

```
1  #include <cstdlib>
2
3  using namespace std;
4
5  class BSTNode
6  {
7      public:
8          BSTNode();
9          BSTNode( int contents );
10
11          ~BSTNode();
12
13          void setContents( int contents );
14
15          int getContents() const;
16          int& getContents();
17
18          void setLeftChild( BSTNode* leftChild);
19          void setRightChild( BSTNode* rightChild);
20
21          BSTNode* getLeftChild() const;
22          BSTNode*& getLeftChild();
23
24          BSTNode* getRightChild() const;
25          BSTNode*& getRightChild();
26
27      private:
28          BSTNode* leftChild;
29          BSTNode* rightChild;
30          int contents;
31
32  };
33
34
```