

```
1 #include <iostream>
2
3 #include "BSTNode.h"
4
5 using namespace std;
6
7 #ifndef BSTREE_H
8 #define BSTREE_H
9
10 class BSTree
11 {
12     public:
13         BSTree();
14         ~BSTree();
15
16         bool insert( int intInsertValue );
17         void clear();
18         unsigned int getSize() const;
19         void inOrder();
20
21     private:
22         bool insert( int intInsertValue, BSTNode*& pobjBSTNodeInsertNode );
23         void clear( BSTNode*& pobjBSTNodeClearNode );
24         void inOrder( BSTNode* pobjBSTNodePrintNode );
25
26         BSTNode* pobjBSTNodeRoot;
27         unsigned int uintSize;
28 };
29
30 #endif
31
```