

```
#ifndef _tree_
#define _tree_

#include "primitives.h"
#include "entry.h"

typedef struct tree
{
    struct entree *entree;
    struct tree *left, *right;
    long weight;
}
TREE;

#define EntryOfTree(tree)      ((tree)->entree)

TREE *FindInTree ();
TREE *InsertInTree ();
TREE *NthInTree ();

#endif
```