

BST.h

```
1 #pragma once
2
3 template <typename K, typename V>
4 class BST {
5     public:
6         BST();
7         void insert(const K key, V value);
8         V remove(const K & key);
9         V find(const K & key) const;
10        TreeIterator traverse() const;
11
12    private:
13        struct TreeNode {
14            TreeNode *left, *right;
15            K & key;
16            V & value;
17            TreeNode(K & k, V & v) : key(k), value(v), left(NULL),
18                right(NULL) { }
19        };
20
21        TreeNode *head_;
22    };
```