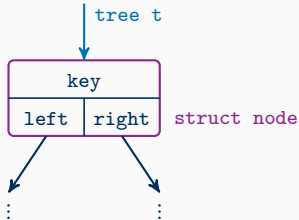


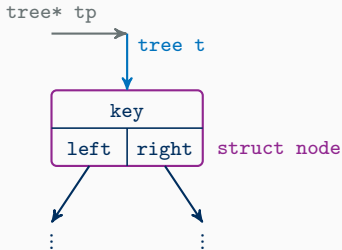
ERINNERUNG: BÄUME

```
1 typedef struct node *tree;  
2 struct node { int key; tree left, right; };
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