

```
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         bool remove( int intRemoveValue );
18         void clear();
19         unsigned int getSize() const;
20         void inOrder();
21
22     private:
23         bool insert( int intInsertValue, BSTNode*& pObjBSTNodeInsertNode );
24         bool remove( int intRemoveValue, BSTNode*& pObjBSTNodeSearchNode );
25         void removeMax( int& intRemoveValue, BSTNode*& pObjBSTNodeSearchNode );
26         void clear( BSTNode*& pObjBSTNodeClearNode );
27         void inOrder( BSTNode* pObjBSTNodePrintNode );
28
29         BSTNode* pObjBSTNodeRoot;
30         unsigned int uintSize;
31 };
32
33 #endif
34
```