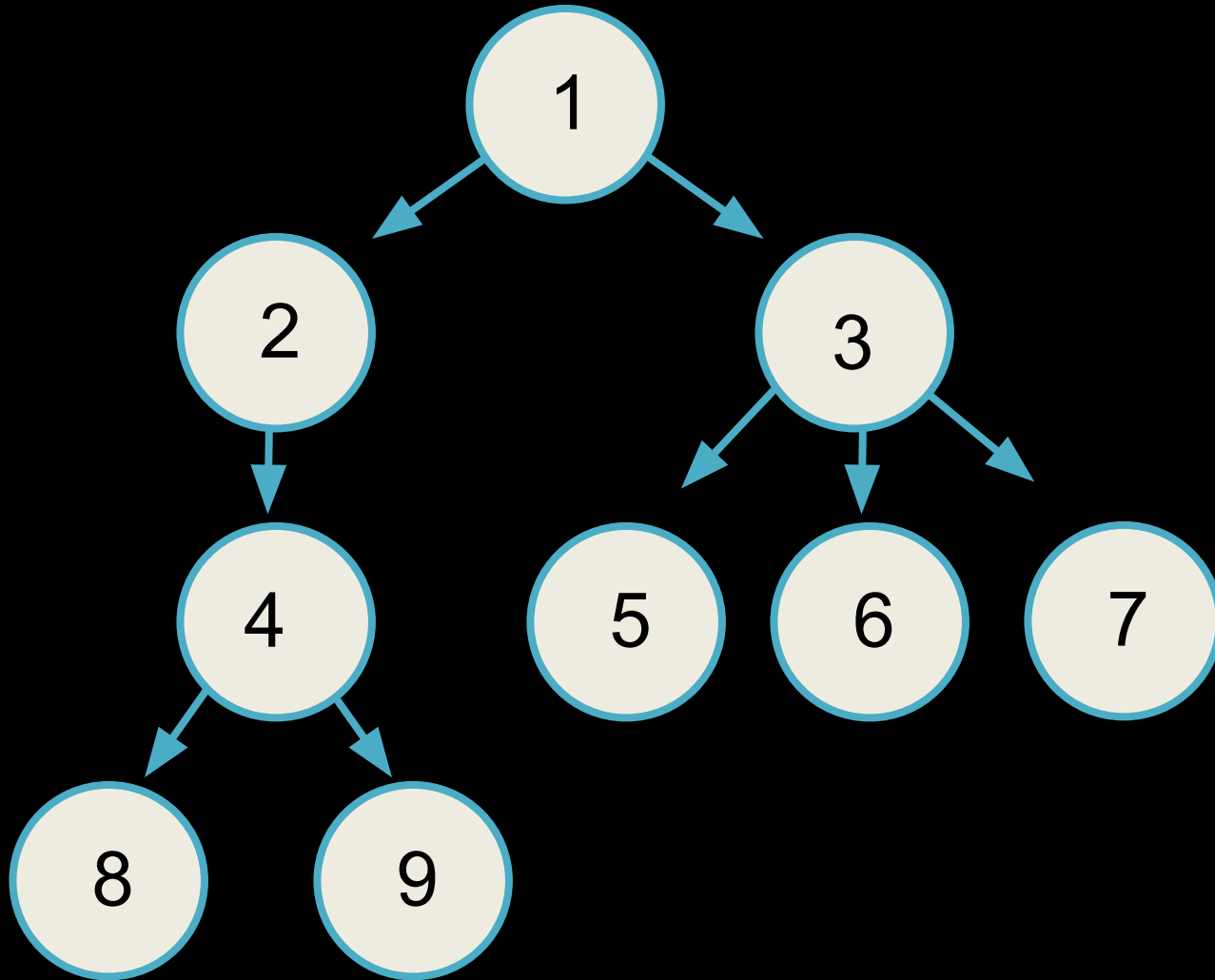
