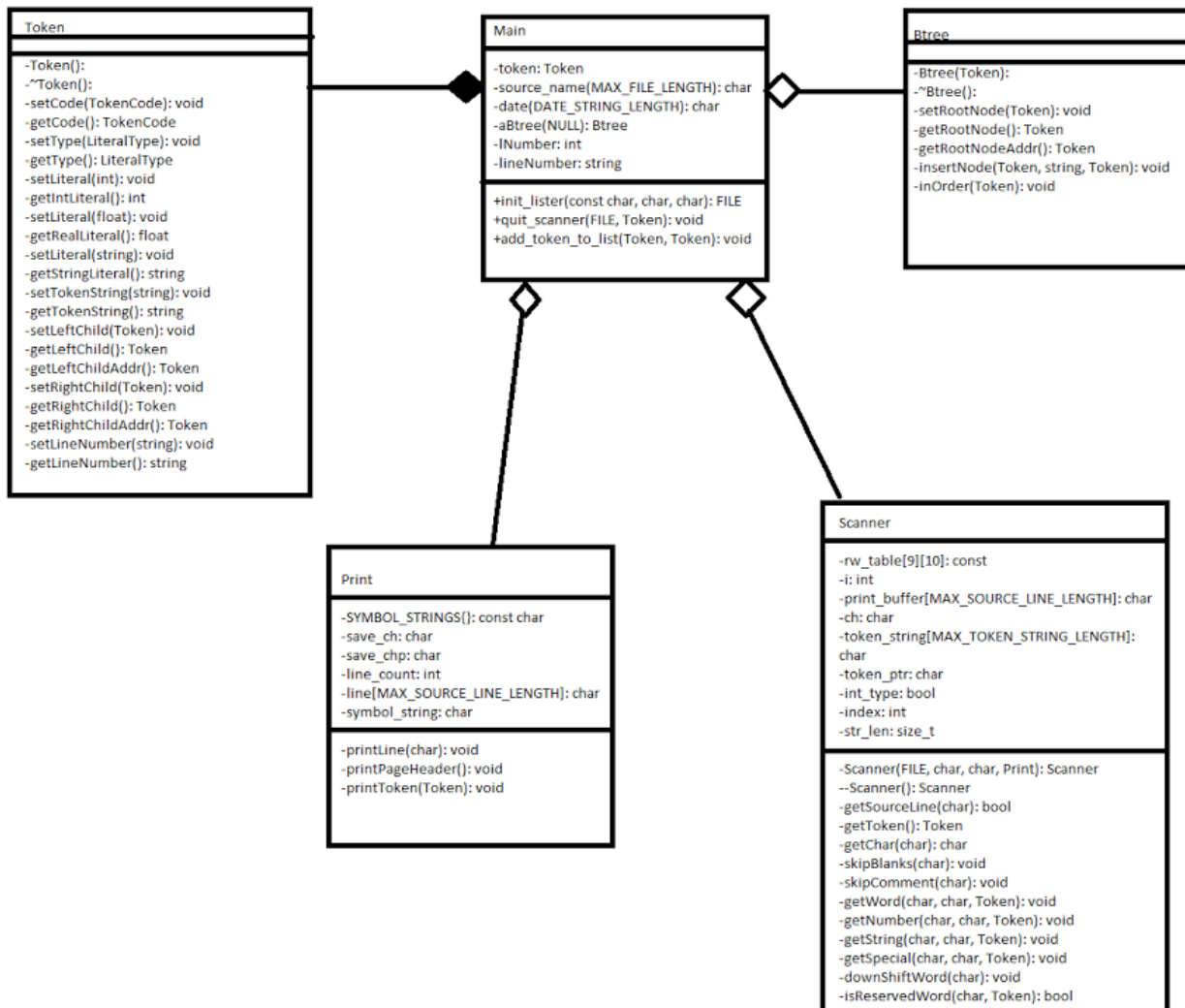


# Pseudocode Design

## UML class diagram for Btree (binary tree) class:



## Pseudocode for Btree.cpp:

<<constructor>> + Btree (rootPointer : Token\*)

Create a class level variable to hold the root of the binary tree pointer

+ setRootNode (rootPointer : Token\*) : void

Access mutator to set the root node.

+ insertNode ( ptr : Token\*\*, tokenString : string , node: Token\* , pLineNum : string ) : void

Create a new Token and insert into the binary tree in order.

+ getRootNodeAddr () : Token\*\*

Return the pointer to the root node.

+ inOrder (ptr : Token\* ) : void

Print out the binary tree.