# Binary Search Tree Project

## Description

This project constructs a Binary Search Tree (BST) from 35 random natural numbers less than 100. The BST is implemented using a linked list where each node has two pointers: `leftNext` and `rightNext`. The tree is traversed in pre-order, in-order, and post-order.

## Files

- `binarySTree.h`: Header file containing the definition of the `Node` structure and `BinarySearchTree` class.

- `binarySTree.cpp`: Implementation of the `BinarySearchTree` class methods.

- `main.cpp`: Main program that generates random numbers, inserts them into the BST, and performs tree traversals.

- `readme.txt`: This file, providing an overview of the project.

## Compilation

To compile the project, use the following command:

g++ -o bst main.cpp binarySTree.cpp

## Execution

To run the compiled program, use the following command:

./bst