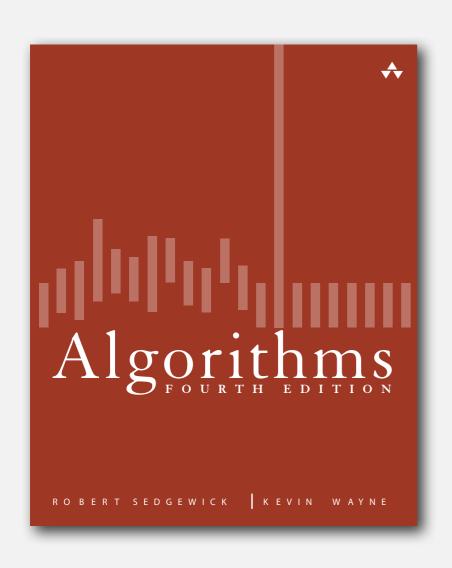
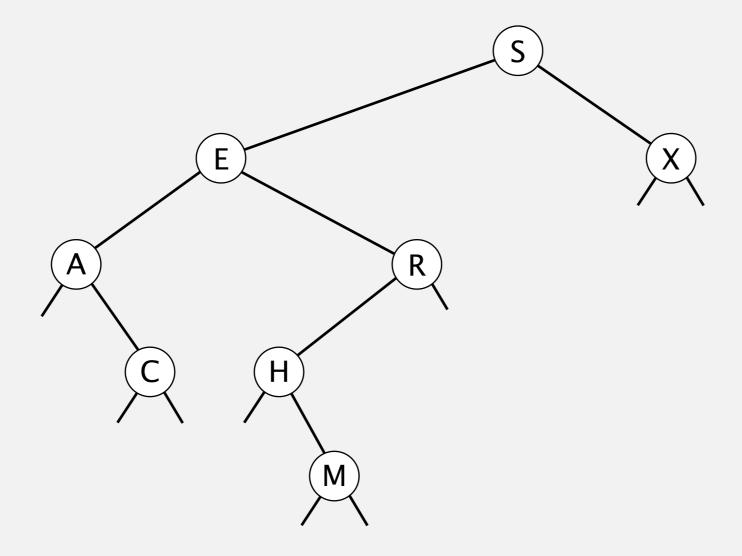
3.2 BINARY SEARCH TREE DEMO

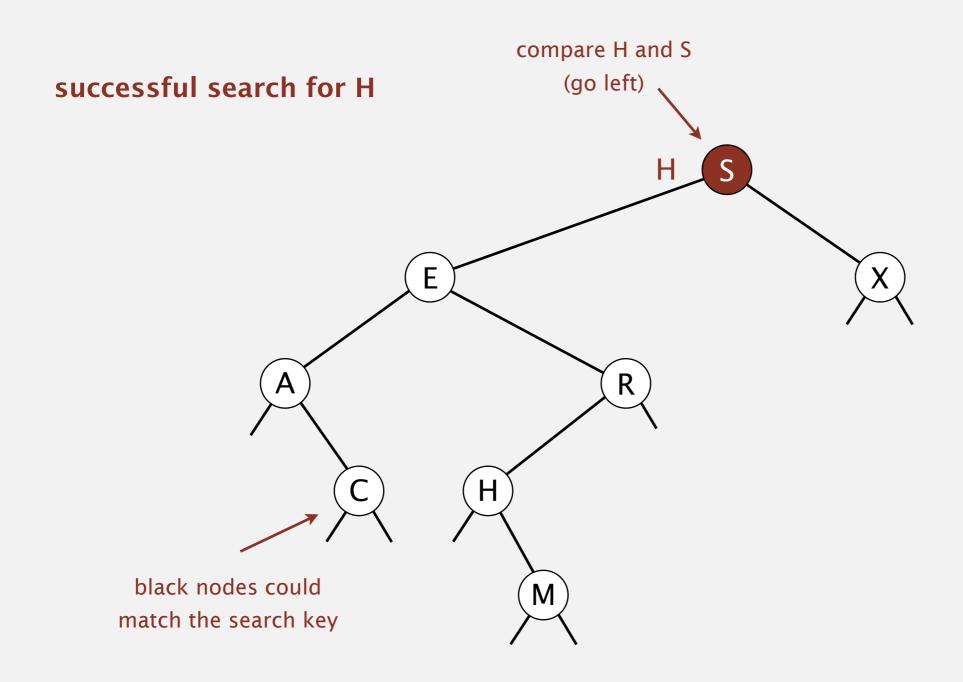


click to begin demo

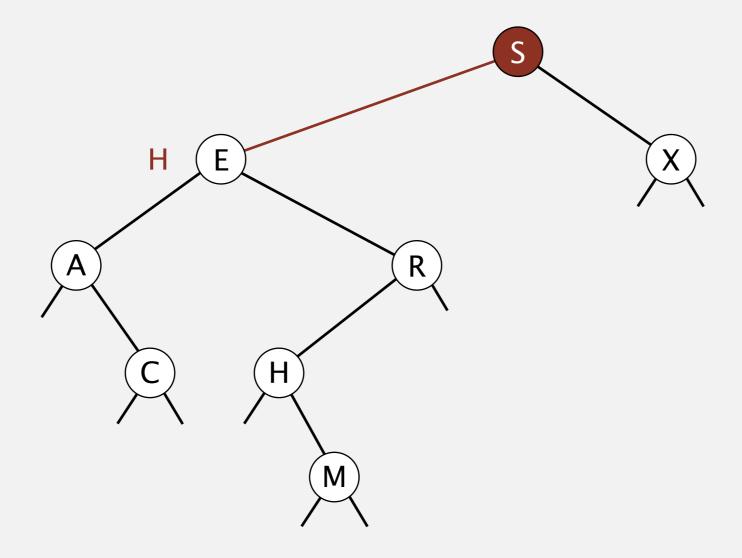
Search. If less, go left; if greater, go right; if equal, search hit.



