Is it common practice to use the same Node structure for Stack and Queue Nodes as well as BST node?
So instead of having a Node struct and a BSTNode struct, just have one struct that has everything for all three data structures?
Example:

```c
typedef struct Node{
    // data
    struct Node *next;
    struct Node *previous;
    struct Node *left;
    struct Node *right;
    struct Node *parent;
}Node;
```

It seems like it would be a bit more efficient than having another structure dedicated to a BSTNode.

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Subject: Re: Node and BST Node
Posted by lusth on Thu, 08 Sep 2016 22:09:23 GMT

Not really, but I was lazy, so I did what you suggest. You can be lazy, too.