1. The following is a partial implementation of a binary search tree. 
a) Implement the find method, which returns the Node with the key or null if the key is not found. 
b) Discuss the runtime cost of the find method.

class Node {
    public int iData;       // data item (key)
    public double dData;    // data item
    public Node leftChild;  // this node’s left child
    public Node rightChild; // this node’s right child
} // end class Node

class Tree {
    private Node root;      // first node of tree

    public Tree()            // constructor
    { root = null; }         // no nodes in tree yet

    public Node find(int key) // find node with given key
    {
        // to be implemented
    } // end find()

    // other methods
}

2. a) Briefly describe or write the pseudo code for the algorithms of inserting and removing minimum from a minimum binary heap tree. b) Given the following heap, show the resulting tree after each of the following actions: insert 4, remove minimum, remove minimum