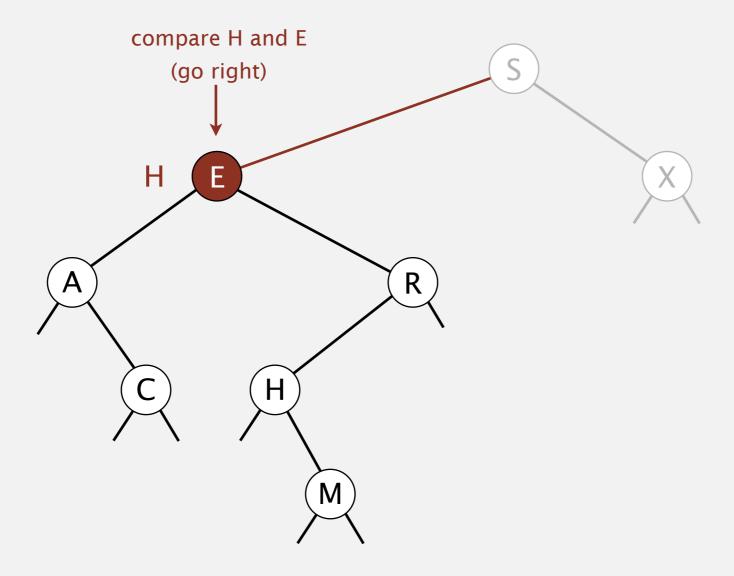
Search. If less, go left; if greater, go right; if equal, search hit.



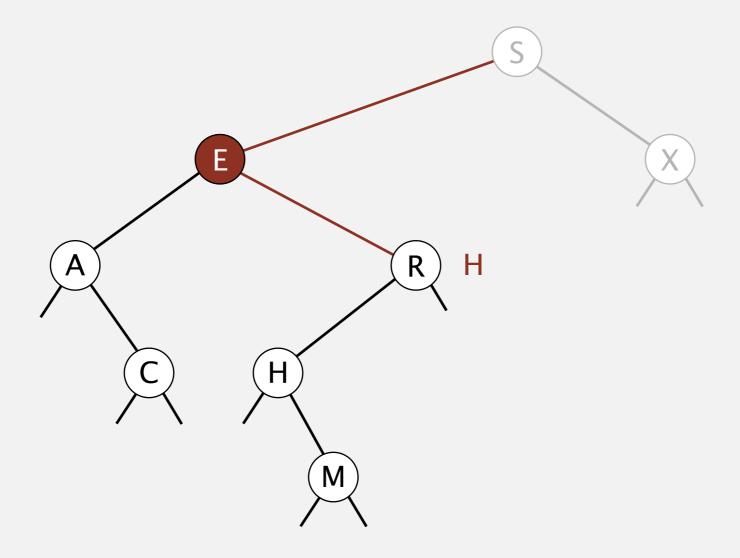
Search. If less, go left; if greater, go right; if equal, search hit.



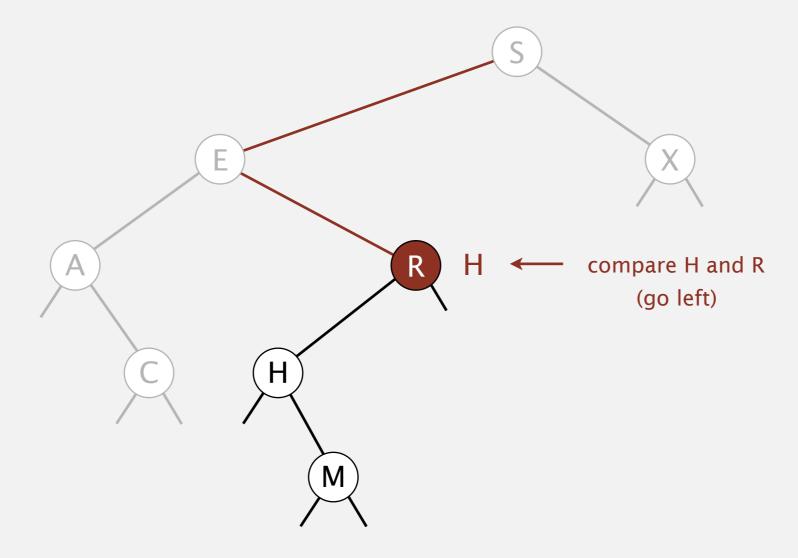
Search. If less, go left; if greater, go right; if equal, search hit.



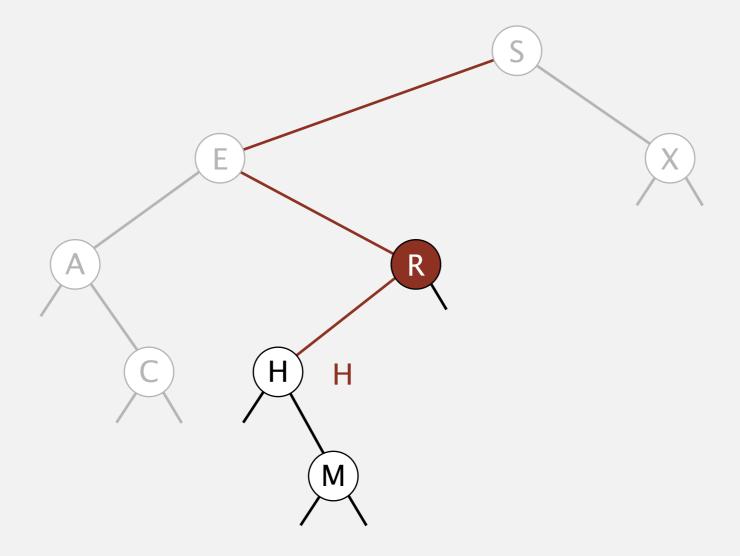
Search. If less, go left; if greater, go right; if equal, search hit.



