

Lab 12

7 November 2023

For tomorrow's lab, you'll glue together some of the code from several different sources—a few recent labs, and the last few days of lecture—to make another subclass of `Set`, this time implemented with a BST.

Assembling the parts you'll need

You'll need most of your files from Lab 9 (at the least `Set.h` and probably your testing code). (I think everybody got at least this much of Lab 9, but if not, you can copy my `Set.h` from the shared directory.)

If you got Lab 11 at least mostly working, you can get your `BinaryNode.h` and related files from there—convert it to be a tree that holds anything by moving all code to the `.h` file, replacing `char` with `Thing`, and preceding the class with

```
template <typename Thing>
```

OR you may copy `BinaryNode.h` from the shared directory. (But if you have a working `BinaryNode`, it's really better to modify and use that.)

You'll also want to grab your code for `inPrint` in Lab 11, and although you'll be heavily modifying it, get `contains` as well.

You *may* want to bring in your `Card` stuff from Lab 10, particularly if you got the less-than operator working, but this is purely optional (for demonstrating and testing the set).

You'll also want to at look at your notes (and perhaps the board photos) about binary search trees that we've been doing in class the last few days.