I know that the key for the BST is going to be the variable name, but mine does not seem to work properly if I insert into the BST based off the char *variablename. I feel like I'm missing something important. What is being checked to determine if the new tree node should be to the left or right of the parent? My program doesn't seem to like comparing char * and char *.

You have to use strcmp, as in strcmp(key->sval,node->variableValue->sval). If strcmp returns a value less than zero, then the key should be inserted to the left of the current node. If it returns a value greater than zero, then the key should be inserted to the right. In the case of finding the matching node in the tree, if strcmp returns zero, you've found it.

Thank you So So much!!! That was the last thing I needed to do!