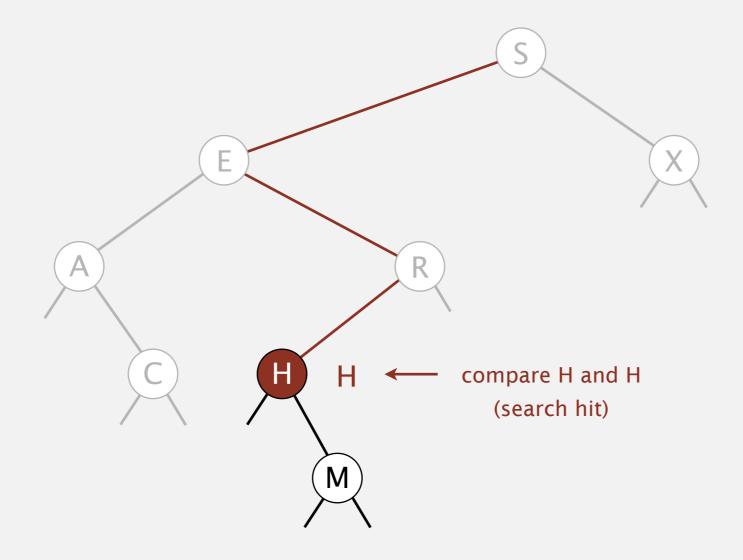
Search. If less, go left; if greater, go right; if equal, search hit.



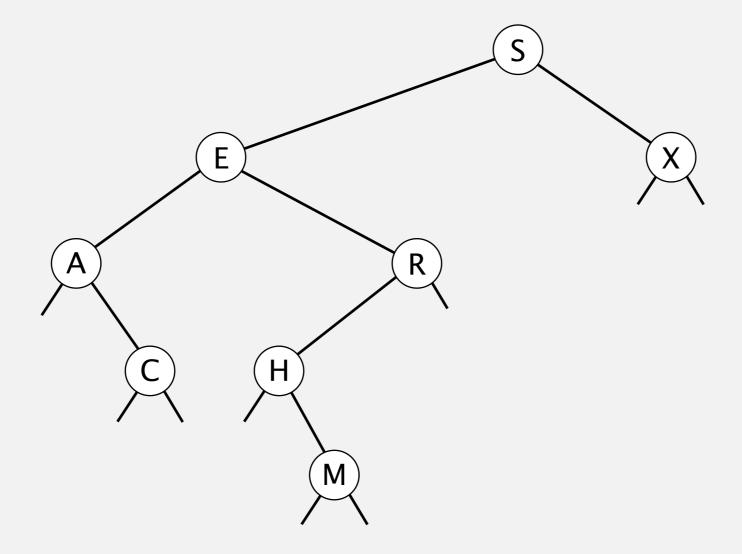
Search. If less, go left; if greater, go right; if equal, search hit.



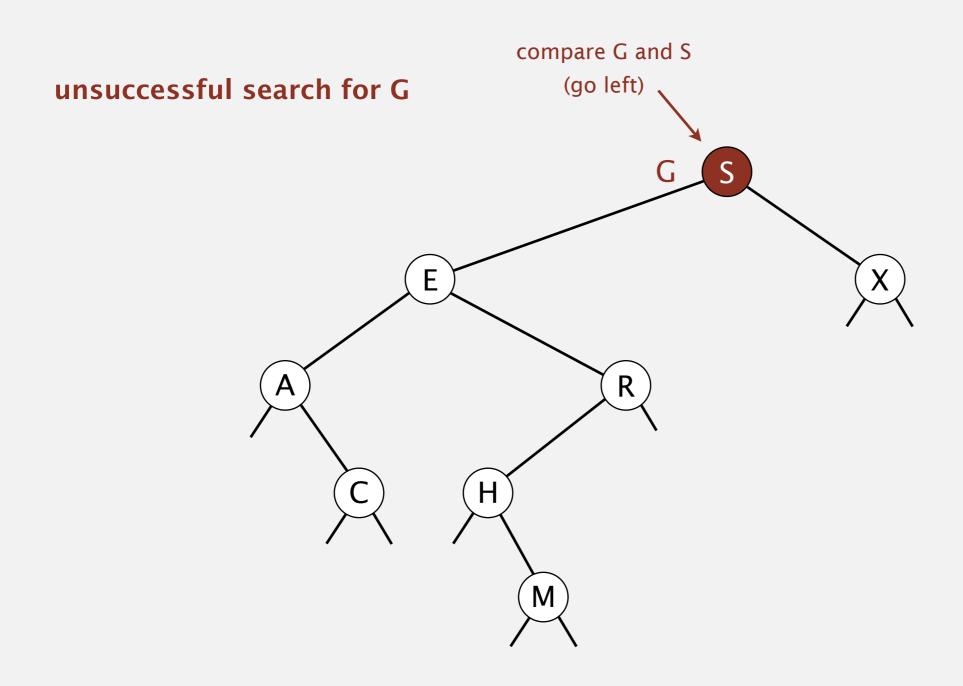
Search. If less, go left; if greater, go right; if equal, search hit.



