

06-A3

二叉搜索树

概述：接口

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对外接口

```
template <typename T> class BST : public BinTree<T> {
```

```
public: //以virtual修饰, 以便派生类重写
```

```
    virtual BinNodePosi<T> & search( const T & ); //查找
```

```
    virtual BinNodePosi<T> insert( const T & ); //插入
```

```
    virtual bool remove( const T & ); //删除
```

```
protected:
```

```
    /* ..... */
```

```
};
```

内部接口

```
template <typename T> class BST : public BinTree<T> { //由BinTree派生
```

```
public:
```

```
    /* ..... */
```

```
protected:
```

```
    BinNodePosi<T> _hot; //命中节点的父亲
```

```
    BinNodePosi<T> connect34( //3+4重构, 稍晚再详解
```

```
        BinNodePosi<T>, BinNodePosi<T>, BinNodePosi<T>,
```

```
        BinNodePosi<T>, BinNodePosi<T>, BinNodePosi<T>, BinNodePosi<T> );
```

```
    BinNodePosi<T> rotateAt( BinNodePosi<T> ); //旋转调整
```

```
};
```