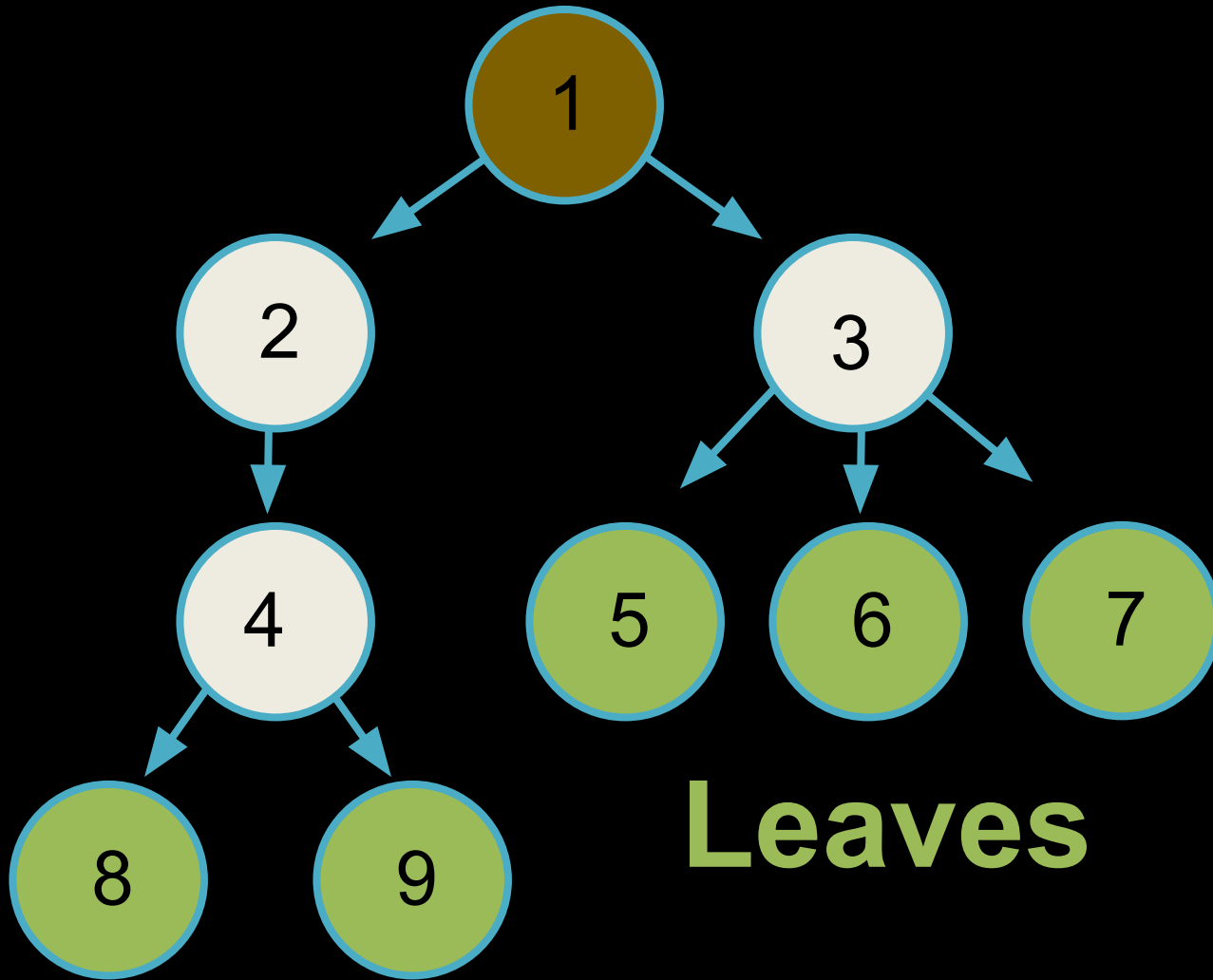