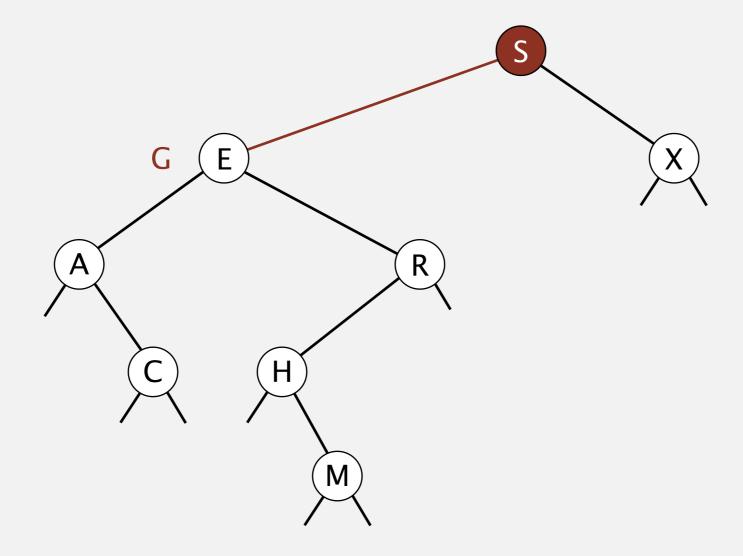
Search. If less, go left; if greater, go right; if equal, search hit.



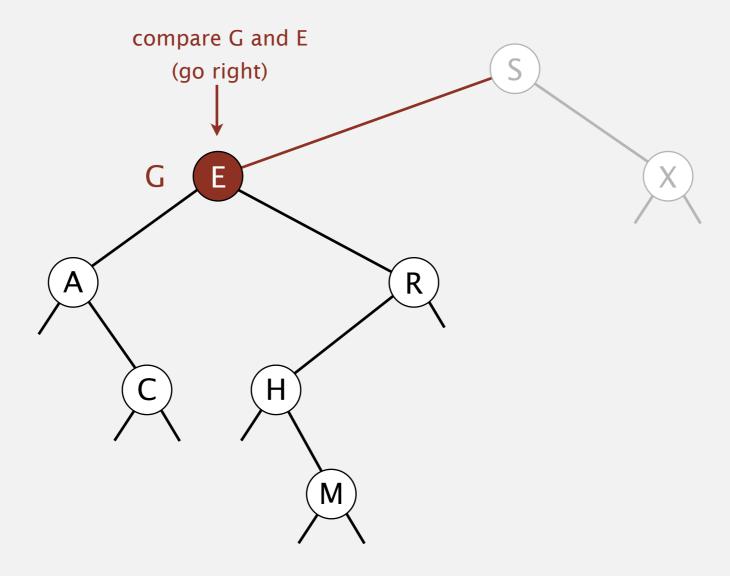
Search. If less, go left; if greater, go right; if equal, search hit.



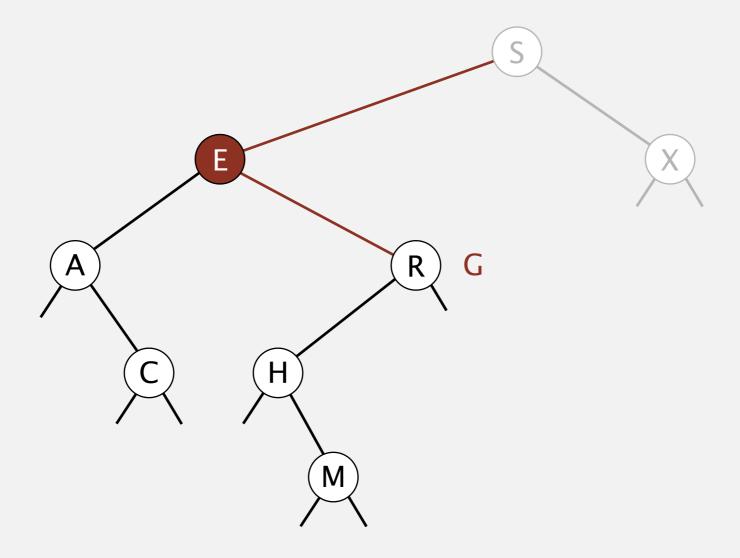
Search. If less, go left; if greater, go right; if equal, search hit.



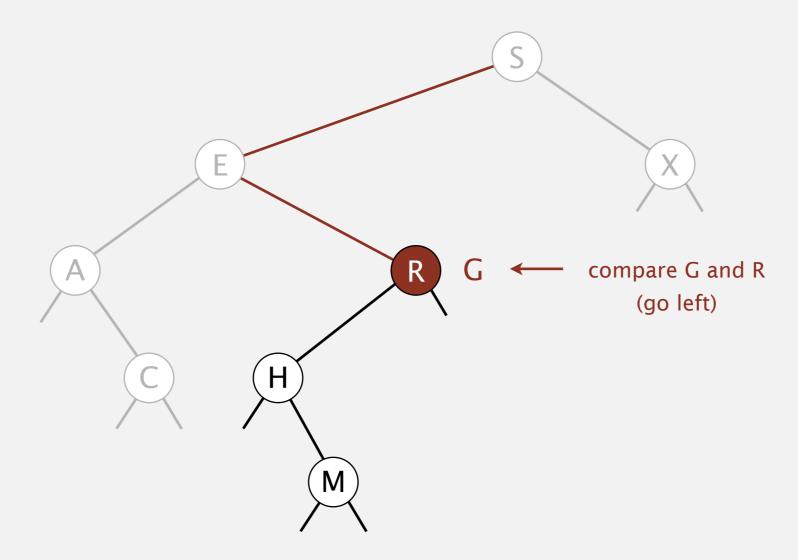
Search. If less, go left; if greater, go right; if equal, search hit.



