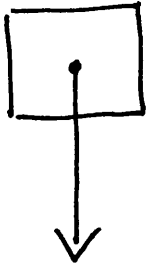
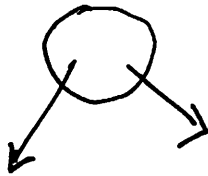


Legend



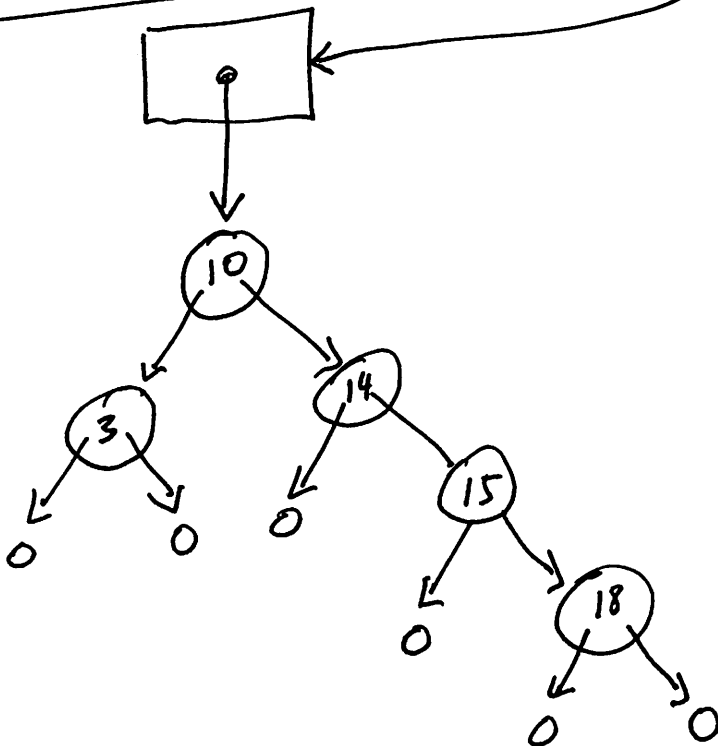
```
struct GIntBST
{
    struct GIntNode *Root;
};
```



```
struct GIntNode
{
    struct GIntNode *Left
    struct GIntNode *Right
    int Value;
};
```

Example Tree

htree



Note: $\rightarrow 0$
means null
pointer