# Tree

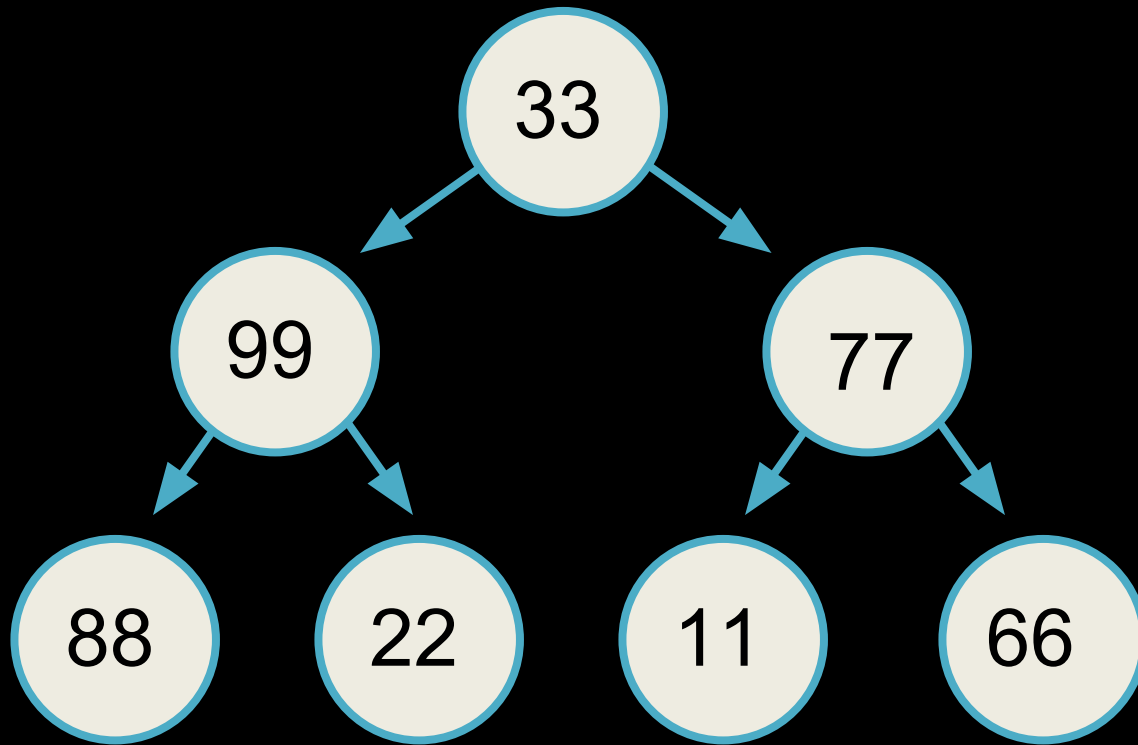


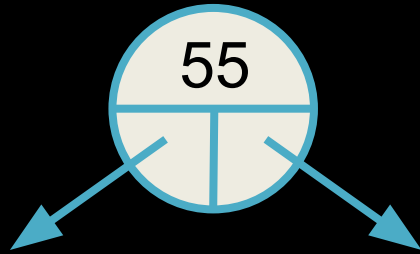
**Root**



**Leaves**

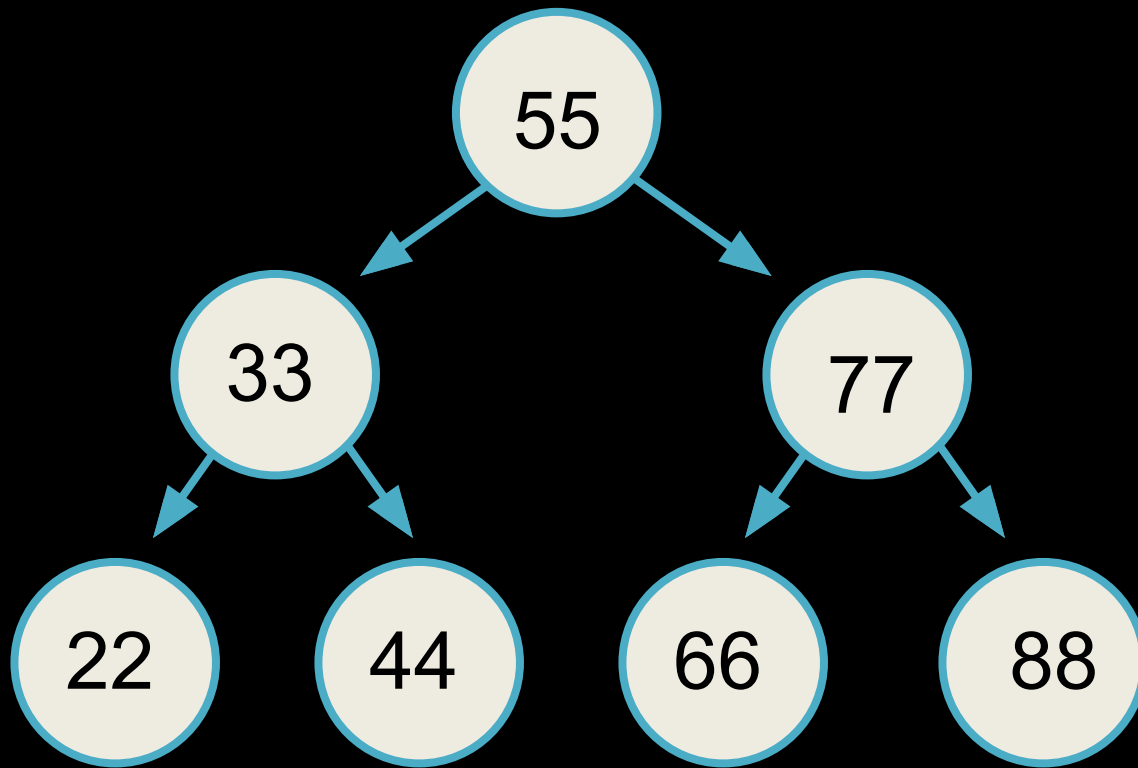
# Binary Tree





```
typedef struct node
{
    int n;
    struct node* left;
    struct node* right;
}
node;
```

# Binary Search Tree



```
bool search(node* root, int val)
{
    if root is NULL
        return false.

    if root->n is val
        return true.

    if val is less than root->n
        search left child

    if val is greater than root->n
        search right child
}
```