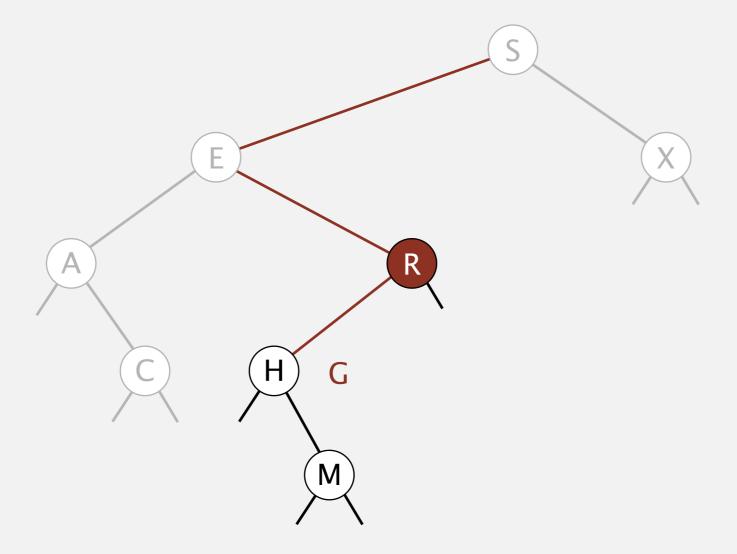
Search. If less, go left; if greater, go right; if equal, search hit.



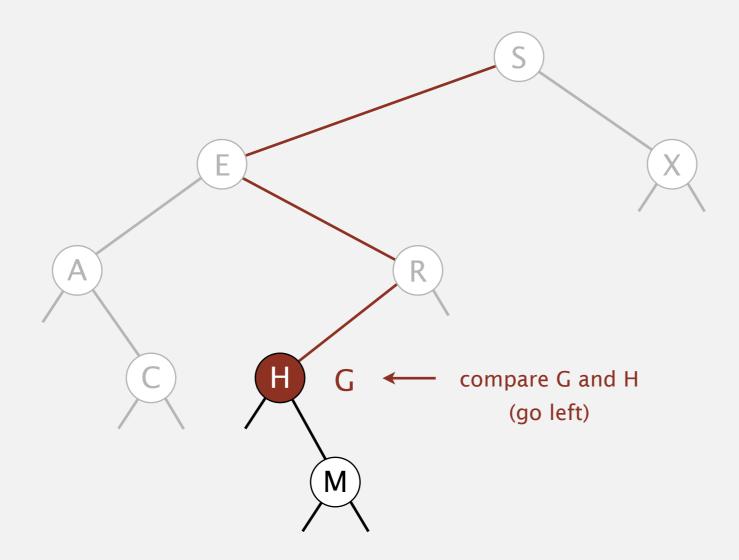
Search. If less, go left; if greater, go right; if equal, search hit.



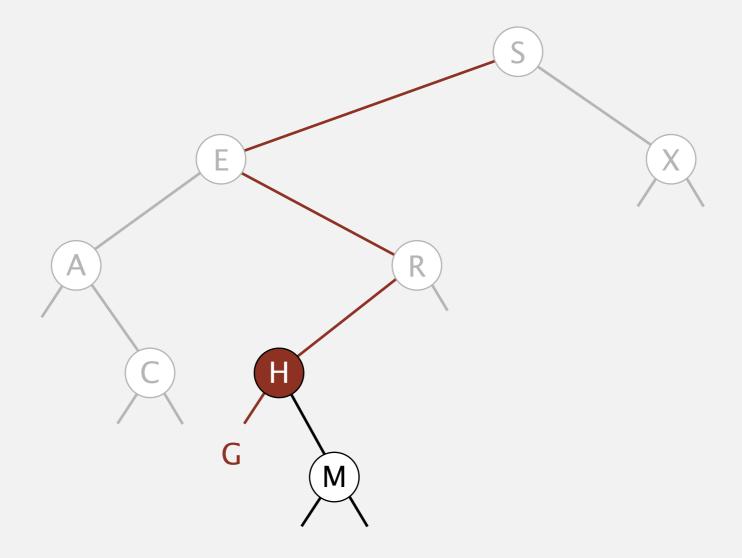
Search. If less, go left; if greater, go right; if equal, search hit.



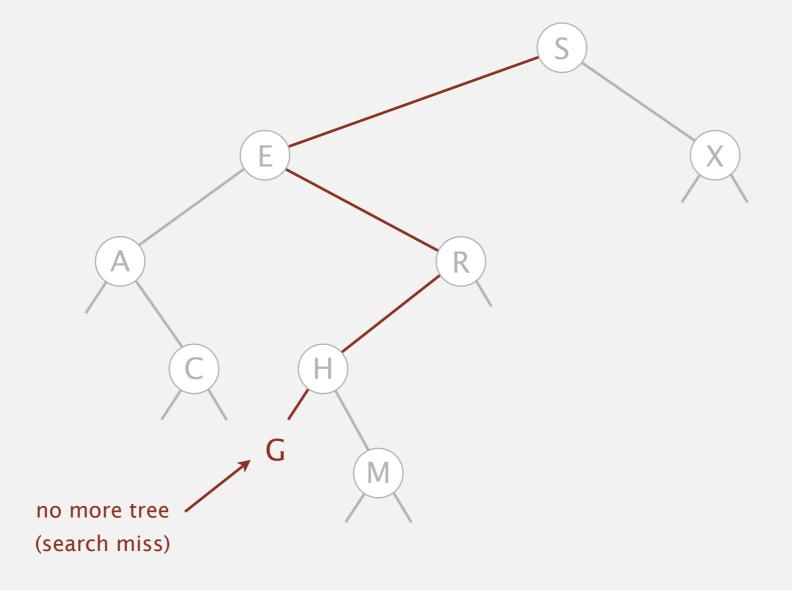
Search. If less, go left; if greater, go right; if equal, search hit.



