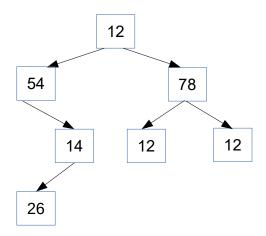
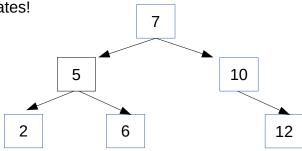
Given the tree



- 1. Give its array representation
- 2. Give its in-order traversal
- 3. Give its post-order traversal
- **4.** Give its pre-order traversal
- **5.** Build/create this tree using class **TreeNode**

- **7.** Consider a **Binary Search Tree** (**BST**): a binary tree where every node has the following property:
- Each value in the left subtree is less than the value at the node.
- Each value in the *right subtree* is greater than the value at the node.

Note that BSTs don't allow for duplicates!



Think of the implementation of such a tree:

- 1) We need to have a constructor/initializator (let's assume that we start with an empty tree!)
- 2) We need to decide on class attributes.
- 3) We would also like to be able to print the tree. Let's print it as an array. For this, we would use inorder traversal.
- 4) We should be able to insert the elements one by one! For insertion we could use this recursive strategy:
  - if the root is empty, the value goes there
  - if the root is not empty, compare the element with its value:
    - if the root's value is less than the value to be inserted, insert the value into the right subtree
    - if the root's value is greater than the value to be inserted, insert the value into the left subtree

If at any moment, the value to be inserted is equal to a node's value, report that we already have such a value in our tree

So your goal is to define a class BST with at least three methods: \_\_init\_\_ , \_\_str\_\_, and insert.