

```

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.