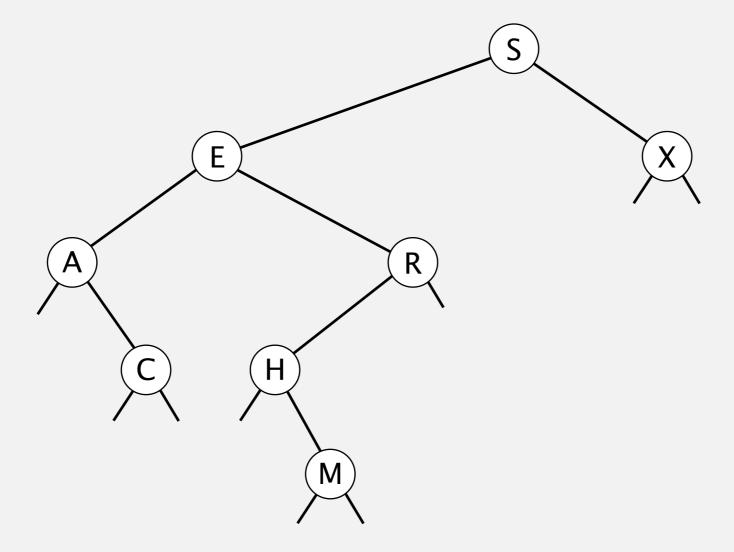
Search. If less, go left; if greater, go right; if equal, search hit.



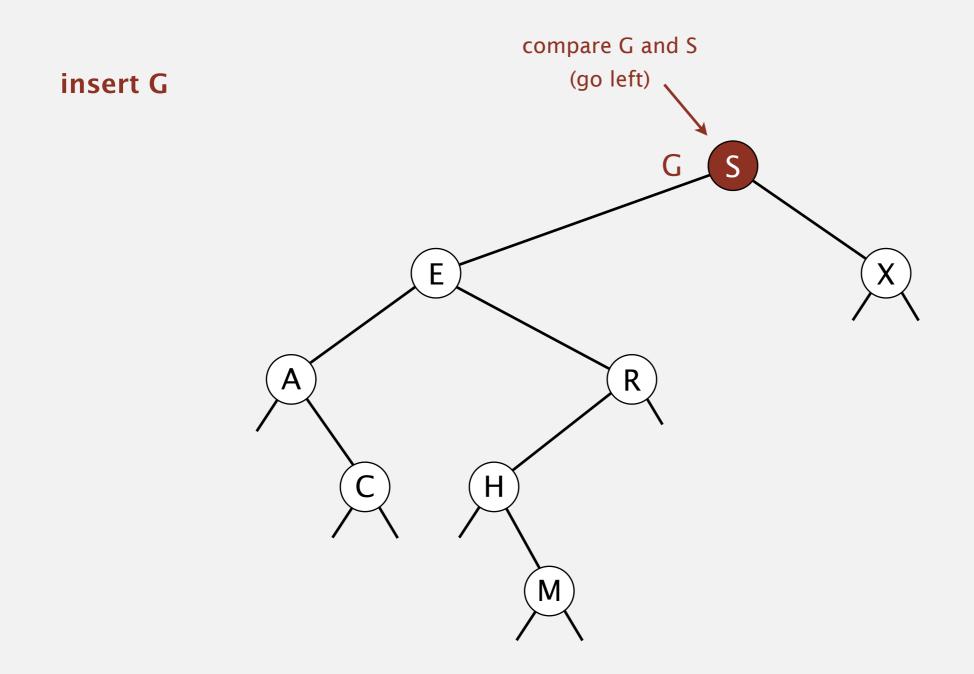
Search. If less, go left; if greater, go right; if equal, search hit.



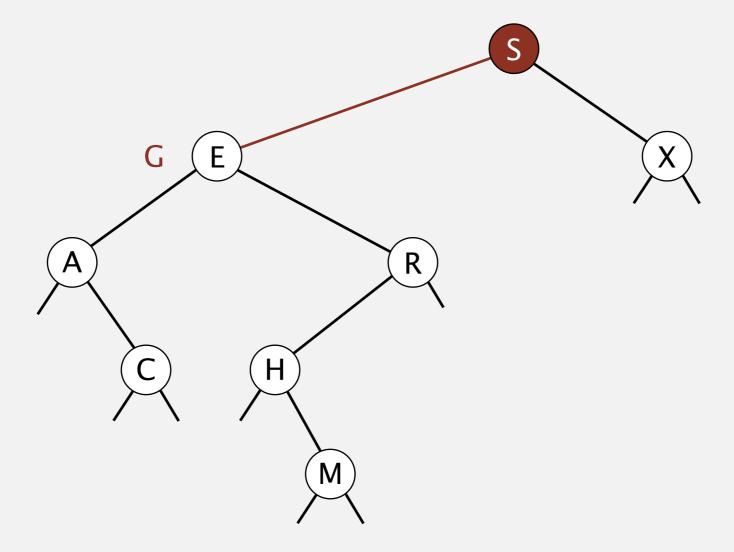
Insert. If less, go left; if greater, go right; if null, insert.

