

```
class Node:
    def __init__(self, item):
        self.left = None
        self.right = None
        self.item = item

    def insert(self, item):
        if self.item:
            if item < self.item:
                if self.left is None:
                    self.left = Node(item)
                else:
                    self.left.insert(item)
            elif item > self.item:
                if self.right is None:
                    self.right = Node(item)
                else:
                    self.right.insert(item)
        else:
            self.item = item

    def search(self, item):
        found = False
        while not found:
            if self is None:
                return None
            elif self.item == item:
                found = True
            elif item < self.item:
                self = self.left
            else:
                self = self.right
        return self.item

tree = Node(27)
tree.insert(20)
tree.insert(30)
tree.insert(50)
tree.insert(15)
```

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print(tree.search(-10))  
# print(tree.left.left.item)  
# print(tree.right.left)
```