#include "binarySTree.h"

#include <iostream>

#include <vector>

#include <cstdlib>

#include <ctime>

int main() {

std::srand(std::time(0));

std::vector<int> numbers;

BinarySearchTree bst;

// Step 1: Create at least 35 random natural numbers (less than 100)

for (int i = 0; i < 35; ++i) {

int num = std::rand() % 100;

numbers.push\_back(num);

}

// Step 2 & 3: Insert each number into the binary search tree

for (int num : numbers) {

bst.insert(num);

}

// Step 4: Traverse the tree with pre/in/post-order respectively

std::cout << "Pre-order traversal: ";

bst.preOrder();

std::cout << "In-order traversal: ";

bst.inOrder();

std::cout << "Post-order traversal: ";

bst.postOrder();

return 0;

}