

```

1  #include "BSTNode.h"
2
3  BSTNode::BSTNode()
4  : contents( 0 ), leftChild( NULL ), rightChild( NULL )
5  {
6      /* empty */
7  }
8
9  BSTNode::BSTNode( int contents )
10 : contents( contents ), leftChild( NULL ), rightChild( NULL )
11 {
12     /* empty */
13 }
14
15 BSTNode::~~BSTNode()
16 {
17     leftChild  = NULL;
18     rightChild = NULL;
19 }
20
21 void BSTNode::setContents( int contents )
22 {
23     this->contents = contents;
24 }
25
26 int BSTNode::getContents() const
27 {
28     return this->contents;
29 }
30
31 int& BSTNode::getContents()
32 {
33     return this->contents;
34 }
35
36 void BSTNode::setLeftChild( BSTNode* leftChild )
37 {
38     this->leftChild = leftChild;
39 }
40
41 void BSTNode::setRightChild( BSTNode* rightChild)
42 {
43     this->rightChild = rightChild;
44 }
45
46 BSTNode* BSTNode::getLeftChild() const
47 {
48     return leftChild;
49 }
50

```

```
51 BSTNode*& BSTNode::getLeftChild()
52 {
53     return leftChild;
54 }
55
56 BSTNode* BSTNode::getRightChild() const
57 {
58     return rightChild;
59 }
60
61 BSTNode*& BSTNode::getRightChild()
62 {
63     return rightChild;
64 }
65
```