

```

BT_NODE_PTR bstFindKey (const BT_NODE_PTR psBSTRoot, int key)
{
    BT_NODE_PTR psTemp = psBSTRoot;

    while (NULL != psTemp)
    {
        if (key == psTemp)
        {
            return psTemp;
        }
        else
        {
            bstFindKey (psTemp->psLeftChild, key);
            bstFindKey (psTemp->psRightChild, key);
        }
    }

    return NULL;
}

```

```

BT_NODE_PTR bstFindKey (const BT_NODE_PTR psBSTRoot, int key)
{
    BT_NODE_PTR psTemp = psBSTRoot;

    if (key != psTemp->data)
    {
        bstFindKey (psTemp, key);

        if (psTemp->data > key)
        {
            psTemp = psTemp->psLeftChild;
        }
        else
        {
            psTemp = psTemp->psRightChild;
        }
    }

    if (key == psTemp->data)
    {
        return psTemp;
    }
    else
    {
        return NULL;
    }
}

```