

My Project

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

node	5
tree	6

Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

main.cpp	7
node.h	7
tree.cpp	7
tree.h	8

Chapter 3

Class Documentation

3.1 node Struct Reference

```
#include <node.h>
```

Public Attributes

- int [size](#)
- int [depth](#)
- int [key](#)
- [node](#) * [parent](#)
- [node](#) * [child](#) [4]

3.1.1 Member Data Documentation

3.1.1.1 [node*](#) [node::child](#)[4]

3.1.1.2 [int](#) [node::depth](#)

3.1.1.3 [int](#) [node::key](#)

3.1.1.4 [node*](#) [node::parent](#)

3.1.1.5 [int](#) [node::size](#)

The documentation for this struct was generated from the following files:

- [node.h](#)
- [tree.h](#)

3.2 tree Class Reference

```
#include <tree.h>
```

Public Member Functions

- [tree](#) ()
- [~tree](#) ()
- void [insert](#) (int key)
- void [search](#) (int key)

Public Attributes

- [node root](#)

3.2.1 Constructor & Destructor Documentation

3.2.1.1 [tree::tree](#) ()

3.2.1.2 [tree::~~tree](#) ()

3.2.2 Member Function Documentation

3.2.2.1 void [tree::insert](#) (int *key*)

3.2.2.2 void [tree::search](#) (int *key*)

3.2.3 Member Data Documentation

3.2.3.1 [node tree::root](#)

The documentation for this class was generated from the following files:

- [tree.h](#)
- [tree.cpp](#)

Chapter 4

File Documentation

4.1 main.cpp File Reference

```
#include "tree.h"
```

Functions

- int `main` ()

4.1.1 Function Documentation

4.1.1.1 int `main` ()

4.2 node.h File Reference

```
#include <iostream> #include <vector>
```

Classes

- struct `node`

4.3 tree.cpp File Reference

```
#include "tree.h"
```

4.4 tree.h File Reference

```
#include <iostream> #include <vector> #include <new>
```

Classes

- struct [node](#)
- class [tree](#)