

```
1 public class Node {  
2     enum CStatus{IDLE, FIRST, SECOND, RESULT, ROOT};  
3     boolean locked;  
4     CStatus cStatus;  
5     int firstValue, secondValue;  
6     int result;  
7     Node parent;  
8     public Node() {  
9         cStatus = CStatus.ROOT;  
10        locked = false;  
11    }  
12    public Node(Node myParent) {  
13        parent = myParent;  
14        cStatus = CStatus.IDLE;  
15        locked = false;  
16    }  
17    ...  
18 }
```

FIGURE 12.1 The Node class: the constructors and fields.