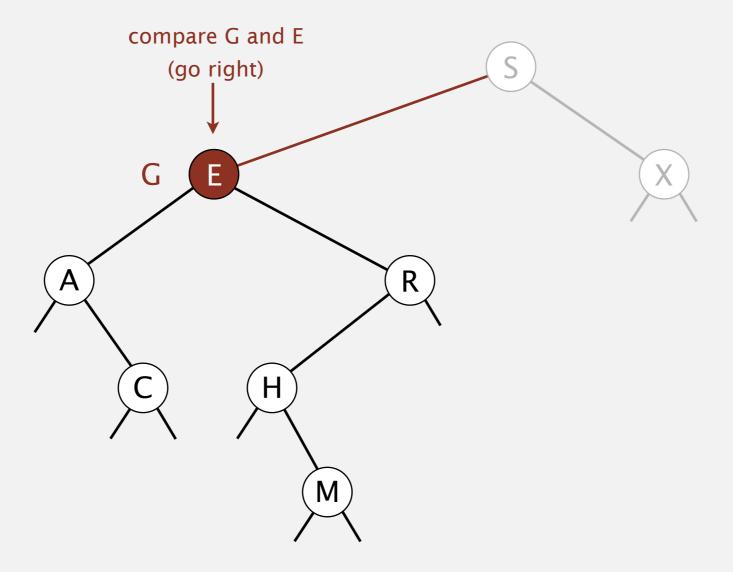


Insert. If less, go left; if greater, go right; if null, insert.

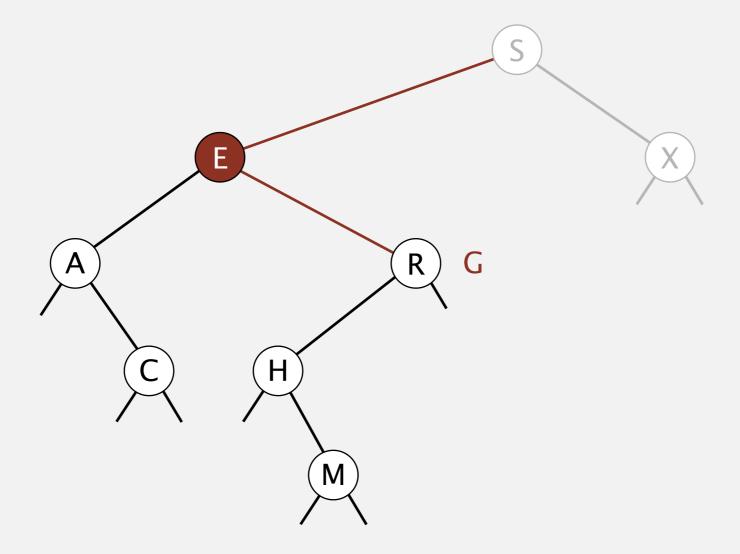


Insert. If less, go left; if greater, go right; if null, insert.

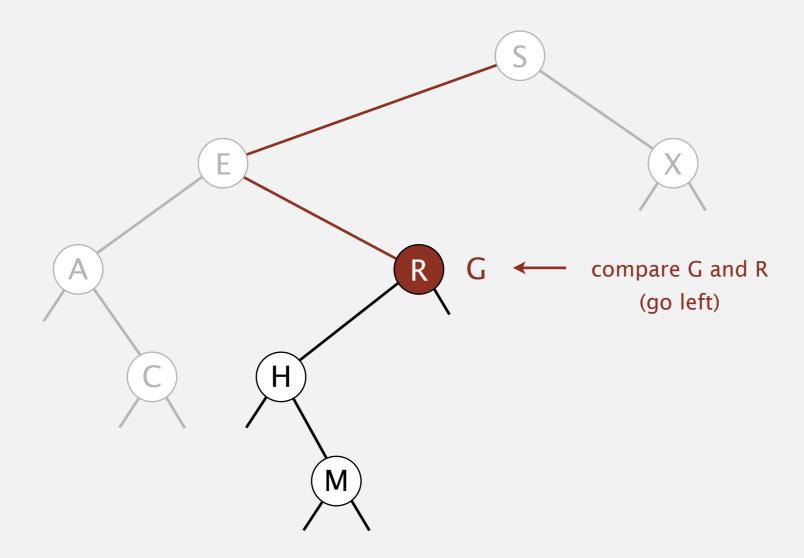




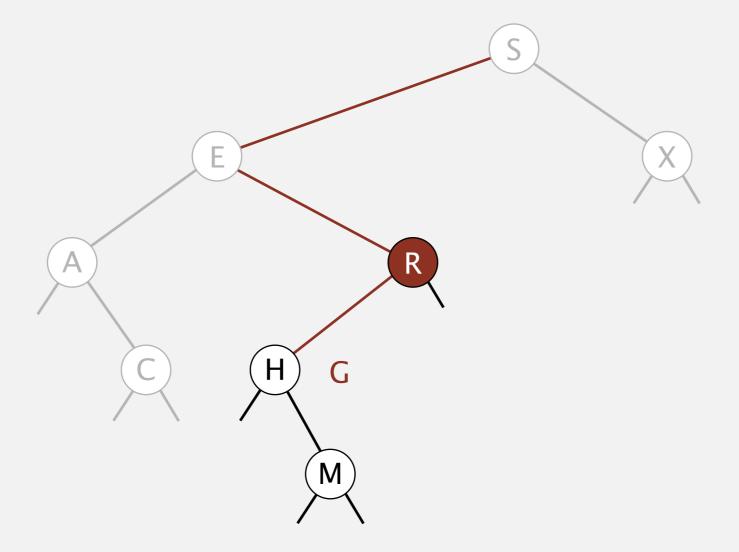
Insert. If less, go left; if greater, go right; if null, insert.



