Serial

* BST
* AVL
* Node
  + Data
  + Left Pointer
  + Right Pointer
  + Struct (Data Type)
    - Pros
      * All data is public (simplicity)
      * Have this encapsulated
      * Has properties of classes (i.e. constructors,..)
    - Cons
      * Hard to Debug
  + **Class (Data Type)**
    - Pros
      * Easy to debug
      * Have member variables encapsulared
    - Cons
      * More complex
  + Essential Methods
    - constructors
    - destructor
    - get/set data, Nodes
  + Additional Methods

Concurrent