#ifndef MAINWINDOW\_H

#define MAINWINDOW\_H

#include <QMainWindow>

#include <iostream>

QT\_BEGIN\_NAMESPACE

namespace **Ui** { class **MainWindow**; }

QT\_END\_NAMESPACE

class **MainWindow** : public QMainWindow

{

Q\_OBJECT

public:

**MainWindow**(QWidget \*parent = nullptr);

~***MainWindow***();

private slots:

void **on\_pushButton\_2\_clicked**();

void **on\_pushButton\_3\_clicked**();

void **on\_pushButton\_5\_clicked**();

void **on\_pushButton\_4\_clicked**();

void **on\_pushButton\_6\_clicked**();

private:

Ui::MainWindow \*ui;

};

struct **leaf** //a single node of the tree

{

int data;

leaf\* left = NULL;

leaf\* right = NULL;

};

struct **Nodemath**

{ //a single node of the math linked list

QString qt;

QString ans;

Nodemath\* next = NULL;

};

class **list**

{ //the linked list itself

public:

Nodemath\* head = new Nodemath;

Nodemath\* point;

void **createEasy**();

void **createMed**();

void **createHard**();

void **createEasy1**();

void **createMed1**();

void **createHard1**();

void **displayList**();

};

class **Tree** //the tree itself

{ public:

leaf\* root = NULL;

leaf\* Pl = NULL;

**Tree**();

void **filler**(leaf\* fill);

void **insert**(int d);

void **displayT**();

void **displayTree**(leaf \*ptr);

};

#endif // MAINWINDOW\_H