**Question 2: (4 marks)**

**Class description**: Each Bird object has three attributes: owner (String), price (number) and color (number). This class is defined in the project Q2, and will be used for **Question 2**. You should **NOT** care about the actual meaning of a Bird in the real-world, just focus on your code.

Code provided: Q2 java project about Binary Search Trees

Student tasks:

* **open** and **build** the project, if there is no error then openfile **BSTree.java**
* use Bird’s price as the **key** attribute when building a BST.
* find the following methods, read the description and implement them accordingly

1. void insert (String xOwner, int xPrice, int xColor)
2. void f2()
3. void f3()
4. void f4()

* Follow the instructions to submit the project Q2