

3 Successor *Extra for Experts*

- 3.1 Given a node in a binary search tree (with parent pointers), write a `successor` method which returns the next node in the in-order traversal of the BST. If there is no successor, simply return null.

```
public class BinarySearchTree<T extends Comparable<T>> {
    protected Node root;
    protected class Node {
        public T value;
        public Node parent;
        public Node left;
        public Node right;
    }
    private Node successor(Node node) {
```