

```
1 package applicationLevelMethods;
2
3 import bst_Package.BSTInterface;
4 import bst_Package.BSTNode;
5 import bst_Package.BinarySearchTree;
6 import queues.ArrayBndQueue;
7 import queues.LinkedUnbndQueue;
8
9 public class Methods {
10
11     // If tree is not empty then skip first node that is in order
12     // Return the element
13     public static <T> Comparable<?> min(BinarySearchTree<?> tree) {
14         if (!tree.isEmpty())
15             {tree.reset(BSTInterface.INORDER);
16              return tree.getNext(BSTInterface.INORDER);}
17         else
18             throw new NullPointerException();
19     }
20
21     // If tree is not empty skip to the last node that is in order
22     // Return the element
23     public static <T> Comparable<?> max(BinarySearchTree<?> tree) {
24         if (!tree.isEmpty())
25             {
26                 int count = tree.reset(BSTInterface.INORDER);
27
28                 int max = 0;
29                 for (int i = 1; i <= count; i++) {
30                     max = (Integer)tree.getNext(BSTInterface.INORDER);}
31                 return max;
32             }
33         else
34             throw new NullPointerException();
35     }
36 }
37 }
38
```