

Course: Data Structures and Algorithms

Programming Activity

1. Download the program: `bst.cpp`.
2. Familiarize yourself with the structure of the program and try to understand how it works. Add comments if this helps you.
3. Draw a BST in a paper and simulate adding each node as the insertion methods does. Compare your drawn tree to the tree produced by the program (use the method designed to display the tree). Also run the methods for calculating the height and for searching an element inside the tree, and check the answers.
4. Implement the methods to traverse the BST: in-order, pre-order and post-order. You can make recursive or iterative methods (or make both to practice). Test the methods on the tree you drew before.
5. **Challenge:** implement the deletion of an element.