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Algorithm: Insert
  Input: A binary search tree t and an integer val
  Output: t with a node of value val
  Procedure Insert(t, val)
      if t = Nil then
           t \leftarrow \text{Tree (val, Nil, Nil)}
      else if val < t_{value} then
           t_{left} \leftarrow \text{Insert} (t_{left}, \text{val})
      else if val > t_{value} then
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           t_{right} \leftarrow \text{Insert} (t_{right}, \text{val})
       return t
```