

```

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

```

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