Binary\_Tree<Item\_Type>()  #Binary\_Tree:(new\_root:BTNode<Item\_Type>\*)  -pre\_order:string(local\_root:const BTNode<Item\_Type>\*)  -post\_order:string(local\_root:const BTNode<Item\_Type>\*) |

|  |
| --- |
| struct |
| BTNode |



|  |
| --- |
| Vector<Rating> |
| Vector<BST> |
| PriorityQueues<Weight> |

|  |
| --- |
| store |
| +populateeBST:void(source:  Const string&)  +populateRatingBST:void(source:  Const string&,loginID: const int&)  +populateCustomeVector:void(source:  Const string&) |

|  |
| --- |
| Menu |
| +safeBoolInput:void(bool&)  +Ui\_Recommendations:void() |



|  |  |  |
| --- | --- | --- |
| struct | struct | Struct |
| Rating | Book | Weight |