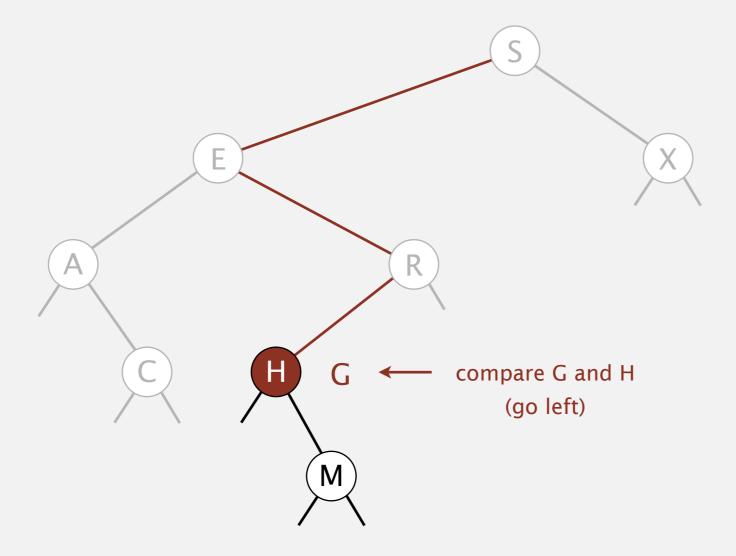
Insert. If less, go left; if greater, go right; if null, insert.

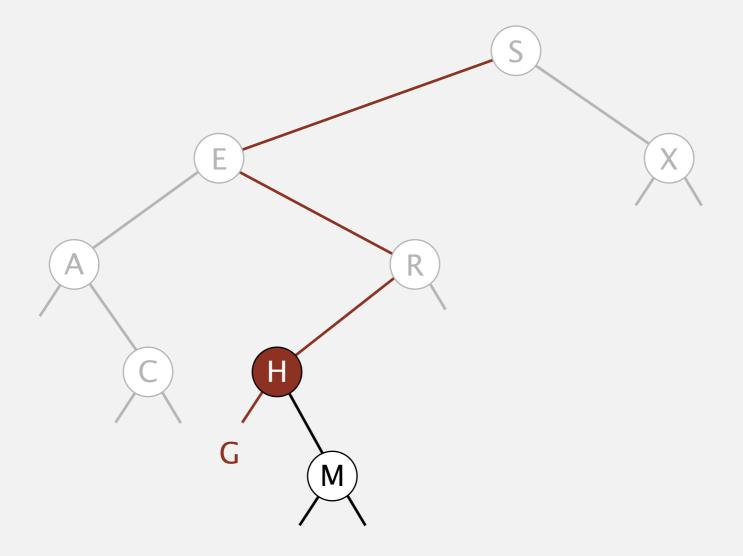


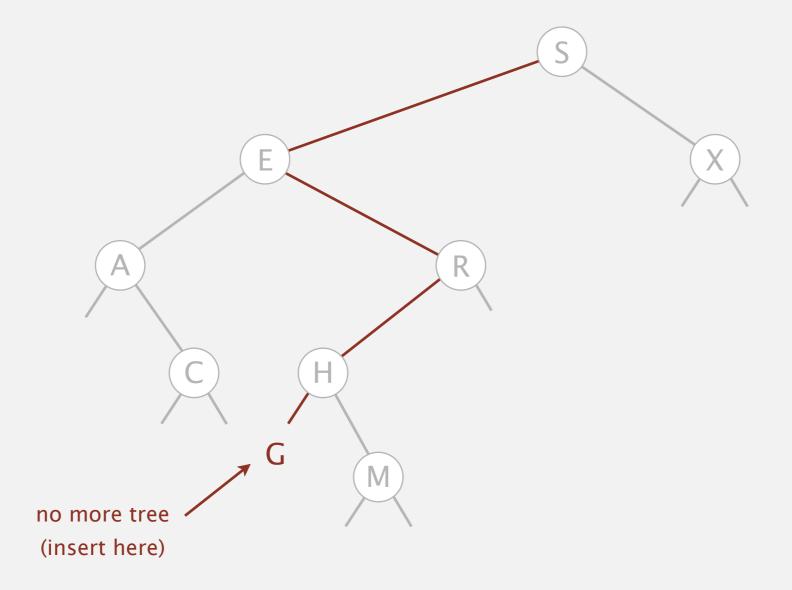
Insert. If less, go left; if greater, go right; if null, insert.

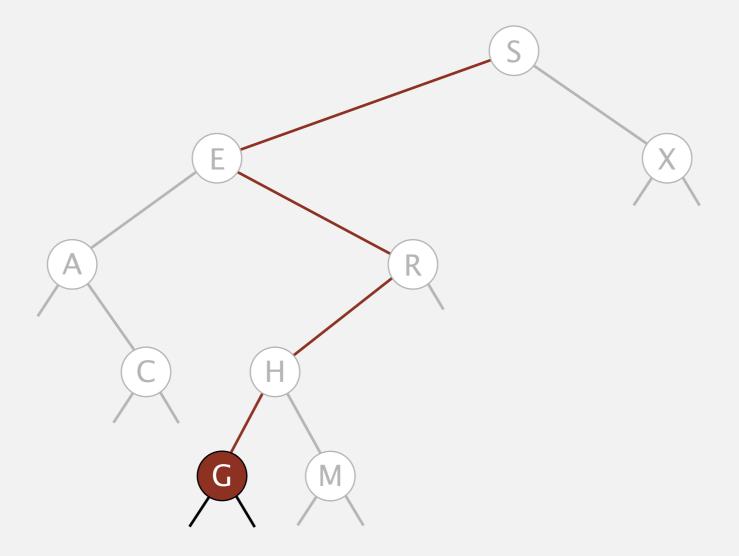


Insert. If less, go left; if greater, go right; if null, insert.









Insert. If less, go left; if greater, go right; if null, insert.

