

W3D4 Lab 2: BST Sort

Description:

In this lab you'll use a BST to sort numbers.

Provided:

We've provided the Code for the BinarySearchTree, RootNode, and Node classes.

Instructions:

You should implement a the following two methods onto the BinarySearchTree class:

- `insertAll(array)` takes an array of values and inserts all of them into the BST
- `readIntoArray()` returns an array containing all the values currently in the BST

The `insertAll(array)` method is pretty self explanatory (just add each element of the array into the BST).

The `readIntoArray` should do an In-Order-Traversal to get the values from the BST and put it into an array, which it will return.

The easiest way to implement `readIntoArray()` is with a recursive function on the Node class. If you want you can also write a non-recursive function, but in that case you need to use a stack to keep track of where you are in terms of backtracking.

Write a Mocha / Chai test in order to check if the numbers you put into the BST come out sorted when you use the `readIntroArray()` method.