```java
/*
 *
 * Countries of the World App 1.0
 * DemoMain
 * Waleed Gudah
 *
 */

public class bstNode {

    private String key;
    private String name;
    private String continent;
    private int area;
    private int population;
    private float lifeExpectancy;
    private int leftChild;
    private int rightChild;

    bstNode(String key, String name, String continent, int area,
            int population, float lifeExpectancy) {

        this.key = key;
        this.continent = continent;
        this.name = name;
        this.area = area;
        this.population = population;
        this.lifeExpectancy = lifeExpectancy;
        leftChild = -1;
        rightChild = -1;

    }

    //
************************************************************************//

    public String toString() {

        return key + " " + name + "  " + continent + " " + area + " "
                + population + " " + lifeExpectancy;

    }

    //
************************************************************************//

    public String getName() {
        return name;
    }

    //
************************************************************************//

    public String getKey() {
        return key;
    }
```

```java
    //
    *********************************************************************************//

    public String getContinent() {
        return continent;
    }

    //
    *********************************************************************************//

    public int getArea() {

        if (area == 0.0) {

            return -1;

        }

        return area;
    }

    //
    *********************************************************************************//

    public int getPopulation() {

        if (population == 0.0) {

            return -1;

        }

        return population;
    }

    //
    *********************************************************************************//

    public float getLifeExpectancy() {

        if (lifeExpectancy == 0.0) {

            return -1;

        }

        return lifeExpectancy;
    }

    //
    *********************************************************************************//

    public int getLeft() {
        return leftChild;
    }

    //
```

```
//***************************************************************************//

    public int getRight() {
        return rightChild;
    }

    //
//***************************************************************************//

    public void setLeft(int leftChild) {
        this.leftChild = leftChild;
    }

    //
//***************************************************************************//

    public void setRight(int rightChild) {
        this.rightChild = rightChild;
    }

    public void makeTomb() {

        // blank out this node, Tombstone style
        name = "TOMBSTONE";
        key = "TMB";
        continent = "";
        area = -1;
        population = -1;
        lifeExpectancy = -1;

    }

    public void displayThis() {

        String fields[] = new String[6];

        fields[0] = name;

        fields[1] = key;

        fields[2] = continent;

        fields[3] = area + "";

        fields[4] = population + "";

        fields[5] = name + "";

    }
}
```