

Binary Tree

Design and overload the assignment operator and a copy constructor for the `IntBinaryTree` class. Demonstrate them in a driver program.

To demonstrate copy constructor:

1. Create a binary tree "a" (with values inserted)
2. Instantiate another binary tree, using copy constructor:
`IntBinaryTree b(a);` // this statement calls copy constructor
3. Display tree "b".

To demonstrate assignment operator:

1. Create a binary tree "a" (with values inserted)
2. Instantiate another binary tree, using default constructor:
`IntBinaryTree c;` // this statement calls default constructor
`c = a;` // assignment operator is called
3. Display tree "c".