

```
1  #include <cstdlib>
2
3  using namespace std;
4
5  #ifndef BSTNODE_H
6  #define BSTNODE_H
7
8  class BSTNode
9  {
10     public:
11         BSTNode();
12         BSTNode( int intContents );
13
14         ~BSTNode();
15
16         void setContents( int intContents );
17
18         int getContents() const;
19         int& getContents();
20
21         void setLeftChild( BSTNode* pObjBSTNodeLeftChild);
22         void setRightChild( BSTNode* pObjBSTNodeRightChild);
23
24         BSTNode* getLeftChild() const;
25         BSTNode*& getLeftChild();
26
27         BSTNode* getRightChild() const;
28         BSTNode*& getRightChild();
29
30     private:
31         BSTNode* pObjBSTNodeLeftChild;
32         BSTNode* pObjBSTNodeRightChild;
33         int intContents;
34
35 };
36
37 #endif
38
```